

## **GAME RULES – JR. BOYS & SR. BOYS (Updated Winter 2020)**

1. The rules of the National Federation of state High School Athletic Association shall be followed, except as stated in these House rules.
2. Game time intervals:
  - a. Pregame warm-up (only if time permits)
  - b. Between quarters – 1 minute
  - c. Half-time – 5 minutes
  - d. Timeouts – 45 seconds first horn, Players should return to floor. 15 seconds later, final horn, resume play.
3. Length of quarters shall be six minutes. The clock will stop in all dead-ball situations (all referee whistles).
4. Substitutions: Player substitutions may be made when play is stopped, in accordance with official high school basketball rules. Players must be checked in at the scorer's table when play is stopped in order to enter the game.
5. Fair Playing Time Rule: Each player must have a fair opportunity to participate. When a team has 10 or fewer players participating in the game, each player must be allowed to play a minimum of 9 minutes. When a team has 11 players participating, each must play a minimum of 8 minutes. When a team has 12 or more players participating, each must play a minimum of 7 minutes. Team managers are responsible for documenting that this requirement is met. The timekeeper will stop the game if a violation occurs. Each time the game is stopped for a violation of this rule, a technical foul will be issued to the head coach.

**Example:** Team A has ten players on the roster for the current game. When the clock moves past three minutes left in the game, player 1 and player 2 have only played six minutes and are not in the game. The timekeeper will stop the game and alert the referee that player 1 and 2 are not going to reach the minimum playing time. Player 1 and player 2 will be inserted into the lineup and must play the remainder of the game, and a technical foul will be issued to the head coach of team A. Note that although two players were inserted, it is the stoppage of the game that constitutes a violation, so in this circumstance only one technical foul would be issued. Team B will be awarded two free throws as a result of the technical foul. Furthermore, if the clock moves past two minutes left in the game and player 3 on team A has only played seven minutes and is not in the game, the timekeeper will stop the game so that player 3 may be inserted and play the remainder of the game. Another technical foul will be issued to the head coach of team A. Team B will be awarded two free throws. The head coach of team A would be ejected for receiving his/her second technical foul, and an assistant coach would have to take over. Reminder: If there is no coach on the bench, a team would be forced to forfeit.

6. Each team will be allowed two timeouts per half. Timeouts do not carry over if not used. One timeout is allowed per team in overtime. You must have possession of the ball to call any type of timeout.

An additional "substitution only timeout" will be available to each team for use only in the second half. To improve the coach's ability to give each player their appropriate playing time, this timeout can be used only to make a substitution, and not for team instruction. This time-out must be requested by the coach and administered by the referee. The coach needs to immediately notify the official that it is a substitution only timeout, and players will not be able to leave the floor or huddle near the bench for instruction. Substitute players must already be at the scorer's table when the timeout is called to enter the game. Any substitute players from the other team who are already at the scorer's table will also be able to enter the game at this time. Play will resume immediately after the substitute player(s) have checked in to the game. Once all players on the team have reached the minimum playing time, the coach loses the use of this timeout.

7. Tied games: One 2–minute overtime period will be played. The team ahead at the end of the overtime period shall be declared the winner. If a tie still exists, it shall be recorded as a tie for both teams. Each team shall receive one point in the standings. In the playoffs, a game cannot end in a tie, so additional overtime periods will be played until there is a winner.
8. Game time is forfeit time. The game may start with four players. On arrival of the fifth player, he or she may enter the game on the next dead ball. However, players who have not arrived and checked in with the scorekeeper by the end of the first quarter will not be allowed to play in that game.
9. Jump Ball/Possession arrows: There will be a jump ball at the beginning of the game. On the next jump ball situation, the team not winning the initial jump will be awarded the ball out of bounds. Thereafter, possession will alternate throughout the game at jump ball situations. A jump ball will be used to start an overtime period, with the above rule used to determine possession throughout the overtime period.
10. Defensive Pressure: In the **Senior Division, if a team is leading by 15 points** or more, that team will not be allowed to apply defensive pressure in the backcourt. In the **Junior Division, if a team is leading by 10 points** or more, that team will not be allowed to apply defensive pressure in the backcourt. For the first violation of the Defensive Pressure rule for each team, the official shall issue a warning. For each subsequent violation, a technical foul will be assessed to the team.
11. Players will not be allowed to wear jewelry, a cast, or any other dangerous equipment, such as beads, barrettes, etc.
12. Players wearing glasses must have unbreakable lenses and are advised to wear glass guards to prevent accidents.
13. Jerseys are provided by the league and each player must wear the provided jersey to participate. Shorts must be of sufficient length to go past the player's fingertips when standing with arms flat against his/her side. Athletic pants are also acceptable. Shorts/pants must not have any pockets, buttons, snaps, belt loops, or other features deemed hazardous by game officials. Shorts/pants with any words/pictures/logos printed on the backside are not allowed. Manufacturer's logos are acceptable only if printed on the front of the shorts/pants.
14. Players with open bleeding wounds will not be allowed to play until the wounds are treated and dressed. Bloody uniforms must be changed before a player will be allowed to return to a game.
15. There will be no protested games. Discussions with game officials and scorekeepers should be respectful at all times. Concerns about referee performance should be brought to the attention of division manager, general manager, or the Berkley Hoops Youth Basketball Board of Directors.
16. Tie-breakers: In the event two or more teams are tied at the end of the regular season, the final standings and playoff seeding will be determined by using the following tie-breakers:
  - a. Record in head-to-head games between tied teams
  - b. Points allowed in the games between tied teams
  - c. Points scored in the games between tied teams
  - d. Points allowed in all the games played in the regular season
  - e. Random draw