

BBA RULES - 2016-17

BOYS and GIRL's 3rd & 4th GRADE

Game Start – Each child will shoot 1 free throw that will count towards the score. The number of shots taken should be even, depending on the number of kids playing

Clock- Four 8 Minute Quarters. Running clock except last minute of 2nd/4th Qtr.

Pressing - Pressing allowed only in the last 4 minutes of the 4th Quarter. No pressing if winning by 10+ points

Substitution - Mandatory at 4 minute mark of all 4 periods. MUST use the Player Sub Grid

Defense: Man to Man ONLY

Defense cannot engage the offense beyond the 3 point arc.

BOY's and GIRL'S 5TH, 6TH, 7TH & 8TH GRADE

Clock- Four 8 Minute Quarters. Running clock except last minute of 2nd/4th Qtr.

Pressing – Pressing allowed only in the last 4 minutes of the 4th Quarter. No pressing if winning by 10+ points.

Substitution – Mandatory at 4 minute mark of all 4 periods. MUST use the Player Sub Grid

Defense – Man to Man ONLY. Can engage once over Mid Court.

ALL LEVELS

Time outs- Two (2) time outs per half. No carry over from 1st half to 2nd half.

Overtime - One (1) Overtime period of 4 minutes. Game can result in a tie. Pressing allowed during entire overtime period. Stop clock in Last minute of the 4 minute overtime

Comment - All other rules are NJSIAA Federation rules.

BBA 2016

Addendum:

Fouling out

3/4 - Not Applicable (Coaches still need to manage kids that are excessive with their fouls)

5/6 - 5 Fouls, player is out of game. Coaches need to track and should synch at halftime

7/8 - 5 Fouls, player is out of game. Coaches need to track and should synch at halftime

When a player fouls out, substitutions should be of equal caliber player....Good sportsmanship is expected of our coaches. Please work with your kids on the impact of excessive fouls.

Technical Fouls

Result in 2 shots and possession of the ball. They also count as a personal foul.

Illegal defense

First infraction is a warning, 2nd and subsequent infractions result in 1 foul shot and possession of the ball.

Shooting bonus - 1 and 1

3/4 - only under 1 minute to play and only if game has a 6 point or less differential.

5/6 - 1 and 1 bonus will be given after 7 Team Fouls

7/8 - 1 and 1 bonus will be given after 7 Team Fouls

Ejections - In the rare instance that we have an ejection, player will miss the remainder of the game as well as the next game. It is expected that referees use the tools at their disposal to control players. It is also expected that coaches bear some responsibility in managing reckless players.

Referees - Please advise of any issues with referees. They are expected to manage the game appropriately to keep things from spiraling out of control. No complaints thus far to report.