

## **BBL Summer League Rules**

### **All non-High School Divisions**

#### **Rules of Behavior:**

The following rules apply to all players, coaches, officials, parents and spectators.

- All behavior rules will be strictly enforced with zero tolerance. As the summer league is an outdoor league with many families and siblings in attendance, any behavior violations will be handled swiftly.
- The summer league is for the players. This should be the priority at all times when coaches and officials are making decisions during games.
- No individual is allowed to openly criticize a referee. Questions should be discussed calmly during time-outs or following the game. The referee's decisions are final. BBL Directors, referees and the division coordinators have the authority to assess game ejections for violations of this rule.
- If a referee, coordinator or board member feels that any individual's behavior is unacceptable during a game, coaches will be asked to talk to the offending individual. The next transgression will result in an official warning by the referee. If the problem continues, a technical foul will be assessed and the individual will be asked to leave the gym before play is resumed. The incident will be reported to the BBL Board by both coaches and officials involved for the Board's review and possible further action.
- Any individual ejected from a game by a referee, coordinator or director will automatically be suspended from participating in the team's next game. The ejection is subject to review by the BBL Board of Directors.
- Any individual ejected from a game by a referee for the second time in the same season will automatically be suspended for the remainder of the season. This is subject to review by the BBL Board of Directors.
- All ejections, unsportsmanlike conduct or derogatory acts must be reported to the division coordinator as soon as practical after the incident. That coordinator is then responsible to inform the appropriate divisional director within 24 hours. Violations of these rules, unacceptable behavior and multiple, repeated, or significant transgressions will be subject to review by the BBL Board of Directors for disciplinary action. Possible penalties include, but are not limited to, warnings, suspensions and dismissals from the league. Any coach or official who, in the BBL Board's opinion, manipulates these rules against the spirit in which they are intended or contrary to a positive recreational experience for any of the participants, shall be subject to disciplinary action by the board. Nothing in this section shall prevent a referee, league official or director from immediately ejecting anyone from any gym at anytime for just cause.

#### **The following rules shall apply to all league divisions:**

- *Basket Height:* 10 Foot Baskets
- *Rainouts:* Any game postponed due to inclement weather will attempt to be played during the week at an available outdoor court or indoors at Lurgio. Times will be determined by the league and impacted coaches.
- *Game Length:* Games will consist of two 25 minute halves using stop time only in the last 2 minutes of each half of the game. Breaks between halves will be three minutes.

- *Start Time:* All games must start promptly at the scheduled time. A 5 minute grace period will be allowed for a team to arrive before a forfeit is declared. A team may play a game with 4 players.
- *Playing Time:* Every player must be given the opportunity to play (also encouraged to play) an equal amount of playing time in each game, (i.e.: if 10 players or less are suited, then each player shall play at least 5 rotations or 25 minutes of the game.) No player shall be allowed to play more than 1 additional rotation more than any other player, (i.e.: if a player is in 6 rotations all other players shall have played at least 5.) If more than 10 players are suited for a game, any player that was given less than 5 rotations (25 minutes) shall be given at least 5 rotations (25 minutes) the next week. Any player who arrives late or leaves early from a game will forfeit their scheduled playing time, (i.e.: if a player arrives after the game starts and was scheduled to play in the first rotation, the coach is not required to make that rotation up.) The same applies if a player leaves early.
- *Substitutions:* Substitutions shall only be allowed at the 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> minute of each half. This rule will be waived in extenuating circumstances (i.e. injuries, medical reasons, etc.). Referees will stop play (not the clock) at approximately each 5 minute point in the game for substitutions. Substitutes shall be ready to enter the game (at scorer's table) when play is stopped. Any team whose players are not ready to enter the game when play is stopped will be charged a timeout. If a team does not have a time-out they will be given a technical foul. Substitution times are not time-outs and coaches will not use it as such.
- *Time Outs:* Each team will be allowed 3 time-outs (all 30 second) per game with no more than 2 time outs per half. Each team will be given 1 time-out for each overtime period with no carry over from regulation.
- *Defense:* All teams will play man-to-man defense. First violation will result in a warning. Subsequent violations will result in a team foul being assessed to the defensive team. All efforts should be made to match defensive assignments appropriately with the opposing team. For example, 3<sup>rd</sup> grade boy should cover a 3<sup>rd</sup> grade boy and 5<sup>th</sup> grade girl should cover 5<sup>th</sup> grade girl.
- *Alternate Possession:* There will be a jump ball at the start of the game and then we will revert to alternate possession.
- *Tie Game:* In the event of a tie, teams will play one 2 minute overtime period using stop time beginning with a jump ball. All players who have not fouled out of game shall be eligible to play the entire period. If the score is still tied after the 2 minute overtime period the game shall end in a tie.
- *Fouls/Penalties:* One and one foul shooting will take effect at the 7<sup>th</sup> team foul at each half and two foul shots at the 10<sup>th</sup> foul at each half.
- *Free Throws:* There shall be no more than 6 players other than the shooter inside the 3 point line when shooting free throws. (4 defensive and 2 offensive) No players shall stand inside the hash marks at the top of the key.
- *Technical Fouls:* All technical fouls will be two shots and the shooting team shall retain possession.
- *Uniforms:* All players are required to wear a numbered T-shirt/basketball shirt and basketball shoes/sneakers.
- *Officials:* Referees and scorekeepers will be provided by the League. Each game must be officiated by at least 2 individuals.
- *Conduct:* Coaches are responsible for the conduct of their players and fans. Teams should make every effort to not run up the score.

### **Exceptions Boys 3-4 Division:**

- *Game Ball:* Game ball size will be 28.5.
- *Free Throws:* Free throws will be taken from the first hash mark. The player may jump over this line in the act of shooting.
- *3 Point Line:* No 3 point line. All shots count for 2 points, except foul shots which count for 1 point.
- *Defense restrictions:*
  - No defense allowed outside your 3 point line until the last 5 minutes of the half. At no time will defense be played in the other team's back court. Violation of this rule will result in warnings with possession remaining with the offensive team.
  - If leading by 10 or more points with 10 minutes remaining in the game, defense shall be pulled back to inside the 3 point line at all times.
- *Three Second Rule:* Three second rule is modified to five seconds; referees should count 4<sup>th</sup> and 5th second out loud as a warning to players.

### **Exceptions Girls 3-5 Division:**

- *Game Ball:* Game Ball: Game ball size will be 28.5.
- *Free Throws:* Free throws *may* be taken from the first hash mark. The player may not jump over this line in the act of shooting. If free throws are taken from the foul line, the player may jump over the line in the act of shooting as long as she does not continue toward the basket to rebound a missed shot.
- *Defense restrictions:* No defense in other team's back court until the last 2 minutes of the game in which pressing is allowed up to the opposing three point arc. Violation of this rule will result in one warning per half. All subsequent violations in each half will result in a personal foul being called upon the offending player.

### **Exceptions Coed: Boys 5-6 and Girls 6 Division:**

- *Game Ball:* Game ball size will be full size.
- *Defense restrictions:* No defense in other team's back court. Pressing is allowed during the last 5 minutes of each half up to the three point arc. Violation of this rule will result in one warning per half. All subsequent violations in each half will result in a personal foul being called upon the offending player.

### **Exceptions Coed 7-8 Division:**

- *Game Ball:* Game ball size will be full size.
- *Defense restrictions:* No defense inside your opponent's 3 point line. Full court pressing is allowed during the last 5 minutes of each half. Violation of this rule will result in one warning per half. All subsequent violations in each half will result in a personal foul being called upon the offending player.

### **Rule Enforcement and Items Not Covered by Above Rules**

NHIAA rules apply for all matters not covered specifically by the Bedford Basketball League rules.

It is the responsibility of BBL Directors, coordinators and referees to enforce these rules at all appropriate times. It is understood that coordinators may overrule referees and that BBL Directors may overrule coordinators and referees. This should only be done after consulting the official being overruled and in extreme circumstances in order to correct a wrong that could affect the outcome of the game being played.