



BOYS & GIRLS CLUBS
OF THE COASTAL BEND

Sports Leagues

Basketball Rules, Expectations, Code of Conduct Form

For more information call [361-853-2505](tel:361-853-2505) or email athletics@bgccb.org

GAME TIME AND FORFEIT

Teams must have at least four (4) suited players to start a game. If the team does not have their 5th player by the start of the 3rd quarter, that team must forfeit the game. If a team only has three (3) players by game time, they will be allowed ten (10) minutes to produce a 4th player. If team cannot do so, then they must forfeit that game. *Exception: 6 – 8 yr division will be allowed to continue the game with a minimum of 4 players.

GAME LENGTH, GAME CLOCK, AND OVERTIME PERIOD

1. Game lengths are as follows:
 - a. 6-8 yr. Division – Two (2) 15-minute halves, running clock. Clock stops for a 5-minute break in between halves and only during the last 2-minutes of regulation.
 - b. 9-11 & 12-14 Divisions will play Four (4) 8-minute quarters. Clock stops only during the final minute of regulation.
2. If one (1) team is ahead by **fifteen (15) or more points**, the clock will remain running, except for time-outs and technical fouls.
3. The clock will stop for all technical fouls.
4. The clock will stop the last 2-minutes of each half during the final game of the season for each division.

TIME OUTS

1. Each team will be allowed four (4) time outs during the entire game and may be used at any time during the game.
2. Coaches & players are allowed to call time out for their team.

OVERTIME

If the score is tied at the end of regulation, there will be a 3-minute overtime period. The clock will stop the last 1-minute of the overtime period. If the score remains tied at the end of the 1st overtime, a 2-minute overtime period will be played. If additional overtime occurs, the League Coordinator will determine additional game time. If the score remains tied at the end of the 2nd overtime, a 1-minute overtime will be played until a team wins. Each team will be allowed only one (1) time out during each overtime period. **A team may not carry over the time-outs from the previous (4) four quarters**

ZONE DEFENSE

Zone Defense will be allowed in all divisions except ages 6- 8.

FULL COURT/HALF COURT PRESS

All divisions **except ages 6-8** may press throughout the game unless a team is ahead by 15-fifteen or more points.



The following are special rules ONLY for the 6- 8 age division

ZONE DEFENSE

Zone defense will not be permitted. Double-teaming, trapping, and sagging defense will not be allowed.

PLAYERS MAY SWITCH TO PROTECT THE BASKET AREA ONLY

PENALTY: First Violation = Warning

Other Violation = Technical Shot

(This is a violation rule, so the technical will not be counted as a personal foul or assessed against the coach.)

FULL-COURT PRESS/HALF COURT PRESS

Teams may not press during the entire game.

FIVE SECOND RULE

A five second in the key rule will be in effect.

SUBSTITUTION RULE

For 6-8 yr Division, a MANDATORY substitution will occur at the 7 minute mark of each half.

PARTICIPATION RULE

For 6-8 yr Division, each player must play 7 minutes of each half.

GOALS/RIMS

6- 8 yr Division play on 8-foot rims. Both coaches may agree prior to tip off to play on the 10-foot rims. Once the game starts with a particular rim, it may not be changed throughout the game.

PARTICIPATION RULE

All players in age division(s) 9-11 and 12-14 MUST play at least two (2) quarters. Any player that has not fouled out can play in the overtime period. All coaches and players must wear their game shirt in order to participate in a game or sit on the bench. NO SHIRT= NO PLAY!!

COACHING BOX & OTHER RESPONSIBILITIES

The intent of the coaching box is to define the area whereby only **ONE** (1) coach may sit, kneel or stand during play. Only **ONE** (1) coach may approach the scoring table during time-outs or at the end of any quarter. **ONLY PLAYERS** of the team and adult coaches will be allowed on the bench during the game. At least ten (10) minutes before scheduled game time, the coach shall supply the score keeper with the first & last names of each player on his/her roster. **If this information is not provided within the designated time, a team may be charged a maximum of one technical.**

TECHNICAL

1. The coach must remain seated during the entire game after he/she has received a technical foul.
2. Two bench technical fouls will result in the head coach being removed from the game and be suspended for the next game. The coach must leave the gym as well as the premises.
3. A severe enough infraction can result in an automatic removal from the game, and the rest of the season.



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THE CAPTAIN

The captain is the player representative of his/her team who may address an official on matters in a courteous manner. Two (2) captains from each team will meet with the officials before the start of every game.

ROSTERS

1. All teams must be comprised of a minimum of five (5) players and a maximum of eight (8) players.
2. All players must have their first and last names on the official team roster that will be submitted by the coaches before the start of the season.
3. A player may be added or deleted to a roster up until the team's second scheduled game. After the second game is played, all rosters are frozen, and no new players can be added without permission by the Sports Coordinator.
4. If a protest is made on a player and he/she is not listed on the roster, he/she may not play in the game.

ALL PROTESTS MUST BE MADE BEFORE THE START OF THE GAME

CODE OF CONDUCT

No coach, player or spectator may approach the referee or gym staff before, during, or after the game in an aggressive or abusive manner, verbally, or physically. **The first violation** will result in a written warning and possible suspension from the next scheduled game. **The second violation** will result in dismissal from his/her coaching/player duties.

1. If a player/coach is ejected from the game, he/she will be suspended for the next game and may be subject to further disciplinary action.
2. The player must serve his/her one (1) game suspension by sitting on the bench with teammates for the entire game.
3. In the event that a coach's behavior contradicts the purpose of the league, (to teach basics of basketball as well as **exemplify a positive role model**) the coach will be dismissed from his/her coach's duties.
4. No coach, player, or spectator shall:
 - a. Disrespectfully address or physically confront an official or Club Staff.
 - b. Attempt to influence an official's decision
 - c. Use profanity
 - d. Disrespectfully address or bait an opponent, coach, player or Club staff
 - e. Object to an official's decision by rising from the bench or using gestures
 - f. Incite undesirable crowd reactions
 - g. Yell at or mistreat a player, referee, another coach, parent or Club staff
5. Coaches will always wear their *Coach* shirt while coaching.

Boys & Girls Clubs of the Coastal Bend

3902 Greenwood Drive, Corpus Christi, TX 78416 | (361) 853-2505 | www.bgccb.org



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Receipt and acceptance of Rules, Expectations, and Code of Conduct

1. I have this day received a copy of The Boys & Girls Clubs of the Coastal Bend Basketball Rules, Expectations, and Code of Conduct.
2. I understand that I am responsible for reading the policies and practices described within it.

Signature: _____

Date: _____

Team Name & Division: _____