Thunder Bay Basketball Association
Rules For 2023/2024

The rules for this level will be the same as the MHSAA Rules and shall include the following:

Registration: Only registered players may participate in games and practices. All players must be registered by the last registration date set by the Board of Directors.

Qualification: Teams are determined by grade only; age is not a factor. All players must by physically able to play 10 full minutes (one full quarter) of non-stop basketball.

Team Size: The recommended minimum number of players per team is eight. Exceptions may be granted by the Registration Committee. Multiple teams will be divided by a Thunder Bay Basketball Association Committee.

Playing Time: With seven or more players on each team, each player must play at least one complete ten (10) minute quarter from start to finish. Each player must sit out one complete ten (10) minute quarter from start to finish. The violating team forfeits its right to win the game. If a six man team is playing a team of seven or more players, both teams will play under the six man rule. If a player comes late to a game and is out for a full quarter, this can be counted as their quarter of sitting out of the game. If a player does not report for a game before the end of the second quarter, misses all practices during the preceding week or is under discipline for misbehavior, the coach, with prior notification to the game referee and a TBBA Board Member, may sit the player for the entire game.

Six-Man Rule: Each player must play one (1) complete ten (10) minute quarter. Each player is not required to sit out one (1) complete (10) minute quarter. The six-man rule will be determined at the end of the first quarter and the game will be finished under the six-man rule.

Short Teams: Teams are permitted to "pick up" players from teams who have finished playing to make a five-man team. The short team forfeits its right to win the game.

Practice: The minimum number of scheduled practices per week is two.

Game Time: The length of a regulation game will be four (4) quarters of ten (10) minutes each. The clock will run continuously unless stopped by a game official for an official time-out or team time-out. The clock will be stopped on every whistle during the final one (1) minute of the second and fourth quarters, respectively.

Time-Outs: Each team is allowed four (4) one minute time-outs during a regulation game.

Scorekeeping: An official scorebook will be completed by a volunteer during each game. For 5th – 6th grade games, the score will be displayed on an electronic scoreboard along with the time remaining in each quarter. For 3rd – 4th grade games, the electronic scoreboard will only display time remaining. Scores will not be displayed.

Uniforms: Jerseys cannot be altered in any manner (no cut off sleeves or bottoms or additional writing or drawings). A player with an altered or defaced jersey will not be allowed to play in a game until a new jersey is purchased at the player's expense. Jerseys must be tucked in the player's shorts or pants (exceptions per Referee only). A player who has lost an official jersey may play one game with a substitute shirt. The substitute shirt shall be the same color as the official game jersey. The player will not be allowed to play in any subsequent games until a new jersey is purchased at the player's expense. Sweatbands on the head and wrists are allowed. Players may not wear any form of jewelry or other accessories.

Fouls: Any player, who has committed five (5) fouls during a game, must leave the game and cannot return.

Technical Fouls: The offended team will be awarded two (2) points and awarded the ball at the division line.

Intentional Fouls: The offended team will be awarded two (2) points and awarded the ball at the division line.

Injury: Any player, who is injured and must leave the game within the first five (5) minutes of the quarter, will not be charged for playing the quarter. If the time elapsed in the quarter is over 5 minutes, the player's time will count as having played the quarter. The opposite will be the case for the replacement player. Coaches will be responsible to manage the time as outlined in the **Playing Time** section of the rules.

Overtime: In the event of a tie, there will be three-minute overtime; if at the end of that time the score is still tied, the game ends.

Substitutions: Substitutions are allowed only on timeouts and at the end of each quarter. An exception will be made in the event of an injury. Players must check in at the Scoring Table.

Zone Defense: **3rd/4th Grade:** ZONE DEFENSE IS NOT ALLOWED. Each defender below the top of the key (including the full circle) must be playing within 6 feet of an offensive player or in the act of moving to defend another offensive player. If an official detects a player is guarding an area of the floor, the first offense is a team warning; subsequent offenses will be technical fouls.
5th/6th Grade: ZONE DEFENSE IS NOT ALLOWED in the first half of any game. Each defender below the top of the key (including the full circle) must be playing within 6 feet of an offensive player or in the act of moving to defend another offensive player. If an official detects a player is guarding an area of the floor, the first offense is a team warning; subsequent offenses will be technical fouls. ZONE DEFENSE IS ALLOWED IN THE SECOND HALF OF ANY GAME. Coaches may use a zone defense for the entire second half, part of the second half, or not at all.

Double Teaming: **3rd/4th Grade:** Double teaming is not allowed. First offense will be a warning. Each subsequent offense will result in the opposing team inbounding the ball under their basket.
5th/6th Grade: Double teaming is allowed.

Pressing: No pressing is allowed under any circumstance. As soon as the defense gains possession of the ball (steal, rebound, or turnover) the opposing team must go back to half court. This rule covers live and dead ball situations.
5th/6th Grade Only: A full court press may be utilized by both teams during the final 5 minutes. A team leading by more than 10 points may not press.

Unsportsmanlike Conduct: The Official may issue a warning or technical foul on the first violation by the player. On the second technical foul issued to a player, the player must be ejected from the game. If the first violation is violent, the Official may remove the player from the game. Coaches who behave in an unsportsmanlike manner will receive a technical foul. Coaches who receive a second technical foul will automatically be ejected from the game.

Three Point Shots: Are not in effect.

Foul Shots: **3rd/4th Grade:** Foul lines. The shot must start with both feet behind the 12 foot line and finish with both feet on or behind the line.
5th/6th Grade: The shot must start and finish behind the 15 foot line.

IT IS APPARENT THAT ALL SITUATIONS CANNOT BE COVERED BY THESE RULES. ALL DECISIONS BY THE COACHES AND REFEREES SHOULD BE MADE WITHIN THE SPIRIT AND INTENTION OF THE RULES AND THE THUNDER BAY BASKETBALL ASSOCIATION. THE REFEREE'S DECISION WILL BE FINAL.