

# High School 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 as evenly as possible among all players at a particular game. No player should play more than one substitution 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 approximately every 5 minutes (4 minutes if either team has more than 10 players playing) for substitutions.	Players who are entering the game should be at the scorers' table prior to the stopping of play. Teams must have at least four players present at game time to start a regulation game.
<b>Regulation</b>	20 minute running halves except for last two minutes of the game when clock stops on all whistles. At all times a time-out stops the clock until ball is entered back into play. (Longer halves will be used in games where gym time is available)	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>	5 min. at half-time	
<b>Time-outs</b>	Four 30-second timeouts per game. One 30-second time-out per overtime period.	Player or coach can call time-outs. Regulation time-outs do not carry over to overtime.
<b>Defense</b>	Man to Man and Zone are allowed	
<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.	Technical fouls also count as a 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 occur only at the beginning of game, with possession arrow dictating possession on all tie-ups and at the beginning of subsequent periods.	Jump ball will be held at the start of overtime.
<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.	The second technical foul for a season will result in disqualification from the current game and one additional game and the player/coach will leave the gym. On the third technical foul a player will be removed from the league.
<b>Coaches</b>	Coaches are encouraged to have a scorekeeper to assist them	