

CARROLLTON BASKETBALL RULES - 2010

6-7 BOYS LEAGUE

1. Balls brought to the gym for pre-game practice must be put away and controlled by coaches during the game.
2. No food or drink is to be brought into the gym by players, coaches, parents, etc. A water fountain is available for water breaks.
No one is allowed in the weight room/locker room area.
3. Team players and **three** 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.
4. 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.
5. If a player arrives after the second quarter begins, he is ineligible to play.
6. 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.
7. A player who scores **14 points** will be disqualified from further play in that game once he has scored the 14th point. Disqualification occurs only after the play has been completed. For example, if a player who has 13 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.
8. All players present must play a minimum of two full quarters with **one full quarter of participation in each half.**
9. There will be no substitution of players during the quarters, except for those players who can no longer play because of injury, or disqualification because of fouls or excessive points scored.

10. 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 Rule 9.
11. Every player must check in at the scorer's desk each time he enters the game. Failure to do so will result in a technical foul to the team in violation.
12. Each quarter will be 6 minutes long. There will be a 2 minute break between each quarter and a 3 minute break between halves.
13. At the end of the first half, each player on both teams will take one free throw. If the free throw is made, a point will be added to that team's point total. Each point will be included in the individual player's point total. The team shooting at the far basket in the first half will shoot first. No practice shots will be allowed by either team. Both teams will shoot at the far basket.
14. The clock will be stopped only for foul shots and time outs; otherwise, the clock will continue to run during 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.
15. There is no overtime. Games will end once regulation time expires, regardless of the score.
16. Five (5) personal fouls disqualifies a player.
17. Bonus foul shots (1 + 1) are in effect on the 7th team foul of a particular half.
18. Jump Ball Rule - Only at the beginning of the game. Otherwise, where there would normally be a jump ball, the teams will alternate possession.
19. 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 the defensive team is determined to be interfering with the ball in the backcourt, a warning will be given. After the third warning, a technical foul will be assessed against the team by the referee for each subsequent violation of this rule.
20. Teams must play non-zone defense. The defensive team may not have more than one person guard the offensive player with the ball or any other offensive player. However, the following exceptions apply:

- a) When the movement of the offensive player controlling the ball brings two defensive players to the ball (i.e. a pick or screen play), the defensive players can play the ball and double team the offensive player while he controls the ball.
- b) When the offensive player controlling the ball advances to his/her basket past the defensive player guarding him/her, an additional defensive player can play the ball.
- c) When the offensive player controlling the ball enters the free throw lane, two defensive players can play the ball.

Note: teams *are* allowed to employ a “help” defense.

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

- 21. No overloading will be allowed. There must be at least two offensive players on the side of the basketball, *in addition to the player in possession of the ball.*
- 22. The first two games of the season will be "Controlled Scrimmages," with one coach for each team allowed on the court to direct players during the scrimmages.
- 23. 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.
- 24. Teams will be given 30 minutes of practice time before the game begins. This time is meant for **instruction and skills development**, not scrimmages.
- 25. The coach must complete the scorebook prior to the commencement of a game. Each player's last name must be entered in the book. Players must be listed in numerical order from lowest to highest numbers. Failure to properly complete the scorebook may result in a technical foul on the bench. Players not on the floor must remain seated at all times.

26. Goal height: 8 feet. Free throw distance: 10 feet. Junior Bidy basketball (27.5 in.) is used.
27. No official standings are kept, nor are playoffs held.