

BIDDY (BRPD coaches only):

A. ELIGIBILITY

Any boy or girl who has not reached their sixth (6) birthday before January 1st, 2022 is eligible to participate.

B. PLAYING RULES

N.C. High School Federation Basketball Rules will be used with the exceptions listed below:

- Cross-courts will be used.
- Goals will be eight (8) foot.
- Free throw line will be 10 feet.
- **No 3-point goals** (no matter where the player is standing when the shot is taken).
- The game will consist of four (4), six (6) minute quarters.
- The clock will only stop for time outs
- Player participation:
 - Six (6) minutes per half.
 - Twelve (12) minutes per game.
 - A game may begin and end with 3 players. In the event a team only has 4 players, the opposing team can choose to play down from 5 players to 4 or 4 to 3. .
- Free substitution will be allowed during any dead ball, end of quarter and halftime.
- The head coach only from each team will be allowed on the court to move freely with their team. Their job is not to officiate the game (no whistle), but to assist their players only. The coach is not to physically move players, but be there to remind players of rules. Ex. Tommy, remember to dribble; hey guys, stay behind the three point line extended; pass the ball twice before taking a shot, etc.
- Please note that traveling, fouls, double-dribbling and other pertinent rules will be very loosely called by the officials. Referees will determine when players are gaining a competitive advantage and will call violations accordingly.
- Defensive players must stay in the designated green box located in front of each hoop
- Defensive players may not attempt to steal the ball from an offensive player or "actively" block a shot (meaning if they play defense with their arms straight up and the shot is blocked, we will not call a foul or infraction); if this occurs, the ball will be awarded back to the offensive player at the spot of the infraction
- Defensive players may not play defense in transition once the offensive team has established possession of the ball.
- **This is an instructional league with no score being kept and no overtime period.**

GENERAL & ADDITIONAL RULES:

Half Time: 4 minutes (May be reduced if needed)

Time Outs: 2 per half; do not "carry over". Coach or "active player" may call timeout. A referee may call the desired timeout, if he/she visually makes contact with the person requesting one. For this reason and many others, only coaches/players are allowed on the bench. Players on the bench may not call time out. Spectators should refrain from calling timeouts.

Coaches: Each team will be allowed only two coaches on their bench (head & assistant). The head coach is the only coach allowed to stand and talk to the referees. The assistant coach may encourage and instruct players but must remain seated. The referee will issue two verbal warnings if this rule is not followed. On the third warning, the bench will be issued a technical foul and the coach will be asked to leave the gym.

Forfeits: A team must be ready to play within 5 minutes of scheduled game time. When the scheduled game time has arrived, 5 minutes will be placed on the clock and time begins. If a team has insufficient number of players after that time, a forfeit will be declared. A team which uses an ineligible player must forfeit every game that player has participated.

Protests: Protests are not allowed.

Technical: Technical Fouls are listed as two types: Rules violation or Misconduct.

Rules Violation Technical: Example: Too many players on the court; Omission of a player on official score sheet.

[Penalty]: Free throws & ball awarded.

Misconduct Technical: A player or coach shall not commit an unsportsmanlike foul. This includes, but is not limited to acts or conduct such as: profanity; disrespectfully addressing, contacting an official, or gesturing in such a manner as to indicate resentment; disrespectfully addressing/baiting an opponent; attempting to influence an officials' decision, etc. All participants should strive for exemplary sportsmanship!

[Penalty]: Any coach or player receiving a *misconduct technical foul* must sit out the remainder of that game and must also sit out the next game, including postseason play. He/she must leave the gym immediately and meet with the League Director.

Two (2) *misconduct technical fouls* (in a single season) will result in the expulsion from the remaining season. Emphasis must be placed on playing...not inappropriate behavior! Leaving the gymnasium is in effect to protect the player from obtaining another technical foul-which would result in expulsion for the remainder of the season.

*****If a Coach or Parent receives a misconduct technical foul, their child is no longer eligible to play for the duration of that Game.**

“WARNING”: Under the Officials' discretion, a warning may be given to both teams including coaches, players and spectators. This warning may be issued if an official believes a person(s) demeanor or conduct is approaching a “grey” area that soon would result in a misconduct technical foul being called. “Grey” areas may include, but not limited to: mild taunting or behavior/conduct the official believes is becoming unsportsmanlike. At that time, BOTH TEAMS will be advised of this warning. There will be no second warning given! Any further actions would result in a Misconduct Technical Foul, as stated above. However, conduct such as profanity and those listed under “Misconduct Technical” as stated above, will result in an immediate “Misconduct Technical Foul” without any warning given. An official is not required to issue a warning, but may do so at his/her discretion. Emphasis should be placed on playing... not inappropriate behavior!