

## **Bridgewater Biddy Basketball League Rules Game Rules – 7<sup>th</sup> and 8<sup>th</sup> Grade**

1. A standard ball is 29.5 size ball
2. All games will consist of four ten minute quarters
3. High School official IAABO Basketball rules will be used for all games unless otherwise stated by the Bridgewater Biddy Boys basketball league. All games will be refereed by certified IAABO officials.
4. Running time except for time-outs, during foul shots, and the last two minutes of each half (unless there is a fifteen point or greater difference).
5. To be eligible for playoff games, players must have participated in 50% of regular season games unless the player's absence from participation was due to injury or medical reasons. The designated division coordinator determines the player's eligibility for the playoffs.
6. Only the coach and a maximum of two assistants are allowed on the bench. Anyone else must be a player.
7. Coaches are responsible for the conduct of their players and fans during the games.
8. A jump ball is used to start the game and the start of overtime period. Alternating possession thereafter.
9. A shot clock is not used. However, failure to advance the ball over mid-court within 10 seconds will result in a loss of possession.
10. Each team will have 4 time-outs per game; 2 in each half. Unused time-outs in the first half can not be carried to the second half. "Official" time-outs will not be charged to a team.
  - a. Time-outs must be called by a player or a coach whose team has control of the ball or when there is a stoppage of play.
11. There will be one 3-minute overtime period for games that end in a tie. Each team will have one time out during this period. Unused time-outs from regulation play can not be carried to the overtime period. If the teams are tied at the end of the overtime in a regular season game, the game will be officially recorded as a tie. Playoff games that are tied at the end of regulation of that game will continue playing 3-minute stop time overtime periods until a winner is determined.

12. Substitutes should report to the scorer's table and wait to be signaled into the game by a referee.
13. The defending team must allow the opposing team to advance the ball over the mid-court line before defending. However, a full court defense is allowed during the last two (2) minutes of the 2<sup>nd</sup> quarter and four (4) minutes of the 4<sup>th</sup> quarters of said game. A full court press is allowed during overtime play. However, if a team is leading by 20 or more points, that team is not allowed a full court defense unless its lead becomes 10 points or less.
14. The 5 second in-bound and 3 second lane violation rules will be enforced.
15. Fouls:
  - a. 5 fouls per player are allowed. A player fouls out of the game on the fifth foul.
  - b. Player technical fouls count towards a player's personal foul and for the team total foul.
  - c. If a player or coach receives two technical fouls in one game, the player or coach will be immediately ejected from the game and shall be suspended from the next scheduled game.
  - d. 1 and 1 free throws will be awarded on the 7<sup>th</sup> through 9<sup>th</sup> fouls of each half of a game. Two free throws will be awarded on the tenth and successive fouls in each half. All personal and team fouls shall carry over into any overtime play.
  - e. Flagrant fouls will be assessed with 2 free throws and possession of the ball. A technical foul will be given to the offending player.
  - f. Any coach receiving a technical foul must sit for the remainder of the game.
16. 7<sup>th</sup> and 8<sup>th</sup> grades can play a man to man defense or a zone defense.
17. A minimum of five (5) players on each team is required by the start of a scheduled game. If the minimum number of players for a team is not met, the game will be forfeited and recorded as a 15-0 win for the other team. If the minimum number of players for each team is not met, the game may still be played, but the results of the game will not be recorded or count towards league standings and will not be rescheduled.
18. **Player Participation.** The "B" squad will play the first 5 minutes of each quarter and the "A" squad will play the last 5 minutes of each quarter. Each player must receive equal playing time. THE REFEREES WILL BLOW THE WHISTLE AT THE 5 MINUTE MARK AND PLAY WILL STOP TO SWITCH IN THE "A" TEAM.

19. When there are (12) players on a team and to insure equal playing time, the "A" team shall consist of (6) players and the "B" team shall consist of (6) players. When a team has (11) players the coaches will designate the players on the "A" squad and the remainder on the "B" squad. If 6 players are designate on the "A" squad then you can only substitute for the "A" squad and not the "B" squad. The same applies if you designate the substitute for the "B" squad. If there is a need for substitution because of injury or medical reason, teams may substitute after informing the coach of the opposing team. When there are less than (4) "B" players, the coaches will get together to select the "A" player for the "B" team. The "A" player should be the lowest talented player in the 7<sup>th</sup> grade. An "A" player playing on the "B" squad may score no more than 4 points in a half. Any points over 4 will not count towards the teams score total.

20. Any player who is bleeding should be immediately removed from the game until such time that the bleeding has stopped and the player has washed.

21. If the schools are closed the day of a scheduled game – then the game is cancelled.

22. Double Team rule.

a. Organized or designed double teams in the front court ARE NOT ALLOWED UNLESS the following conditions exist:

- i. The ball is in team control inside the 3 pt. arc and the double team occurs as a result of the help defense by a defender whose teammate has been beaten by dribble penetration.
- ii. The ball has been batted away by the defender or offensive player miss handles the ball causing LOSS OF PLAYER CONTROL and two defensive players are around the ball as the offensive player regains team control.
- iii. The screening by the offense creates a situation where another defender must help/switch for his teammate who is on the ball and the proximity is so close that this is not an intentional double team. This can also be the case when outside the 3 point arc. If two offensive players are too close to each other and or a switch occurs, which is OK.
- iv. NOTE ALL THESE POTENTIAL SITUATIONS MUST OCCUR INSIDE THE 3 POINT ARE TO BE LEGAL DOUBLE TEAMS.

B. SOME EXAMPLES OF ILLEGAL DOUBLE TEAMING

1. Two defenders who mirror the movement of the player in control of the ball
2. A player in control in control of the ball being covered by his defender but closely shadowed by another defender as if ready to trap the ball/player.

3. 2 defenders who reach or grab when no loss of control or interrupted dribble has occurred
4. Once the ball in the player control crosses the 3 point arc another defender runs up to steal.

**Recreational League Playoff tiebreakers**

- A. Head-to-head record
- B. Where available, point differential in head-to-head games.
- C. Coin toss

| 11/15/17 Updated 7<sup>th</sup> and 8<sup>th</sup>-grade Biddy Basketball rules.