

Game Rules

1. 4 – 6 minute quarters
2. 1st Quarter – 5 designated players will play the entire quarter, without substitution, except in the event of illness, injury, or exhaustion.
3. 2nd Quarter - Players who did not play in the first quarter will play the entire second quarter, without substitution, except in the event of illness, injury, or exhaustion. In the event the team has less than 10 players, the opposing coach must pick from the starting 5, one or more players to fill out the second quarter squad.
4. 3rd Quarter - The third quarter shall be split in half (with the clock stopping as close to the 3 minute mark as possible on a dead ball or timeout for substitutions). By the end of the 3rd period, each player shall have played a minimum of one and ½ quarters of basketball. **Exception:** Players arriving after the start of the game will not have a mandatory playing time requirement (use discretion). The 3rd quarter lineup, does NOT, have to follow first half lineup.
5. 4th Quarter – The coach will select the 4th quarter squad (substitutions are allowed).
6. Four Full Timeouts (60 second) are allowed per regulation game. 2 full timeouts in the first half and two full timeouts in the second half. Timeouts will NOT carry over. One full timeout will be awarded in the event of overtime. Timeouts remaining in the 4th quarter will carry over to overtime.
7. Team fouls WILL RESET at the end of the 1st quarter and 2nd quarter (NOT individual fouls) for ALL grade levels.
8. Half-time is 5 minutes, but may be adjusted at Board Member's discretion.
9. Dunking is allowed in games **ONLY**. Dunking and/or hanging on the rims are **NOT** allowed before, during breaks/time-outs, or after games/practices. The penalty for such behavior is an automatic ejection from the game and a suspension from the following game. The penalty for a second offense is ejection from the league without a refund. **DUNKING IS NOT ALLOWED ON ANY SCHOOL PROPERTY.** Any player damaging property will be held financially responsible.
10. In the event of a tie score, upon the completion of 4 quarters, one 3-minute overtime period will be played. In the event the score is tied at the end of the 1st overtime period, additional 2-minute overtime periods will be played until the tie is broken (no sudden death). One timeout will be awarded for each overtime period and DO NOT carry over.

11. BCB issued uniforms must worn to all games, unless otherwise approved by the BCB Board.
12. Technical/flagrant fouls will result in an automatic 2 points.
13. Each team is required to have an adult or experienced volunteer to keep the score. Home team (official scorebook) and Away team (score clock). The volunteer should be identified prior to the game. Team without a volunteer will be assessed a 2 point penalty at the start of the game and every minute after until a volunteer has been secured. BOARD DISCRETION!!!

Full Court Press Rules

3rd/4th Grade - Full Court Press is only allowed in the last two minutes of the 4th quarter and subsequent overtime periods (the leading team may NOT press if there is a 10 point or more lead).

5/6th Grade - Full Court Press is only allowed in the second half of the game and subsequent overtime periods (the leading team may NOT press if there is a 10 point or more lead).

7/8th Grade – High School - Full Court Press is allowed the entire game, except by the leading team when there is a 15 point or more lead.

The above is a summary of the playing rules. If not listed above, IHSA rules will apply.