

**Boys & Girls Clubs of Bellevue**  
**7<sup>th</sup>-12<sup>th</sup> Grade Boys & Girls**  
**Spring Basketball Rules**

**A. Participation Rules**

1. Participation rules are designed to create equal playing time for all players. The maximum and minimum minutes per player will depend on the size of a team's roster. The table at the bottom of the official score sheet outlines these maximums and minimums. Each coach is responsible for substituting within these guidelines.
2. **The scorekeeper will also be responsible for recording all participation time and assisting the coaches to ensure that everyone is being allowed equal minutes.**
3. **Note:** A player may be held out for injury or for disciplinary reasons. Injured players should not be included on the score sheet that is submitted to the score keeper. Coaches need to notify an Athletic Director if a player is too injured to play. If a player is injured during the course of the game, coaches must notify the scorekeeper that they are holding a player out because of an injury. Players may also be held out by officials or the Athletic Director for disciplinary reasons. Coaches must get approval from an Athletic Director *before* limiting a player's minutes due to disciplinary reasons.

**B. Substitutions – Keep normal substitution rules until PLAYOFFS**

1. The clock will be stopped for substitutions at approximately the 5-minute mark in every quarter. Coaches please have your substitutions ready!
2. After substitutions the ball will be awarded to the team that had possession when the game was stopped. If neither team had possession at that time, the ball will be awarded based on the possession arrow.

**C. Playoff Substitutions**

1. All players must have at least 5 minutes of playing time in each half of the game. By the 5 minute mark of each half, all players must have entered the game. All players must sit at least one 5 minute shift in each half.

**D. Uniforms**

1. Uniforms may **NOT** be altered in any way (cut, ripped, marked). If the Athletic Director or Head Official determines the jersey is altered the person or persons will be removed from the game and have to find an approved same color shirt. **BEFORE ENTERING THE GAME ALL PLAYERS MUST HAVE THEIR JERSEY'S TUCKED IN.**

**E. General Playing Rules:** Game rules have been developed and modified to provide the most positive, fun, and enjoyment for the players!

1. The game will consist of two-20 minute running clock halves. The clock will only stop in the last minute of the game provided the game deficit is less than 10 points. A point differential that exceeds 20 points will result in deleting all scores from the clock. Scores will continue to be kept by the scorekeepers.

## 2. Zone Defenses

- A. **7<sup>th</sup> & 8<sup>th</sup> Grade: WILL be permitted ONLY within the offensive team's 3 point arc.** Outside of the 3 point arc, all teams must adhere to the requirements below. If the referee determines that a zone is being played outside of the arc, play will be stopped. For the first 3 quarters, multiple warnings may be given by the referee if the zone defenses are deemed "incidental". If the referee feels they are consistent and no effort has been made to fix the issue, the referee can begin giving out team technical fouls. In the 4<sup>th</sup> quarter, and onward, the zone defense call will become more common and team technicals may be given out more often at the referee's discretion, based on the flow of the game. If a team technical is called, the opposing team will receive two points and the ball.
- i. The intent of these rules is to teach boys and girls good defensive position. Examples of person-to-person defense are as follows:
  - ii. Defenders **MUST** pick up their offensive player in a reasonable amount of time once they cross the half court line.
  - iii. The defender stays within six feet of their offensive player anywhere on the court.
  - iv. When a team is pressing, each player must stay within six feet of their offensive layer.
  - v. Double teaming, trapping, switching, and sagging will be permitted only if the defensive player remains within six feet of an offensive player he or she is defending. If an offensive player moves, the defensive player must follow.
  - vi. Any defensive player may stop a fast break or penetration drive to the basket, but once the defensive player has stopped progress they must switch or return to their normal player. The defender will have a reasonable grace period to return to their assigned opponent.
- B. **9<sup>th</sup>-12<sup>th</sup> Grade: Zone defenses are permitted.** Teams may use person-to person or zone defense at any time during the game as long as teams are within 10 points of each other.
- i. Double teaming, trapping, switching, and sagging will be permitted anywhere on the court as long as the teams are within 10 points of one another.
  - ii. If a team gets ahead by 10 points or more, they may not press. They will only be allowed to trap or double team inside the other team's 3 point line.
3. Four-corner and clearing-a-side offenses are not permitted. (This includes keeping your offensive players outside of the 3 point arc to force the defense to play out of the paint.)
4. Girls & Boys 7<sup>th</sup>-12<sup>th</sup> must cross the mid-court stripe within 10 seconds.
- i. **Over & Back violations will be called for Girls & Boys 7<sup>th</sup>-12<sup>th</sup> Grade.**
5. Full-court pressing is allowed only in the following situations:
- i. Girls & Boys 7<sup>th</sup>- 12<sup>th</sup> grade teams may full-court press at any time provided they do not have a 6 point lead.
6. One-and-one foul shots will be taken after seven personal fouls per half. Double bonus occurs after the 10<sup>th</sup> team foul. Shooting fouls will receive two shots.
7. Any player who receives their 5<sup>th</sup> personal foul will be fouled-out of the game.
- i. Any player can be substituted for the fouled out player, IF all bench players have already hit their minimum minutes. If not, any player that has NOT hit their minimum, must enter the game.
  - ii. If a team only has 5 players and one of them fouls out, the following will occur:
    1. The player who has fouled out will remain in the game.

2. Any subsequent foul, personal or player control, from that player will result in an automatic two points and the ball for the opposing team.

**8. Each team will be allowed THREE timeouts per game (ONLY 2 PER HALF).**

9. The alternate possession rule is in effect for grades 7<sup>th</sup>- 12<sup>th</sup> for any tied-up ball situations.
10. When shooting a foul shot, players may enter the lane after the ball hits the rim. In order for a free throw to be counted as a basket, the shooter cannot step over the line until the ball hits the rim. If the ball does not hit the rim, it will be called dead. 7<sup>th</sup>-12<sup>th</sup> grade boys and girls will be called for lane violations.
11. Offensive player-control fouls count as **personal fouls**. No foul shots will be awarded; the possession will be given to the opposing side.
12. If the score is tied at the end of regulation play, then a three-minute overtime period will follow. The last minute of the overtime period will be stop-clock game conditions. If a second overtime period is needed, it will be sudden death. Each team is allotted one timeout during the first overtime period. No timeouts will be allowed during the second overtime period. Restrictions on player time are **not** in effect in the overtime periods. If a player fouled out during regular play, they will not be allowed to participate in overtime play.

**F. Coach and Player Conduct**

1. Technical fouls result in an automatic two points and possession of the ball for the opposing team.
2. Any player receiving a technical foul will be removed from the remainder of the game and may be suspended from playing in the following game pending a review by the Athletic Directors.
3. Any coach receiving a technical foul must meet with the Athletic Directors before being allowed to coach another game. Any coach that receives two technical fouls in one season will be permanently removed from the team for the remainder of the season.

**G. Mercy Rule:** The points on the scoreboard will be reset to 0-0 if one team gains a 20 point advantage. However, the scorekeepers will continue to track the actual score on the score sheets.

1. Any team that wins a game by 40 or more points will not be eligible for the remainder of the seasonal play pending a review by the Athletic Directors. Coaches should have a plan for tactfully controlling the score.

**H.** All other rules and regulations will be in accordance with the current Washington State Inter-Scholastic Basketball Rules and/or BBGC Athletic Director policy.

**Please remember, officials make many judgment calls during the course of the game. They are human and will miss a call or make a mistake. However, their calls are final and will not be changed. Be patient, they are trying their best to be consistent, fair, and impartial.**

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	7 <sup>th</sup> -8 <sup>th</sup>	9 <sup>th</sup> -12 <sup>th</sup>
Boys Ball	Regulation	Regulation
Girls Ball	Intermediate	Intermediate
Height of Rim	10 FT	10 FT
Key	3 Seconds	3 Seconds



Jump Balls	Alternate Poss.	Alternate Poss.
Back Court	Yes* (Rule D-4)	Yes* (Rule D-4)
Press	Yes* (Rule D-5)	Yes* (Rule D-5)
Free Throw	15 FT	15 FT
Zone	Yes*(Rule 2-A)	Yes*(Rule 2-B)