

# **Bedford Basketball League Boys & Girls Recreation Division Rules Grades 2-8**

**These rules apply to all regular season and playoff games. NHIAA rules apply for all matters not covered specifically by the Bedford Basketball League rules.**

All players, coaches, managers, and league officials must abide by the league by-laws, general rules and NHIAA rules. It is the responsibility of BBL Directors, coordinators and referees to enforce these rules at all appropriate times. It is understood that coordinators may overrule referees and that BBL Directors may overrule coordinators and referees. This should only be done after consulting the official being overruled and in extreme circumstances in order to correct a wrong that could affect the outcome of the game being played.

These rules shall be effective as of October 20, 2008, and shall supersede any and all other rules that had been in effect prior to their approval. No league rule shall be created, modified or deleted without a vote of the BBL Board of Directors.

## **Rules of Behavior:**

The following rules apply to all players, coaches, officials, parents and spectators.

- The recreational league is for the players. This should be the priority at all times when coaches and officials are making decisions during games and practices.
- No individual is allowed to openly criticize a referee. Questions should be discussed calmly during time-outs or following the game. The referee's decisions are final. BBL Directors, referees and the division coordinators have the authority to assess game ejections for violations of this rule.
- If a referee, coordinator or board member feels that any individual's behavior is unacceptable during a game, coaches will be asked to talk to the offending individual. The next transgression will result in an official warning by the referee. If the problem continues, a technical foul will be assessed and the individual will be asked to leave the gym before play is resumed. The incident will be reported to the BBL Board by both coaches and officials involved for the Board's review and possible further action.
- Any individual ejected from a game by a referee, coordinator or director will automatically be suspended from participating in the team's next game. The ejection is subject to review by the BBL Board of Directors.
  - Any individual ejected from a game by a referee for the second time in the same season will automatically be suspended for the remainder of the season (including tournaments and playoffs). This is subject to review by the BBL Board of Directors.
  - All ejections, unsportsmanlike conduct or derogatory acts must be reported to the division coordinator as soon as practical after the incident. That coordinator is

then responsible to inform the appropriate divisional director within 24 hours. Violations of these rules, unacceptable behavior and multiple, repeated, or significant transgressions will be subject to review by the BBL Board of Directors for disciplinary action. Possible penalties include, but are not limited to, warnings, suspensions and dismissals from the league. Any coach or official who, in the BBL Board's opinion, manipulates these rules against the spirit in which they are intended or contrary to a positive recreational experience for any of the participants, shall be subject to disciplinary action by the board. Nothing in this section shall prevent a referee, league official or director from immediately ejecting anyone from any gym at anytime for just cause.

## The following rules shall apply to all league divisions:

- Every player must be given the opportunity to play (also encouraged to play) an equal amount of playing time in each game, (i.e.: if 10 players or less are suited, then each player shall play at least 4 rotations or 20 minutes of the game.) No player shall be allowed to play more than 1 additional rotation more than any other player, (i.e.: if a player is in 6 rotations all other players shall have played at least 5.) If more than 10 players are suited for a game, any player that was given less than 4 rotations (20 minutes) shall be given at least 4 rotations (20 minutes) the next week. Any player who arrives late or leaves early from a game will forfeit their scheduled playing time, (i.e.: if a player arrives after the game starts and was scheduled to play in the first rotation, the coach is not required to make that rotation up.) The same applies if a player leaves early.
- Travel and school players are not permitted to play more than 20 minutes of the total game time, and no more than 10 minutes per half. (i.e. 40 minute game = 10 minutes of playing time per half for a total of 20 minutes per game) Any violation of this rule may result in the BBL Board calling a forfeit of game.
- Substitutions shall only be allowed at the 5<sup>th</sup>, 10<sup>th</sup> and 15<sup>th</sup> minute of each half. This rule will be waved in extenuating circumstances (i.e. injuries, medical reasons, etc.). Referees will stop play (not the clock) at approximately each 5 minute point in the game for substitutions. Substitutes shall be ready to enter the game (at scorer's table) when play is stopped. Any team whose players are not ready to enter the game when play is stopped will be charged a timeout. If a team does not have a time-out they will be given a technical foul. Substitution times are not time-outs and coaches will not use it as such.
- Games will consist of two 20 minute halves using stop time only in the last 2 minutes of each half of the game. Breaks between halves will be three minutes. Each team will be allowed 3 time-outs (all 30 second) per game with no more than 2 time outs per half. Each team will be given 1 time-out for each overtime period with no carry over from regulation.
- There will be a jump ball at the start of the game and then we will revert to alternate possession.
- In the event of a tie, teams will play one 2 minute overtime period using stop time beginning with a jump ball. All players who have not fouled out of game shall be eligible to play the entire period. This includes travel and school players who may have maxed out their allotted playing time during regulation. If the score is still tied after the 2 minute overtime period the game shall end in a tie. During playoffs, 2 minute stop time periods will be played until a winner is determined.

- One and one foul shooting will take effect at the 7th team foul at each half and two foul shots at the 10th foul at each half.
- There shall be no more than 6 players other than the shooter inside the 3 point line when shoot free throws. (4 defensive and 2 offensive) No players shall stand inside the hash marks at the top of the key.
- All technical fouls will be two shots and the shooting team shall retain possession.
- 10-foot baskets.
- All games must start promptly at the scheduled time. A 5 minute grace period will be allowed for a team to arrive before a forfeit is declared. A team may play a game with 4 players.
- All players are required to wear a numbered T-shirt/basketball shirt and basketball shoes/sneakers.
- Each team will be responsible for providing a volunteer for either scorekeeper or clock-keeper. Each game must be officiated by at least 2 individuals.
- Coaches are responsible for the conduct of their players and fans. Teams should make every effort to not run up the score.

### Exceptions 2<sup>nd</sup> Grade Division:

- Instructional only! All time will be spent incorporating skills practice, technique, positioning and rules of the game. All sessions in December will be spent in a clinic type format, and no scrimmages shall be played. Starting with sessions in January, each hour will be broken into a 30-minute practice followed by a 30-minute scrimmage with 8-foot baskets.
- During scrimmages, coaches are to remain on the floor and continue instruction to all players on the floor. Violations (i.e.: traveling, double dribble etc.) will be pointed out, but the offending player will retain possession of the ball.
- No scores will be kept and the score board will not be used at any time.
- No double teaming of the ball handler outside the lane is permitted. Ball will be awarded back to the offensive team on the side.
- No stealing the ball out of the hands of any player will be allowed. Change of possession shall occur only by rebounds, out of bounds and the interception of passes.
- No playoffs. Regular format will continue through the end of season.
- At no time will defense be played in the other team's back court.

### Exception for all boys and girls divisions grades 3 through 8:

- Man to man will be played the first 10 minutes of the 1st half. First violation will result in a warning. Subsequent violations will result in a team foul being assessed to the defensive team.

### Exceptions 3<sup>rd</sup> & 4<sup>th</sup> Grade Divisions:

- Free throws will be taken from the first hash mark. The player may jump over this line in the act of shooting.
- No 3 point line. All shots count for 2 points, except foul shots which count for 1 point.
- No defense allowed outside your 3 point line until the last 5 minutes of each half where pressing is allowed up to the ½ court line. At no time will defense be played in the other team's back court. Violation of this rule will result in warnings with possession remaining with the offensive team.

- If leading by 10 or more points with 10 minutes remaining in the game, defense shall be pulled back to inside the 3 point line at all times.
- Three second rule is modified to five seconds; referees should count 4<sup>th</sup> and 5<sup>th</sup> second out loud as a warning to players.
- For the first three weeks of season violations will be called, but possession will be retained by the team with the ball for first violation in each series. Player fouls will be called and possession will change if appropriate.
- No overtime; games will end in a tie.
- Game ball size will be 28.5 .

### Exceptions 5<sup>th</sup> & 6<sup>th</sup> Grade Divisions:

- No defense in other team's back court. Pressing is allowed during the last 5 minutes of each half up to the three point arc. Violation of this rule will result in one warning per half. All subsequent violations in each half will result in a personal foul being called upon the offending player.
- Game ball shall be gender appropriate, 28.5 girls, and full size for boys.

### Exceptions 7<sup>th</sup> & 8<sup>th</sup> Grade Divisions:

- No defense allowed inside your opponent's 3 point line. Full court pressing is allowed during the last five minutes of each half. Violation of this rule will result in one warning per half, all subsequent violations in each half will result in a personal foul being called upon the offending player.
- Game ball shall be gender appropriate, 28.5 girls, and full size for boys.