

ROSTERS (cont'd):

-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.

-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 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

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GREAT FUTURES START HERE.



2017 Boys Jr. NBA Basketball League Rules & Expectations

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 – 1st & 2nd Grade 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: 1st-2nd – Two 14 minute halves, running clock. Clock stops only during the last 2 minutes of regulation. All other divisions will play Four 8 minute quarters. Clock stops only during the final minute of regulation.
2. If one 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 two (2) minutes of each half during the high school (9th-10th & 11th-12th) **Championship Game.**

TIME OUTS:

1. Each team will be allowed four (4) time outs during the entire game and may be used at anytime 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) three - 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) two-minute overtime period will be played. If additional overtime occurs, the League Coordinator will determine additional game time.

OVERTIME cont'd

If the score remains tied at the end of the 2nd overtime, a (1) one minute overtime will be played until a team wins. Each team will be allowed only one 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 1st – 4th grade.**

FULL COURT/HALF COURT PRESS:

All divisions **except 1st – 4th** may press throughout the game unless a team is ahead by (15) fifteen or more points.

The following are special rules ONLY for the 1st - 4th grade 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 1st-2nd Grade, a MANDATORY substitution will occur at the 7 minute mark of each half. For 3rd-4th Grade, there is **NO SUBSTITUTIONS** in the first half of the game. Before anyone can play his or her second quarter, everyone must be playing or have already played at least one full quarter.

PARTICIPATION RULE:

For 1st-2nd Grade, each player must play 7 minutes of each half. For 3rd-4th Grade, each player must participate in at least two (2) quarters of play.

PARTICIPATION RULE:

All players are expected to participate in at least one (1) quarter of play in the high school division. Players in the 1st-8th grade divisions **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 coach may sit, kneel or stand during play. Only **ONE** 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 scores 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.

THE CAPTAIN:

The captain is the player representative of his/her team who may address an official on matters in a courteous manner. 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 twelve (12) 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.