

2021-2022 BEL AIR BOYS BASKETBALL RULES 11-12 AGE GROUP

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.
- 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 or game clock.
- 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)
- Any player who is not present at the start of the game must be entered into the game within the next two (2) substitutions as long as that player was entered into the scorebook before the start of the game

Game Clock

- There will be two (2) twenty (20) minute halves with a running clock
- Halftime will be 3 minutes – If 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 15 or more points, the clock will not stop except for timeouts

Time Outs

- Each team will be given two (2) time outs per half
- Each timeout will be 1 minute in duration
- Each team will be given one (1) timeout for each overtime period
- Unused time outs do not carry over

Substitutions

- All eligible and able players must play at least 10 minutes in every half of regulation
- All eligible and able players must sit out at least one full 5-minute interval within a game unless there are 5 or fewer players. With 7 or more players, every player must sit at least one full 5-minute interval each half.
- All substitutions will be made at every 5-minute interval of each half (5, 10, 15 min). No other substitutions are allowed except for injuries or otherwise stated within these rules
- All players on the bench must enter the game during the substitutions
- No player will play 3 consecutive 5-minute increments within one half unless there are only 7 players. No player will play 3 consecutive 5-minute increments more than once in a game when playing with 7 players.
- No player will play 3 - 5-minute increments in one half more than once in a game when playing with 8 or more players.
- No player will play 4 - 5-minute increments in one half if playing with 7 or more players.
- A player may be substituted for in the first half at any time if the player receives their 3rd personal foul. If the player is removed, they are not allowed to re-enter until the second half. A player is not allowed to be removed in the second half for any number of fouls until they reach their 5th personal foul.
- Substitutions are not timeouts. Coaches will substitute the players immediately at the planned substitution point. At the discretion of the referee, coaches who use the substitution interval to gather the team and not make immediate substitutions will be assessed a timeout. If no timeouts remain, a bench technical foul will be assessed against the head coach.

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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. If there is more than one overtime period, all players who were on the bench during the previous overtime period must be substituted into the game. No player may play more than two consecutive overtime periods.

Defensive Rules

- Man to Man and Zone defenses are allowed at any time during the game
- In the first half, the defense may play up to half court
- Full court defense is allowed in the second half
- 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.
- At any time during the game, a defensive rebound can be guarded by one opposing team player until the rebounder passes or begins to dribble. Guarding any player without the ball will follow the rules in this section.
- Possession during a throw-in is not established until a team touches the ball in-play. Defensive players have an equal right to the ball no matter where the throw-in is from. All above defensive rules apply while the ball has not been thrown in yet.

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.
- 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 half.

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
 - The clock will not stop during scrimmages
 - 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 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)