

RULES

FALLSTON BOYS BASKETBALL 9-10 LEAGUE

A COPY OF THE RULES SHOULD BE AT COURTSIDE AT ALL GAMES

GENERAL:

- The league will provide a referee who will be the keep score and work the clock.
- Playing time is to be evenly distributed through the course of the game. Every player must play at least 50% of a game and at least 10 minutes in each half. Unless there are only 5 players available for the game, no player can play the entire game.

Only exceptions are injuries, fouls, or if a player arrives after the start of the game.

- At the request of a coach a brief lineup check can be done after any break in play to allow the defense to match up.

PLAY:

- Each team will be allowed 2 time outs in each half. A time out is 30 seconds to 1 minute. (To call time out you must have possession or any dead ball)
- Subs must report to scorer's table to enter game.
- Teams can play any type of defense (i.e. zone or man-to-man defense) for the entire game.
- Defensive player is allowed to pick up an offensive player only after they cross half court. Referees will strictly enforce this.

Please note that even on a fast break defense can only pick up after the offensive player has crossed half court. Full Court pressing is NOT allowed. Please teach the kids to get back quickly on defense.

- There will not be Backcourt violations when playing on the small 9-10 courts (i.e. when Chenoweth Center is split into two courts). However, once the ball crosses half court, defenders can defend in the back court if the ball goes there.
- There will be backcourt violations when playing on a full regulation court.
- For Foul Shots, players must start their shot behind the foul line (to be marked at 13 ft), however, if they finish over the line after the shot, it is NOT a violation. Players can only enter the lane once the ball hits the rim.
- In the event a team is ahead by 20 points or more in the 2nd half, they must stay in the lane when playing defense. There should be no pressing. This rule is to ensure the team behind has the ability to set up on offense and the score does NOT get out of hand. This rule should be strictly adhered to.
- There will no 3 point shots when playing on small courts (i.e. when Chenoweth Center is split into two courts). There is not a consistent arc on the court so it is not possible to determine 3-point shots.
- 3-pointers will count when playing on a full regulation court and/or when a 3 point arc is indicated.

TIME:

- Game must start within 5 minutes of projected start time.
- A Jump ball will begin each game and the possession arrow will govern from then on.
- A game will consist of two 20- minute halves. Time will be running time until the last 2 minutes of the 1st half and 2 minutes of the 2nd half. Time will stop on all dead balls and will begin when the ball is in play.
 - During the last 2 minutes of the game, the clock will stop after made baskets and will not restart until the offensive team has crossed half court. This is to prevent a team from running the time off the clock in a close team and the trailing team has no opportunity to get the ball back since they cannot press.
- If a game finishes in a tie after regulation, one 2 minute overtime will be played with clock stopping on all dead balls. Rules remain the same and fouls carry over to overtime. A jump ball will begin overtime and each team gets one time out. If the game is tied after overtime, the game ends in a tie.
- The referee may stop the clock at any time due to an injury or an extended stop in play, ie: ball is out of control of the referee or a player has an equipment issue.

SPECIAL REMINDERS:

- 7th Team foul of each half; fouled player shoots one shot with one bonus
- 10th team foul of each half, "double bonus" and fouled player shoots two shots.
- 10 seconds to cross half court line; failure results in turnover
- 3 seconds offensive lane violation; failure results in turnover
- 5 seconds closely guarded; failure results in turnover
- 5 seconds to in-bound ball; failure results in turnover
- Player is disqualified from the game after 5 fouls