

BRENHAM OPTIMIST CLUB
BASKETBALL RULES FOR 2020 SEASON

Sophomore Boys:

Goal Height: 9 Feet

Ball Size: 28.5

Free Throws: Red Line

Three Pointers: YES

Lane Violation: YES 5 seconds in the Lane

Zone Defense: YES

Pressing: YES, 4th quarter only Man to Man

Double Teaming: YES, only inside the 3 point line, and in the Front court only in the 4th Quarter, triple teaming outside the 3 point line isn't allowed.

Illegal Defense: 1st illegal defense call is a warning, 2nd illegal defense call in the same Half will be a Technical Foul. Opposing team gets 2 free throws and the ball
Illegal defense calls WON'T carry over into the second half, meaning if your Team had 2 illegal defense calls or 1 warning, those calls aren't carried Over into the second half, your team starts over. HOWEVER second half Illegal defense calls WILL carry over into overtime.

Substitutions: YES, a coach can make Substitutions only when a player has played 2 COMPLETE QUARTERS.....

Example. Player A finished playing the whole 1st half, he will be eligible to Be substituted for AS LONG AS THE PLAYER SUBBING IN FOR HAS HAS COMPLETED 2 FULL QUARTERS AS WELL.

A player can't be subbed in or subbed out for until that player has fully Completed 2 full quarters.

Example: Player A has only played 1 full quarter in a game, and it's the Start of the 4th, Player A will have to play the entire quarter and can't be

Subbed out for!!

Game Length: Four 6 minute quarters, clock stops at whistle.

Overtime: In the event of a tie at the end of regulation a 2 minute overtime

Be played, if at the end of overtime the game is still tied, a second

2 minute overtime will be played. If at the end of the second overtime

The game is still tied a SUDDEN DEATH FIRST TEAM TO SCORE WINS

3rd overtime will take place.

Halftime: 3 minutes

Timeouts: Each team will have 3 one minute timeouts per GAME.

Overtime Timeouts: Each team will be allowed 1 timeout in overtime, regulation

Timeouts don't carry over into overtime.

Out of timeout Technical Foul: If a team has used all 3 timeouts and a COACH

Or PLAYER calls timeout, the timeout will be

Awarded but a technical foul will occur, with the

Opposing team getting 2 free throws and the ball

Coaches: Each team will be allowed 2 Coaches on the bench, ONLY 1 coach is

Permitted to stand during the game. The other coach must be sitting

Down. An official or OPTIMIST CLUB member can give a coaches

Warning for 2 coaches standing up. Second offense will be a

Technical foul.

Players: Each player has to play at least 2 full quarters per

Game. In the event a player doesn't play the acquired 2 full quarters of

Playing time a Forfeit can be requested by the opposing team.

Sophomore team with 9 players: in the event a sophomore team has 9 players show

Up to a game, that team will be allowed to play 7 kids 2 quarters and

2 kids will have to play a max of just 1 quarter. The same 2 kids can't play back

To back 1 quarter games, or it will result in a forfeit. A sophomore team with 9

Kids must follow the 9 player rule, if it chooses to play 1 or 2 kids 1 quarter in

A game.

Sophomore team with 6-8 players: Sophomore team that has 6-8 players show up to a Game, Each player is REQUIRED TO PLAY 2 Full quarters and can't be subbed Out for until they have completed 2 entire quarters.

Sophomore team with 4 or less players: In the event a team only has 4 or less kids show Up to a game. The game will be a FORFEIT

Player Shows up late: If a player shows up late, that player forfeits his Mandatory 2 full quarters of playing time
However the player must play at least 1 FULL QUARTER in the Game. (Coaches choice)

Fouls: Each player is given 5 fouls per game
On the 7th team foul of each half, the opposing team will be in the bonus And shoot one and one. On the 10th team foul the opposing team will Then go into Double bonus which is 2 free throws. Team fouls start over In the second half, but carry over into overtime.

Technical Fouls: If a PLAYER or COACH receives 2 technical fouls in one game That player or coach is ejected.

Pressing: Pressing is allowed in the 4th quarter ONLY

Half Court: Each team will have 10 seconds to cross half court.

Free Throws: The Shooter isn't allowed to cross the free throw line until the shot hits The rim. However the defenders in the paint can step into position AS SOON AS THE BALL IS RELEASED FROM THE SHOOTERS HAND.
A player shooting a free throw has 10 seconds to shoot a free throw As soon as the official gives him the ball.
DURING ALL FREE THROWS NO OPPONENT IN THE GAME SHALL DISCONCERT THE SHOOTER, ONCE THE BALL IS IN THE SHOOTERS HAND. (Waiving arms, clapping, making sudden purpose movements, (Talking to the shooter, or talking in a disruptive manner)

SPORTSMANSHIP RULE: if a team is up by more than 15 going into the 4th quarter
, the opposing Coach can pick 2 kids to sit out from the team
That is ahead.

Those 2 kids MUST remain on the bench for the
Entirety of the game unless the score drops to under
15 then the players can reenter the game. This is put in

So teams can avoid purposely running the
Score up on teams!!!

Officials: All in game decisions will be determined by the referees in charge of
The game. Their decisions will be final. Optimist Club members can't
Overturn any officials call. If however 2 officials can't agree on a call
Or can't make a call. The Optimist club member running the clock can
Step in and make a call based on what he or she saw.

Score Keeper: The score keeper will be the only person in game that will keep
track of fouls. The Score Keepers records will be final.
Example: if Team A thinks player on Team B committed his 5th
Foul but score Keeper has player with 4 fouls, it will be the
Score keepers record not the ref or optimist club member that
Make the call.

SCORE KEEPERS ON DUTY MUST let each coach know when
A player picks up his 3rd and 4th foul.

Uniform: Every player on the court must have their shirt tucked in AT ALL
TIMES. No watches, bracelets, hats, earrings, or necklaces will be allowed

Final 2 minutes of each half: the last 2 minutes of each half of a game the teams have a
Choice of in bounding the ball after a timeout from half court or full court.
AS LONG AS THE BALL WASNT TRIED TO BE ADVANCED BY THE TEAM
CALLING THE TIMEOUT.

FINAL MINUTE OF THE GAME: ALL MADE BUCKETS THE CLOCK STOPS, all made
Buckets in the final minute of the game the clock stops, unlike previous years
The clock continued to run.

Possession arrow: after every jump ball there will be a change in possession, if

If a ball gets shot and gets stuck in the goal it will be jump

Ball. The time Keeper will be in charge of all jump balls.

Basketball goal: The very top of the goal is OUT OF BOUNDS, but if a player

Shoots the ball and hits the side THAT IS STILL IN BOUNDS.

PLAYER COACH CONDUCT RULES:

Players or coaches who are ejected from a game because of 2 technical

Fouls will be suspended for their team's next game.

Fighting in a game will be automatic suspension for 1 game

Cursing out an official or Optimist club member on duty that night

Will result in a 1 game suspension.