

Brookwood Basketball Association League Rules

	COED 6&7	BOYS 7&8	BOYS 9&10	BOYS 11&12	BOYS 13&14	BOYS 15 - 18
Goal Height	8 foot	9 foot	Regulation	Regulation	Regulation	Regulation
Ball	Junior- 27.5	Junior- 27.5	Intermediate- 28.5	Regulation- 29.5	Regulation- 29.5	Regulation- 29.5
Clock	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.
Halftime	3 minutes	3 minutes	3 minutes	3 minutes	3 minutes	3 minutes
Overtime	2 minutes	2 minutes	2 minutes	2 minutes	2 minutes	2 minutes
Substitution	5 min mark each Qtr	5 min mark each Qtr	5 min mark each Qtr	5 min mark each Qtr	5 min mark each Qtr	5 min mark each Qtr
Timeouts	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.
Lane Violation	5 seconds	5 seconds	5 seconds	3 seconds	3 seconds	3 seconds
Free Throws	13 foot mark	13 foot mark	13 foot mark	Regulation	Regulation	Regulation
Defense	Defense in the lane only. 1 foot must remain in lane.	Defense up to the 3-point line and extended to the sideline.	Man-Man mandatory in 2 nd & 3 rd quarters	Any defense allowed	Any defense allowed	Any defense allowed
Pressing	Not allowed	4th quarter, 1/2 court Void if lead is 15+	4th quarter, full court Void if lead is 15+	2nd ½ of game, full court Void if lead is 15+	Allowed Void if lead is 15+	Allowed Void if lead is 20+
Mercy Rule	No fast breaks if up by 20+.	No fast breaks if up by 20+.	No fast breaks if up by 20+. No fast breaks if up by 20+. No fast breaks if up by 20+. No fast breaks if up by 20+.			

	GIRLS 9&10	GIRLS 11&12	GIRLS 13 -18
Goal Height	Regulation	Regulation	Regulation
Ball	Intermediate- 28.5	Intermediate- 28.5	Intermediate- 28.5
Clock	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.	10 min quarters Running clock. Clock stops on mid-quarter subs, injuries AND on every whistle last two minutes of game.
Halftime	3 minutes	3 minutes	3 minutes
Overtime	2 minutes	2 minutes	2 minutes
Substitution	5 min mark each Qtr	5 min mark each Qtr	5 min mark each Qtr
Timeouts	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.	(3) 60 seconds 1 extra per O.T.
Lane Violation	5 seconds	3 seconds	3 seconds
Free Throws	13 foot mark	Regulation	Regulation
Defense	Any defense allowed	Any defense allowed	Any defense allowed
Pressing	4th quarter, full court Void if lead is 15+	2 nd ½ of game, full court Void if lead is 15+	Allowed Void if lead is 20+

OFFICIALS:

- Minimum 4 players to start game.
- No substitutions in the first half of any quarter unless a player is injured or has fouled out.
- All league specific rules are on this grid.
- If a rule is not addressed here default to GHSA.
- Hold a pre-game with both coaches to ensure everyone is on the same page.
- A player, coach or fan that is ejected must leave the facility or the team they are associated with will forfeit the game.
- If a game is forfeited and a scrimmage is played in its place it cannot be officiated for liability reasons.

Brookwood Basketball Association:

- Please have a copy of this grid at the scorer's table for each game.

BROOKWOOD BASKETBALL ASSOCIATION

- ❑ The HOME team will wear the white jerseys and will be responsible for keeping the game book. The VISITOR team will wear the dark jerseys and will be responsible for keeping the game clock. Players must wear the FULL uniform during the game. Shirts must be tucked into the shorts. Failure to wear the full uniform will result in a technical foul for each quarter the player comes on the court without the full uniform. A plain white t-shirt should be worn if the player wants a shirt under their jersey.
- ❑ Two technical fouls (excluding uniform violations) on a coach or player will result in AUTOMATIC EJECTION and that person MUST LEAVE THE GYM IMMEDIATELY. Any ejection of a coach or player will result in an AUTOMATIC SUSPENSION FOR THE NEXT GAME. ANY COACH THAT IS EJECTED WILL BE REQUIRED TO MEET WITH THE BOARD PRIOR TO THEIR TEAM'S NEXT GAME. THIS RULE CANNOT BE APPEALED OR OVERTURNED BY THE BOARD. THE BOARD WILL DETERMINE IF ADDITIONAL PUNISHMENT WILL BE ENFORCED, INCLUDING THE DISMISSAL OF THE COACH.
- ❑ Coaches, players and spectators are expected to exhibit sportsmanship at all times! YELLING AT OR CHEERING AN OPPOSING PLAYER'S ERROR IS UNACCEPTABLE. An unruly spectator may be asked to leave the gym at the discretion of the game official or league official. Any spectator not leaving the gym when asked to do so will cause the officials to forfeit the game and award the win to the team with which the unruly spectator is not associated. Enforcement of this rule is at the Game Official's discretion, and may not be appealed or overturned by The Board.
- ❑ **All players must play at least one-half of the game. To ensure that this happens, the official will stop the game during each quarter at a point near the half-way mark that does not interrupt the flow of the game.** At this point ALL players not in the game must enter the game and play the remainder of the quarter. Except for injury, substitutions are prohibited during the first half of each quarter. Substitutions are allowed during the second half of each quarter, but not for any player that was sitting the first half of the quarter unless they have become injured and can no longer play. Upon confirmation by The Board, any coach found to have violated this rule will have their team's record changed to reflect a forfeit in the game where this violation occurred. The offending Head Coach does have the right of appeal to the Board. The final decision is up to the Board.
- ❑ BBA is allowed to utilize gyms at the consent of the schools. That makes us the school's guests. No matter how well intended coaches, parents and players plan to be, soda, juice and snacks leave residue and ultimately cause problems with the gym's playing surface. Please help us maintain use of the gyms by not bringing anything other than water into the gym. Updated: 09.21.2016