

# 2021-2022 BEL AIR BOYS BASKETBALL RULES

## 13-15 AGE GROUP OPEN SUBSTITUTION

### Objectives

- The purpose of the league is to have fun while furthering the development of the boys' fundamental basketball skills and to reinforce the basics of the game. Boys in this age group should begin learning more advanced offensive and defensive strategies as well as game management.
- Coaches are responsible for creating a team environment for the players. Always be positive in teaching the game and never criticize a player in a negative manner.

### **NFHS Basketball Rules apply unless otherwise noted below**

### Pre-Game Responsibilities

- Each team must provide an adult volunteer to assist with the scorebook and/or game clock. No one under the age of 18 is allowed at or near the scorer's table.
- Each coach must have all eligible and able players in the scorebook before the scheduled start time of the game. This includes jersey number and name (First Name and Last Initial)

### Game Clock

- There will be four (4) ten (10) minute quarters
- 1-minute rest between quarters with 3-minute halftime when time permits
- Overtime periods will be 3 minutes
- The clock will stop:
  - For all foul shots until the shooter is given the ball on the first free-throw. The clock will continue to run throughout the free throws. The clock will remain stopped for the duration of the free throws if any other clock stoppage rules apply
  - For all timeouts, until the ball is put back into play by following NFHS Rule 5 Section 9 – Re-starting the Clock
  - for all referee whistles in the last 2 minutes of the second half
  - during overtime periods for all referee whistles
- If a team is up by 20 or more points, the clock will not stop except for timeouts
- Due to time constraints, it will be the discretion of the league representative or referees to play under a running clock at any point in the game when the remaining time is nearing the time allocated for the game.

### Time Outs

- Each team will be given three (3) timeouts per regulation time, if unused in the first half only two (2) timeouts will carry over into the second half.
- Timeouts do not carry over to any overtime period
- Each timeout will be 1 minute in duration
- Each team will be given one (1) timeout for each overtime period

### Substitutions

An unbroken quarter is where the player does not sit out 3 consecutive minutes within a quarter.

- All eligible and able players must play in each quarter for at least 3 consecutive minutes.
- All eligible and able players must sit in each quarter for at least 3 consecutive minutes.
- No player will play an unbroken quarter unless playing with 7 or fewer players.
- When playing with 7 players, no more than 1 player may play an unbroken quarter in each quarter. No same player will play more than 1 unbroken quarter in the game.
- When playing with 6 players, no more than 3 players may play an unbroken quarter in each quarter. No same player will play more than 1 unbroken quarter each half.
- It is encouraged to make every effort to play everyone an even amount of time.
- Substitutions are allowed at any dead ball.
- Substitutions must be at the scorer's table before a dead ball to substitute in.
- When substituting, the player must tell the scorekeeper the number of the player he is taking out of the game and kneel next to the table until signaled in by the referee.
- Substitutions at a time out still require the player to check-in at the table with the number who they are replacing.

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- In the event of an overtime period, coaches may place any player on the court during the first overtime period regardless of the time the player played in regulation. Substitutions are not required during the overtime period but are allowed. If there is more than one overtime period and a player did not play in the previous overtime, they must play in its entirety the next overtime.
- **Any violation of the substitution rules found by the league will result in a forfeit of the game.**
- **The official record of substitutions is the scorebook.**
- The scorekeeper will mark every quarter a player has entered into the game in the scorebook next to their name in the section provided as follows:
  - O = Played in the Quarter
  - X = Sat out in the Quarter

#### **Defensive Rules**

- Man to Man and Zone defenses are allowed at any time during the game
- Full court defense is allowed during the entire game
- When a team is up by 10 or more points at any point in the game, defensive pressure by the leading team in the backcourt will be suspended until the point differential is 9 or less
- The first violation of the full-court press will result in a warning. Any subsequent violation will result in a bench technical foul.

#### **Coach and Player Conduct**

- Coaches will assume responsibility for the behavior of their players and that of the players' parents
- Only One (1) Head Coach and One (1) Assistant Coach are allowed on the bench for each team during the game.
- No child or parent who is not on the roster is allowed on the bench.
- Only one coach for each team may stand during gameplay
- Only coaches with valid and visible badges are allowed on the bench.
- All players and assistant coach will remain seated on the bench
- Any violation of the following rules will result in a player technical foul
  - Inappropriate or aggressive physical behavior, trash-talking, or tantrums during the game.
  - Cursing, derogatory or slanderous remarks by players, coaches, or parents
- Any violation of the following will result in an immediate ejection and minimum suspension of the next scheduled practice and game for the first offense, second offense will be a suspension for the rest of the season including playoffs.
  - Fighting
  - Inappropriate criticism directed towards any player, coach, or referee
  - 2 personal technical fouls within one game
  - 3 bench technical fouls given to the head coach in one game
  - Flagrant foul meant to cause harm or injury to a player
- Referees or coaches may, at their discretion, require that a player be removed from the game for a 'cooling-off period'. A player who is removed under this situation cannot return for the remainder of the quarter.

#### **Uniforms**

- All uniform shirts will be tucked in at all times during play
- Players must wear current year BABB provided jerseys with a unique number issued to each player
- No jewelry of any kind will be worn. This includes, but is not limited to soft bracelets, necklaces, or earrings
- Hard casts are not permitted no matter what material is used to cover them
- Players must wear tennis shoes with non-marking soles

#### **Forfeits**

- Each team must have at least 4 players to begin a game. If the team cannot field 4 or more players at the beginning of the scheduled start time, the team will forfeit.
- Players can not be "borrowed" to meet the minimum 4 players to avoid a forfeit
- After the forfeit is recorded, both teams may continue with a scrimmage if agreed upon by both coaches
  - No overtime will be played during a scrimmage
  - No scrimmage will continue past the time allotted for a regular game in that time slot
- If at any time a team cannot field 4 or more players during a game, that team must forfeit.

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### **Additional Rules and Guidelines**

- Coaches must ensure all players are picked up after a game or practice. There must be two adults present when a player is waiting to be picked up
- All coaches and fans must wear a mask indoors at all times. Any guest who does not comply will be asked to leave the building. Players must wear a mask while not engaging in physical activity. This includes on the sideline of a game and to and from the gym.
- No balls other than the balls brought by the coaches are allowed at practices or games
- No food or beverages, including water, are allowed in the gym. All water must be placed outside the gym in a designated area
- Only 2 overtime periods will be played in regular-season games. If the score is still tied after 2 overtime periods, the game will end in a tie

### **Free-Throw Clarifications**

- No player shall enter or leave a marked lane space until the ball is released from the shooter's hand (NFHS 9.1.3d)
- The shooter can not enter the lane until the ball touches the ring or backboard (NFHS 9.1.3e)
- No player outside the three-point line can enter the area inside the three-point line until the ball touches the ring or backboard (NFHS 9.1.3f)
- The shooter has 10 seconds to shoot the ball once received from the referee (NFHS 8.4)
- If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court (NFHS 5.9.3)
- If play is resumed after a made free-throw with a throw-in, the clock shall be started when the ball touches a player on the court after it is released by the thrower (NFHS 5.9.4)