

CARROLLTON BASKETBALL RULES - 2012

12 - 13 BOYS LEAGUE

1. Only league basketballs will be used. No other basketballs will be allowed in the gym. Coaches will be allowed to bring basketballs for pre-game warm-up, but they must be placed in a bag and be under the control of the coach at all other times.
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 two 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 **25 points** will be disqualified from further play in that game once he has scored the 25th point. Disqualification occurs only after the play has been completed. For example, if a player who has 24 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 during regulation time with **one full quarter of participation in each half**. During the **fourth quarter only**, there will be free substitution for those players who have completed a minimum of one full quarter in each half. Thus, only a player who has played a full quarter in the first half and has played the full third quarter is eligible to be substituted for when he plays the fourth quarter. There will be free substitution during overtime.
9. If the time requirement for a player is violated, the team concerned will forfeit the game.

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 Rules 8 and 9.
11. Every player must check in at the scorer's desk each time he enters the game. Failure to do so may result in a technical foul to the team in violation.
12. The coach must complete the scorebook prior to the commencement of the 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. All coaches and players must refrain from obstructing the view of the scorekeepers. Players not on the floor must remain seated at all times. Violation of this rule may result in stoppage of play, and the assessment of a technical foul on the bench.
13. Each quarter will be 6 minutes long. There will be a 2 minute break between each quarter and a 5 minute break between halves.
14. The clock will be stopped on all dead balls. Each team will be allotted three full timeouts and two 30-second timeouts for the game. Time outs can be requested by a coach or player.
15. In case of a tie at the end of the fourth quarter, overtime period(s) of 3 minutes will be played. All players who have not been disqualified during regulation are eligible to play during overtime, at the option of their respective coaches. Each team has one full time out and one 30-second timeout available during an overtime period. There is no carryover of time outs not used during regulation time or a prior overtime period.
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. Super Bonus (2 shots) is in effect on the 10th team foul of a particular half.
18. Jump Ball Rule - Only at the beginning of the game and at the beginning of overtime will there be a jump ball. Otherwise, where there would normally be a jump ball, the teams will alternate possession.
19. 3 second offensive lane rule is used.
20. Teams may employ any defense. **A full-court press may not be utilized by a team leading by 15 or more points.**

21. *There will be three point field goals provided there is a 3-point line.*
22. All teams will participate in a single elimination playoff tournament, subject to gym availability. Teams will be seeded on the basis of their overall records. If teams are tied for purposes of playoff tournament seeding, head-to-head competition will control. If the tie is not then eliminated, a coin flip will be employed.
23. Goal height is 10 feet. Regulation balls and regulation free throw line (15 feet) are used.