

AMENDED 2019 Boys Basketball Rules

Game Rules

1. Game will consist of 4 six-minute quarters. Game will start with a jump ball, and then possession will alternate at the start of each quarter.
2. Clock will stop for all fouls and substitutions, but will run during violations (traveling, 3 seconds, ball out of bounds etc.) Except for the last minute of each quarter, then the clock will stop on all whistles.
3. **Illegal Defenses for 3rd & 4th: zones, or multiple guarding of a player without the ball. Multiple guarding a player with the ball is only allowed inside the 3-point arc. This rule is still in effect during all press situations. 3rd&4th teams must play man-to-man defense including inbounds plays. 5th& 6th teams can play man or zone (unless press rule/point difference is in place).**
For illegal defense the referee will give one warning per half. After this a technical foul will be called.
4. Defense may not dislodge ball on rebound or steal the ball until the player and ball have crossed half court, unless pressing rules are in effect. Official will warn; if continued, a technical may be called. **If the offensive player loses control of the ball, in the backcourt, by no action of the defense, it is a loose ball that either team may recover.**
5. Full court press is allowed (**5th&6th grade only**): (A): during the last 60 seconds of each quarter if the point spread is 6 points or less. (B): Anytime by a team with a deficit of 7 or more points. *****3rd & 4th can only multiple guard the ball within the offensive 3-point arc, otherwise no pressing/zones at any time.**
6. 3 Timeouts per game, 1 per overtime, not cumulative.
7. 1 Two minute overtime. If no winner it will count as a tie. This will count as ½ win and ½ loss towards the league standings.
8. Defensive team will receive jump balls out of bounds.
9. **On the tenth foul in each half or the third foul in the last 2 minutes of the 4th quarter, whichever comes first, the 1 in 1 bonus will be in effect. Bonus will carry over to overtime.**
10. On foul shots, no player (including the shooter) may enter the key until the ball hits the rim.
11. Foul line will be 18 inches in front of marked foul line.
12. If a player commits 5 fouls in the game that player must leave the game even if it takes the team to four or fewer players.

Team/Player Guidelines

1. All players must play a minimum of **2 complete** quarters and sit out **1 complete** quarter. (Provided they arrive prior to the start of the game.) *** If injury/illness occurs or player in foul trouble is pulled out, make every **HONEST effort to ensure they meet playing requirements.***** If they arrive after the game starts the minimum playing time will be reduced to 1 quarter.) **This means if they start or sit a quarter they play or sit the entire quarter.** This requirement must be met by the end of the game or it will be a forfeit. Once the playing requirement has been met (usually by the 4th quarter), a coach can freely substitute all players who have met the requirement.
 - a. **This requirement may be adjusted for a player not attending practice. Recreation department must be notified regarding this potential situation before any adjustment is made.**
 - b. If a team of 6 is playing a team with 7, the team with 7 can choose one player from the 6-person team to sit out 1 quarter. If a team of 6 is playing a team with 8 or 9 players then 2 players will be chosen to sit 1 quarter each. In these cases the coach of the team of 6 will determine which quarter the player(s) sits.
 - c. If both teams have 6 players. Each coach can designate 2 players to sit a full quarter. The remaining 4 players have to sit approximately half a quarter. The coaches will determine when players sit a full or half quarter.
 - d. If a team has 5 players their opponent, with more than 5 players, has to make sure all players play 2 quarters but the sitting out rule is waived for that game.
2. If a team does not have 5 players to play the game it will be a forfeit. Teams will still play an officiated game and the team that is short may borrow from the other team.
3. Coaches are encouraged to have at least 3 contacts per week but no more than 5. (Including practices and games)
4. Coaches are responsible for supervision and conduct of their players and spectators. Arguing with officials will not be tolerated from anyone including coaches.
5. Coaches must remain on or directly in front of their bench area.
6. **Coaches, for your liability, please do not leave a practice or game until all players have been picked-up by a parent or guardian.**