**Voorhees Basketball Association (“VBA”) Rules**

**(3rd Through 9th Grade Leagues) / Last Revised: June 2021**

**All games will be played in conjunction with High School rules, except where VBA in-house rules govern as noted below:**

1. **Game Length**: 40 minutes, consisting of two (2) twenty (20) minute halves. The clock will run continuously throughout the game with the exception of the last two minutes of the second half and the last minute of overtime only. Clock runs continuously for the entire first half, even if there are free throws with seconds to go. Overtime periods will be three (3) minute periods. If the game is still tied at end of the first of overtime, then there will be a sudden death second overtime period with the team scoring the first point being declared the winner.
2. **Clock Stoppage**:
3. Each team is provided one (1) timeout per half and one (1) time out for overtime and the timeout can only be called by the coach. The timeouts do not carry over from half to half or to overtime. After the timeouts, the clock starts when the ball is put in play again thru an inbounds pass or a missed foul shot if the timeout was called following a shooting foul. Each timeout is sixty (60) seconds;
4. Injury;
5. The last two (2) minutes of the second half only and last one (1) minute of overtime for foul shots; and/or other normal play stoppages.
6. **Score Book**: Prior to the start of each game it is the responsibility of the coach to deliver to the scorer’s table their team roster and the COVID-19 Consent Forms for each player in the format presented by the VBA. The scorer’s table will not assist the coach in this requirement, but there will be extra score sheets available before each game.
7. **Coach, Player and Parent Decorum**: Coaches, players and parents must conduct themselves in a spirit of sportsmanship at all times. Coaches must remain in the bench area and players must remain on the bench when not playing or preparing to check in. The coach is responsible for supervising his/her players (including before and after each game). Parents and other fans are not to abuse the referees, coaches or players or approach their child’s bench during the game for the sake of complaining to the coach, etc. Appropriate disciplinary action will be exercised by the referees and/or VBA as deemed necessary.
8. **Player Substitutions**: All players must check in off the court by the center line and must remain there until told to come in by the referee.
9. **Half Time**: Three (3) minutes.
10. **Time Outs**: Team must have possession of the ball to call a time-out except during play stoppage (after made shot, out-of-bounds, foul call, after opponent time out, etc.). A team who calls a time out when none are available will be awarded the time out, but also assessed a technical foul (two shots and possession awarded to the opposing team). That technical foul infraction will not count towards the team’s foul totals. Coaches must send players back out onto the court immediately at the end of the sixty (60) seconds. Failure to do so may result in the opposing team being awarded possession or the offensive team being awarded the ball and allowed to begin play.
11. **Personal Fouls:** Five (5) fouls results in player disqualification. However, if there is a player disqualification that results in a team having only 4 players remaining, the coach of that team can select to finish the game with 4 players or play with 5 players, including the last player disqualified. However, a technical foul will be assessed each time any disqualified player commits a personal foul, starting with what would be his/her 6th foul. The coach’s initial decision remains in effect for the remainder of the game.
12. **Technical Fouls**: A technical foul will result in an automatic two (2) shot foul for the other team. A technical foul assessed on a player will also be considered a personal foul and counts toward player and team total fouls. A technical foul called on the coaching staff or the bench (if a player cannot be identified) does not count toward the team total. After two (2) technical fouls on any one player, that player is ejected from the game. The player must remain on the bench until the end of the game. If any technical foul is deemed to be flagrant foul by the referee, that player must be ejected at that point.
13. **Ejections:** Any coach or player that is ejected from a game will be suspended from their next scheduled game. A second ejection during the same season will result in a suspension for the remainder of the season.
14. **Fighting**: Fighting shall not be tolerated and any player who engages in such activity shall be assessed a technical foul and be ejected from the game. Any player leaving the bench area shall be disqualified immediately as well.
15. **Playing Time**: DURING THE **REGULAR** SEASON, ALL PLAYERS MUST PLAY AT LEAST 20 MINUTES OF EACH GAME AND NO ONE PLAYER SHOULD PLAY THE WHOLE GAME UNLESS THERE ARE ONLY FIVE PLAYERS. EVERY PLAYER MUST COME OUT OF THE GAME FOR AT LEAST 3 CONSECUTIVE MINUTES OF EACH HALF. DURING THE **PLAYOFFS**, ALL PLAYERS MUST PLAY AT LEAST 15 MINUTES OF EACH GAME. HOWEVER, THERE IS NO REQUIREMENT THAT A PLAYER BE SUBBED OUT FOR ANY AMOUNT OF TIME DURING A PLAYOFF GAME (IE PLAYING THE WHOLE GAME IS ALLOWED).
16. **Three Point Shot**: If the court provides a 3-point arc, then the 3-point shot is in effect. If a player is fouled during a 3-point attempt and the shot is made, one foul shot will be awarded. If the shot is missed, three (3) foul shot attempts will be awarded. The referee is responsible for assessing whether the shot taken is either a 2 or 3 point attempt. Referee’s decision is final and may not be contested. In the event the official’s viewpoints differ, they may confer with the scorekeepers to help make a decision and this decision would stand.
17. **Injury/Blood on Uniforms**: If a player becomes injured during the Game such that blood is drawn and the uniform is stained with blood, that player will not be permitted to continue playing unless the bleeding stops, the wound (if applicable) is properly dressed, and (if necessary) the uniform is changed. There are no exceptions to this rule, and the decision of the referee shall govern. A player who may be temporarily injured causing a stoppage of play must be substituted for or the team may call a time out (provided one is available) if the player is to continue playing.
18. **Possession:** If a team is trailing at any point in the game by fifteen (15) points or more, that team will be awarded possession of the ball in every jump ball situation. If the point differential falls below fifteen (15) points, then possession will once again revert to alternating possessions.
19. **Lane Violations:** Grades 6th-9th Girls & grades 5th- 9th Boys will play with a three (3) second rule and grades 3rd-5th Girls & 3rd-4th Boys will play with a five (5) second rule.
20. **Foul Shots**: Foul shots for the 3rd - 4th Grade Boys and the 3rd - 5th Grade Girls division will be from a length approximately 10 feet from the basket. All other divisions will be from the regulation foul line; however the 5th - 6th Grade Boy’s players may touch the line after a foul shot. On the 10th and subsequent fouls in a half; two shots will be awarded. (Exception – if the player is fouled in the act of shooting and makes the basket, only one shot will be awarded). Team fouls carry over into an overtime period. The ball must hit the rim before a player can enter the lane. If ball fails to hit rim, possession awarded to defense.
21. **Pressing**: Pressing is permitted in the last four (4) minutes of each half and all overtime for the 5th-9th Grade Boys and the 6th-9th Grade Girls. There is no pressing allowed in the other rec leagues; however, the referees will apply the 10 seconds rule for getting the ball over half court in those games. There will be no pressing permitted by the team that is ahead if they are leading by ten (10) points or more.
22. **Crossing from Back Court to Front Court**: Prior to the time when pressing is permitted the defensive team must give the offensive team the opportunity to cross over the mid-court line. For the 5th-9th Grade Boys and the 6th-9th Grade Girls, the defense should remain at the 3 point arc until the ball has been brought across the mid court line. A warning by the official will be given initially for any infraction. Subsequent infractions may result in a technical foul being assessed. For the 3rd-4th Grade Boys and 3rd-5th Grade Girls, no extension beyond the 3 point arc is allowed until the final four (4) minutes of each half (and overtime if played). During that time the defense may move outside the 3 point arc once the ball crosses half court.
23. **Allowable Defenses**:

**3RD & 4TH GRADE BOYS / 3RD THROUGH 5TH GRADE GIRLS:**

* + 1. Person to person (a/k/a man-to-man) is required;
    2. Defense may play outside the 3 point arc for the last four (4) minutes of the game and all of overtime as noted in Rule 19;
    3. There is no zone defense allowed in these divisions at any time. If zone defense is played the referees will assess a warning for the first violation. Subsequent violations will result in technical fouls in which the offense is given two foul shots and possession of the ball. These fouls will not count towards total team fouls.

**5TH & 6TH GRADE BOYS / 7TH & 9TH GRADE BOYS / 6TH THROUGH 9TH GRADE GIRLS:**

There are no restrictions on the defenses that may be played in these divisions; however, the defense must start inside the three (3) point arc as noted in Rule 20.

1. **Forfeits:** If a team does not have at least four (4) players within ten (10) minutes of the scheduled start time, that game will be declared a forfeit. If a team has four players, games should begin on time. The opposing coach has the option of playing with four (4) or five (5) players and can alternate the number of players at any time.
2. **Guest Players:** You can have guest player(s) up to a maximum of six (6) total players on your roster for that game, so one player to substitute. The guest player(s) must be a registered player currently participating in the Voorhees Basketball Association 2021 Summer League. Coaches should make their honest and most reasonable efforts to replace missing players with guest players of comparable abilities (i.e., if your two worse players are missing a game, you should not be picking up the top players in a respective division). Remember this is rec basketball. If more than two (2) guest players are used in a game, that game will be counted as a loss for playoff bracket purposes.
3. **COVID Policy:** All coaches, players and spectators are required to adhere and comply with the COVID Policy then in effect, which have been provided to all registrants prior to the first game.

**IN THE EVENT OF ANY DISCREPANCIES, THE DECISION OF THE REFEREES AND, IF APPLICABLE, THE OFFICIAL SCORERS, ARE FINAL!**