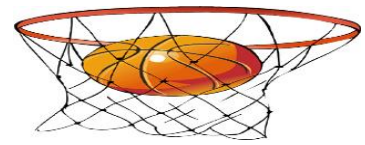




# PARKS & RECREATION ATHLETICS DIVISION

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## Boys Basketball League

### Game Rules

#### A) GOVERNING RULES:

**National Federation High School** rules govern play except where these supplemental rules indicate otherwise.

#### B) GAME TIMES:

- (2) 20-minute halves with a running clock. **Exception:** the game clock will stop on dead ball situations during the **final minute of the first half** and **final 3 minutes of the 2<sup>nd</sup> half**, **UNLESS POINT SPREAD is 20+** (2<sup>nd</sup> half only).
- 4 minute half time.
- NO GRACE PERIOD** Teams not able to play at the scheduled start time will forfeit.

#### C) OVERTIME:

- 2-minute period (stop clock last 1 minute).**
- If the score is still tied after one overtime period, the game will be decided by a **sudden death period, ending when one team scores** (to include a free throw). During playoffs, the championship game will play 1-minute stop clock in place of sudden death for extra overtime periods.
- 1 (60) second time-out per team. No accumulation of timeouts for overtime use.
- Jump ball will determine possession.

#### D) FULL COURT PRESSURE:

Allowed, **UNLESS POINT SPREAD is 20+**. If score goes under 20 points, full court pressure will be allowed again. **Violation(s); 1<sup>st</sup> time**) warning, **2<sup>nd</sup> time**) technical foul(s).

#### E) TIME OUTS:

- 4 (60 second) time-outs** may be charged to each team during a regulation game.
- Each team will receive one (60) second time-out in the case of overtime.
- UNUSED** time-outs accumulate and may be used at **ANY TIME**.

#### F) TEAM FOULS:

- On the **7<sup>th</sup>** team foul per half, opposing team will shoot "**1 & 1**".
- On the **10<sup>th</sup>** team foul per half, opposing team will shoot "**2**" (**double bonus**).

#### G) PLAYER FOUL LIMIT:

A player is **DISQUALIFIED** from the game upon receiving their **6<sup>th</sup> FOUL**.

#### H) INTENTIONAL FOUL:

(2) free throws and possession of the ball to the opponent.

(Game Rules Continued on Back Side)

**I) FREE THROWS:**

1. Player(s) on the marked lane space may **ENTER** the key area on the “**RELEASE**”.
2. Player(s) NOT on the marked lane space **MUST** wait until the ball hits the rim before entering the key area.

**J) UNIFORM REQUIREMENTS:**

1. Team participants **MUST** wear **SIMILAR COLORED JERSEY’S** with a number on the front or back. **Violations will result in non-participation.**
  2. A maximum of (1) player, per team, will be allowed to wear a jersey without a number.
  3. Shorts with pockets are allowed and do not have to match the game jersey.
  4. Hats and bandannas are not allowed.
  5. **Jewelry is allowed unless**, in the staff’s judgment, it’s dangerous to other players.
- Penalty**; any violation to the uniform requirements will result in a maximum of (1) administrative technical foul charged to a team. Violation(s) are at the discretion of the basketball staff.

**K) MINIMUM PLAYER REQUIREMENTS TO BEGIN PLAY:**

(4) players. Less than (4) players will result in a forfeit loss.

**L) TECHNICAL FOUL PENALTIES:**

All technical fouls result in (2) points and possession of the ball to the opponent.

- |    |   |                                |
|----|---|--------------------------------|
| 1. | <b>PLAYER and/or COACH:</b>   | <b>PENALTY:</b>                |
| a) | <b>1<sup>st</sup> Unsportsmanlike Technical</b>                         | Personal and team foul         |
| b) | <b>2<sup>nd</sup> Unsportsmanlike Technical</b>                         | Immediate ejection & team foul |
| c) | <b>Flagrant Technical</b>   | Immediate ejection & team foul |
| 2. | <b>TEAM:</b>  |                                |
| a) | <b>3<sup>rd</sup> Unsportsmanlike Technical Foul charged to a team.</b> | Immediate game forfeiture      |
| b) | <b>Administrative Technical</b>   | Team foul                      |

**NOTE:**

**A coach ejected/disqualified from a game must leave the facility, within a timely fashion, or risk further discipline & the game declared a forfeit.**

**M) TECHNICAL FOULS:**

1. **UNSPORTSMANLIKE** technical fouls will be assessed for disrespectful behavior towards the game official(s), opponents or spectators.
2. **FLAGRANT** technical foul is a technical foul which displays **unacceptable or abusive conduct** such as; striking, kicking, kneeling or undercutting a player already in the air. It may or may not be intentional.
3. **ADMINISTRATIVE** include uniform violation(s) and excessive time-outs.