

Las Cruces Bantam Weight Sports Association

Basketball Playing Rules

Game Length: Games will consist of 4 eight-minute quarters with the first three quarters, having 2 four-minute intervals each to allow for substitutions only. (The break between the intervals is not considered a timeout and should not be treated as such.)

The clock will stop for free throws, to report a foul and substitutions. During the last 2 min. of each half the clock will stop with every whistle.

Time - Outs: Each team will get to timeouts in the first half and three timeouts in the second half

Defense: Teams must play man to man defense (NO ZONE) for the first three quarters.

Once an offensive player penetrates the 3 - point line, that player must be picked up.

Players can not double team the ball unless the offensive player is going to the basket. (within the guidelines mentioned in A).

Pressing: THERE WILL BE NO PRESSING ALLOWED FOR THE FIRST 2 GAMES OF THE SEASON. (ALL LEAGUES)
A team can only PRESS in the BACK COURT.
6th grade boys and all girls teams cannot press in the first three quarters. (You can press in the fourth quarter only.)
7th grade boys can press all four quarters.
If a team has a 10 point lead, that team CANNOT press. (Pressing will result in an automatic Technical Foul).
(Pressing when not allowed will result in penalties as follows: first offense will result in a warning, second offense will result in a technical foul)

Zone defense is allowed in the fourth quarter only.

4. **Playing Time:** Each player must get at least 8 minutes of playing time per game. YOU MUST QUALIFY 10 PLAYERS IN FIRST HALF.
In the first three quarters, substitutions can only be made at the break between the 4 minute intervals and must be done by squads.
Squads CANNOT be broken up.

Example:

Squad A = players 1, 2, 3, 4, 5. Squad B = players 6, 7, 8, 9, 10.

Squad C = players 11, 12, 13, 14, 15. Squad D = players 11, 12, 13, 14, 15

First Quarter:

The first 4 minutes Squad A is playing. The second 4 minutes you have the option of playing squad A or squad B

Second Quarter:

If you chose to play squad A the entire first quarter then squad B must play the entire second quarter.

If you chose to alternate squad A and squad B in the first quarter you must also alternate then in the second quarter. Starting with either squad A or squad B

Third Quarter:

If you have 15 layers, the remaining five players must play the entire third quarter.

If there are less than 15 players, the remaining players must play the entire third quarter. The additional players in squads C and D can be any player on the team.

(Example: 13 player roster; squad C = players 11, 12, 13, your choice, your choice. Squad D= players 11, 12, 13, your choice, your choice.

If you have more than 15 players the remaining players can split playing time in the third quarter. (Example: 17 team roster; squad C = players 11, 12, 13, 14, 15. Squad D = players 11, 12, 13, 16, 17.

Fourth Quarter - Free substitution.

All other High School Federation Rules Apply:

Scorekeepers book must be filled in prior to the beginning of the game. It is important to make sure all players name and number have been entered in the book. If a players name is missing in the book it will result in a technical foul.

EJECTION FROM A GAME: (Coach or Player)

If a coach or player is ejected from a game, he or she cannot participate in the next scheduled game. If he or she is ejected a second time, the player or coach is suspended for the remainder of the season.

ELIGIBILITY RULES:

Academics - 2.0 Grade point average.

Grades will be checked at the mid point of the season (4th game) and before the tournament.

SCHOOL BEHAVIOR:

Any student that is suspended from school may not participate in practice or games until suspension is served.

Any behavior deemed inappropriate at practice or games may result in **SUSPENSION** or **EXPULSION** from any league. If you have any problems, you must notify the Board of Directors immediately.