CARROLLTON BASKETBALL RULES - 2019

9 - 10 BOYS LEAGUE

1. Players should arrive 15 minutes before the scheduled playing time. *If a player arrives after the second quarter begins, he is ineligible to play for the remainder of that game. No exceptions*.

2. Players should not bring their own ball to the games. Coaches will be allowed to bring basketballs for pre-game warm-up, but they must be placed in a bag and be under the control of the coach at all other times.

3. No food or drink is to be brought into the gym by players, coaches, parents, etc. A water fountain is available for water breaks.

4. No one is allowed in the weight room/locker room area.

5. Team players and **two** coaches only for each team will be allowed on or behind the bench during each game. Each team may be required to provide one adult to assist the scorer at the scorer's table.

6. There must be at least 4 players on the court at the start of the game for the game to be played. Any team having fewer than 4 players will be given 5 minutes grace period before the forfeiture is called. The grace period will commence at the time the referee calls for the game to start.

7. A player must have his team shirt at the time he must first compete in the game, or he will be ineligible to participate in that game. No exceptions, no grace period. No switching of shirts allowed. If a player has lost his shirt, he must make arrangements with the coordinator to obtain a replacement.

8. A player who scores **20 points** will be disqualified from further play in that game once he has scored the 20th point. Disqualification occurs only after the play has been completed. For example, if a player who has 19 points successfully makes a field goal, both points will count and the player will then be disqualified. In the same example, if a foul is called against the defensive player, the shooter will be allowed to attempt the appropriate number of free throws before being disqualified.

9. All players present must play a minimum of two full quarters during regulation time with **one full quarter of participation in each half.** During the **fourth quarter only**, there will be free substitution for those players who have completed a minimum of one full quarter in each half. Thus, only a player who has played a full quarter in the first half and has played the full third quarter is eligible to be substituted for when he plays the fourth quarter. There will be free substitution during overtime. Until the last two minutes of the fourth quarter or overtime, time will be stopped only until the substitution is completed.

10. If the time requirement for a player is violated, the team concerned will forfeit the game.

11. *A player removed from a game due to injury may return to play during the quarter in which he was injured after properly checking in with the scorer's desk, or he may play his next scheduled quarter. The quarter in which he was injured will be considered a full quarter played for purposes of Rules 9 and 10.*

12. Every player must check in at the scorer's desk each time he enters the game. Failure to do so may result in a technical foul.

13. The coach must complete the scorebook prior to the commencement of the game. Each player's last name must be entered in the book. Players should be listed in numerical order from lowest to highest numbers. All coaches and players must refrain from obstructing the view of the scorekeepers. Players not on the floor must remain seated at all times. Violation of this rule may result in stoppage of play and the assessment of a technical foul on the bench.

14. Each quarter will be 6 minutes long. There will be a 2 minute break between each quarter and a 5 minute break

between halves. Coaches are required to check their players into the game during these breaks. A warning will be given 30 seconds before the end of each break. Teams not **fully** checked in before the end of the break may be assessed a technical foul and the opposing team will receive possession of the ball without a change in the possession arrow. Players must stand in front of the scorer's table with their backs to the table in order to be properly checked in. Players must not leave the check-in area until told to do so by the scorer's table.

15. The clock will be stopped only for foul shots, substitutions, and time outs during the game, except for the last two minutes of the fourth quarter and the last two minutes of an overtime period. In the last two minutes of the fourth quarter and an overtime period, the clock will stop on a made basket and the referee's whistle (which includes all fouls, out of bounds plays and substitutions). The clock will restart when the ball is touched inbounds by any player. *The clock will also be stopped on all fouls, whether shooting or non-shooting, during the final minute of each quarter.* Each team will be allowed no more than 2 time outs for each half. Time outs will last for 1 minute. Time outs can be requested by the coaches or the players. There is no carryover of time outs between halves.

16. In case of a tie at the end of the fourth quarter, overtime period(s) of 3 minutes will be played. All players who have not been disqualified during regulation are eligible to play during overtime, at the option of their respective coaches. Each team has one time out available during an overtime period. There is no carryover of time outs not used during regulation time or a prior overtime period. A max of 2 OT periods will be played.

17. Five (5) personal fouls disqualifies a player.

18. Bonus foul shots (1 + 1) are in effect on the 7th team foul of a particular half.
Super Bonus (2 shots) is in effect on the 10th team foul of a particular half.

19. A 5 second offensive lane rule will be applied.

20. Jump Ball Rule - Only at the beginning of the game and the beginning of overtime will there be a jump ball. Otherwise, where there would normally be a jump ball, the teams will alternate possession.

21. Teams must play non-zone defense. The defensive team may not have more than one person guard an offensive player without the ball. *Teams may employ a ball trap, and may use a "help" defense*

    When a team is found to be employing a zone defense or otherwise in violation of this rule, a warning will be given. A technical foul will be charged against that team by the referee for each subsequent offense.

22. No overloading will be allowed. There must be at least *one offensive player on the side of the basketball, in addition to the player in possession of the ball.*

23. Full Court Press Rule - When the ball changes hands, all defensive players must return immediately to the other end of the court without interfering with the other team until the ball passes mid-court. When a defensive team is determined to be interfering with the ball in the back court, a warning will be given. A technical foul will be charged against that team by the referee for each subsequent offense. **A full court press may be used during the entire fourth quarter and overtime, except no pressing will be allowed by a team with a lead of 15 or more points.**

24. All teams will participate in a single elimination playoff tournament. Teams will be seeded based on their overall records. If teams are tied for purposes of playoff tournament seeding, head-to-head competition will control. If the tie is not then eliminated, a coin flip will be employed.

25. During free throw attempts, a maximum of 6 players will be allowed on the lane. The shooting team is allowed the shooter and two rebounders. The defending team is allowed three rebounders. No player may cross their respective line before the ball touches the rim. Entering the lane before the ball touches the rim will result in a

lane violation.

26. There will be ***no*** three point field goals.

27. Goal height is 9 feet. Free throw distance is 13 feet. Biddy basketball (28.5 inches) is used.