

EBYBA GAME SHEET- TEAM # VS. TEAM# DATE: LOCATION:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64

TEAM FOULS

	1 & 1							2 shots							
first half	1	2	3	4	5	6	7 *	8	9	10 **					
second half	1	2	3	4	5	6	7 *	8	9	10 **					

**7 PLAYERS ( 5 play 6 shifts, 2 play 5 shifts)**

#	Player Name	Fouls	Points	Shifts Played									
				1 <sup>st</sup> HALF				2 <sup>nd</sup> HALF				OT	
				✓	✓	xxx	✓	✓	xxx	✓	✓		
				✓	xxx	✓	✓	xxx	✓	✓	xxx		
				✓	✓	✓	xxx	✓	✓	✓	xxx		
				✓	xxx	✓	✓	✓	xxx	✓	✓		
				✓	✓	xxx	✓	✓	✓	xxx	✓		
				xxx	✓	✓	xxx	✓	✓	xxx	✓		
				xxx	✓	✓	✓	xxx	✓	✓	✓		

COACHES ARE REMINDED THAT PLAYERS MUST PLAY AN EQUAL AMOUNT OF SHIFTS-EACH HALF WILL BREAK AT APPROXIMATELY 5-MIN INTERVALS FOR SUBSTITUTES-DO NOT USE THESE BREAKS AS TIMEOUTS, HAVE SUBS READY TO GO – YOU WILL BE CHARGED A TIMEOUT IF NOT READY WITH SUBS.

DEFENSE FOR 5<sup>TH</sup>-8<sup>TH</sup> GRADE PICKS UP AT HALF COURT.

5<sup>TH</sup>/6<sup>TH</sup> GRADE: SHOTS MADE BEHIND 3-PT ARC ARE ONLY SCORED AS 2 POINTS.

TWO 20-MINUTE HALVES OF RUNNING TIME. LAST TWO MINUTES OF THE GAME IS STOP TIME IF THE POINT SPREAD IS 10 POINTS OR LESS.

OVERTIME PERIODS: 1<sup>ST</sup> OT IS TWO-MINUTE STOP-TIME PERIOD. 2<sup>ND</sup> OT IS ONE-MINUTE SUDDEN DEATH RUNNING-TIME PERIOD (first team to score wins). IF NEITHER TEAM SCORES IN 2<sup>ND</sup> OT, GAME ENDS IN A TIE.

TIME OUTS (30 SECONDS IN LENGTH): ONE IN THE FIRST HALF, TWO IN THE SECOND HALF, ONE ADDITIONAL IN OT.

ANY PLAYER OR COACH WHO RECEIVES A TECHNICAL FOUL FOR UNSPORTSMAN-LIKE CONDUCT MUST SERVE A 1-GAME SUSPENSION. REPEAT OFFENSES RESULT IN BOARD REVIEW AND POSSIBLE SUSPENSION FOR REMAINDER OF SEASON.

See handbook for complete set of league rules