

# 8<sup>th</sup> Grade Bethlehem Basketball Club Rules

*BBC plays by High School Basketball Rules except as noted below*

Topic	Rule	Comments
<b>Playing Time</b>	Playing time will be divided evenly among all players at a particular game. No player should play more than a ½ quarter more than other players at the game.	Players and quarters played should be: 5 - 4 Q each 6 - 4 players - 3 ½ Q, 2 players - 3 Q 7 - 5 players - 3 Q, 2 players - 2 ½ Q 8 - 8 players - 2 ½ Q each 9 - 4 players - 2 ½ Q, 5 players - 2 Q 10 - 2 Q each
<b>Substitutions</b>	Play will be stopped at approximately 4:30 of each quarter for substitutions.	Players who are entering the game should be at the scorers' table prior to the stopping of play.
<b>Regulation</b>	9 minutes running-time quarters, except for last two minutes of 4 <sup>th</sup> quarter when clock stops on all whistles. At all times, a time-out stops the clock until ball is entered back into play.	Clock is only stopped for time-outs, injuries, and end of quarter. Overtime: One two-minute period if game tied at end of regulation, with clock stopped at all whistles. If game still tied at end of overtime, a sudden death period will be played to determine the winner.
<b>Breaks</b>	2 min. at quarters, 5 min. at half-time	
<b>Time-outs</b>	Four 30-second time-outs per game. One 30-second time-out for overtime.	Player or coach can call time-outs. Regulation time-outs do not carry over to overtime.
<b>Defense</b>	Man to Man only. No "zone" allowed.	A zone is defined as double (or more) teaming a person who does not have the ball, or being positioned in the lane more than 3 feet from the person you are guarding while not guarding the person with the ball. Teams receive one warning then a technical foul.
<b>Pressing</b>	Allowed during entire game.	Not allowed when ahead by 20 or more points.
<b>Fast Break</b>	Allowed during entire game.	Not allowed when ahead by 20 or more points.
<b>Fouling Out</b>	On the 5 <sup>th</sup> personal foul.	
<b>1-and-1</b>	On non-shooting fouls during last two minutes of game.	
<b>Foul Line</b>	Regulation	
<b>Entering the Lane</b>	Players on the lane may enter the lane when the ball leaves the shooter's hand.	The shooter and all players outside the 3-point line must wait until the ball hits the rim to enter the lane.
<b>Game Ball</b>	Regulation Size	
<b>Jump Ball/Possession</b>	A jump ball will be held only at the beginning of game with possession arrow dictating possession on all tie-ups and at the beginning of subsequent quarters.	Jump ball will be held at the beginning of overtime and sudden death period
<b>Lane Violation</b>	3 seconds	
<b>3 Point Shots</b>	Count as three points	
<b>Technical Fouls</b>	Unsportsmanlike conduct by players and/or coaches will result in a technical foul and will be assessed as two foul shots and possession of the ball.	Two technical fouls in a game will result in disqualification and the player/coach will leave the gym.
<b>Coaches</b>	Only the head coach and one assistant will be allowed on the team bench.	