

BBallers League

GAME RULES

Division 9/10
Division 11/12



- Rim Height: 10 feet / Ball Size: Standard
- Overtime in games* will be one 3-minute of play. If a game requires a second overtime then sudden death overtime is in effect. Sudden death overtime is the first team to score. *Regular season games will not have overtime games if a game is a tie.
- Each basket will count as 2 points, free throws count as 1 point.
- Games will be played 4-on-4 or 5-on-5 depending on team size but it's the coach's choice.
- Halftime: 3-minutes
- Games will consist of two 15-minute halves with a running clock. The clock only stops when there is a timeout, injury, or referee's call.
- Substitutions will be required every 5 minutes of the full bench to make sure all players receive playing time. The last 5 minutes of the second half, it will be free substitution.
- No triple teaming.
- Division 11/12: the 3 second rule in the paint will be called on players by referee at his discretion.
- No full court press until the 2nd half of the game.
- Mercy Rule: If lead is 30 points or greater after halftime, the score board will no longer continue to keep score but we will keep the score via paper. If the losing team closes the score within 20 points then the score board will continue keeping score.
- Each team will be permitted one (2) timeouts per half. They do not carry over.
- Games will be controlled by 1 or 2 referees to ensure a positive and fun environment for the participants.

- Forfeits will occur if the other team is a no-show or does not have 4 or more players. Last two minutes of the game the clock will stop on any whistle.

Fouls

- Each player must wear a unique jersey number; failure to do so will result in a technical foul, awarding the opposing team two free throws for each such violation.
- Fouls will be documented, with league scorekeepers responsible for maintaining a record of both individual fouls and team fouls on a tally sheet located at the scorers' table.
- Division 9/10 do not foul out; Division 11/12 players are allowed 5 fouls per game and will foul out of the game.
- Teams are allowed a total of 7 fouls per half. On the 7th foul, the opposing team will shoot one and one free throws. (One and one means a player shoots the first free throw, if made, they shoot a second).
- Technical fouls count as an individual foul.
- If a player commits a flagrant foul, they could be removed from the game and gym. If a player becomes too aggressive or starts a disruption to the team or league, they could be suspended from the team and removed without a refund to the parents or player.

Tie-breakers in standings will be determined in order:

- Head-to-head
- Least points allowed vs. tied opponent in head-to-head games.
- 3-way ties will be determined by the least points allowed vs. other tied opponents.



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