COMPETITIVE RULES

 Games will be 16 minutes half for 8th grades and 14 minute for 3 rd through 6th grades, the clock will stop on all dead balls the last 2 minutes of the 2 nd half and overtime.

> Half time 3 minutes at discretion of league director it can be reduced to one minute.

> Each team is allowed three, 30 second time outs per game.  Three minute half-time.

> Teams must be ready at least thirty minutes prior to scheduled game time.

  All games can start up to 15 minutes prior to scheduled time if games are ahead of schedule.

  Each team must provide their own practice balls. Game balls will be provided.

  One two-minute overtime in event of tie. Each team is allowed 1 timeout with no carryovers.

It will begin with a tip-off and then alternating possessions will follow. Clock will stop for last minute of overtime.

Second overtime is sudden death.

No press after 15 point lead. ( see special rules)Violation of press rule will result in one (1) verbal warning. The team being pressed cannot lose possession of the ball and will have another opportunity to inbound the ball without being pressed.

  No verbal or physical abuse to referees, spectators, coaches, or players will be tolerated.

Coaches are responsible for fans of their team. (We must model character for our children to follow.)

 The penalty for shooting fouls will begin on the 7th team foul of each half (one and one).Two shots for tenth foul and beyond.

  All substitutions must be made through the scorer's table.

  Each game will begin with a tip-off and then alternating possessions will be followed.

> Each team will need to provide either a volunteer to run the scoreboard, or a volunteer to keep the score sheet. This individual must be able to conduct themselves in a professional manner and will not be allowed to coach from the scorer's table.

  No technical fouls will be assessed for uniform violations.

 We will be operating a concession stand to benefit youth sports programs and ask that you do not bring outside food and beverages into the gym.

  Please supervise all children.

> No refunds.

  Tie breaker criteria

Head to head

Point spread with a maximum of 15 points per game

Coin flip

In case of a team forfeit, other team receives 5 points for the game.

Thank you,

BGC Staff