

BRENHAM OPTIMIST CLUB  
BASKETBALL RULES FOR 2020 SEASON

Freshman Girls:

Goal Height: 8.6 Feet

Ball Size: 27.5

Free Throws: Yellow Line

Three Pointers: YES

Lane Violation: NO

Zone Defense: NO....man to man only

Pressing: YES, 4th quarter final minute only Man to Man

Double Teaming: YES, only inside the paint or free throw line, but the defender must stay within 3 feet of the player he's guarding.

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 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 4 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 each team will pick one girl to shoot free throws

Each girl will shoot 3 free throws, if it is still tied after 3 free throws regular

Season the game will end in a tie.

Playoffs if it is still tied after 3 free throws, each coach will then select a

Different girl to shoot 3 free throws, this pattern will continue until one team

Out shoots the other team.

Halftime: 2 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.

NO PLAYER WILL BE ALLOWED TO PLAY 4 QUARTERS UNLESS THEIR

TEAM HAS 6 kids SHOW UP TO A GAME, IN THAT EVENT THE OPPOSING

TEAM WILL BE ALLOWED TO SELECT ONE KID THAT MUST SIT OUT A QUARTER.

Every player MUST sit out at least 1 quarter unless their team has 6 kids Show up.

Freshman team with 9 players: in the event a freshman 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 freshman team with 9 Kids must follow the 9 player rule, if it chooses to play 1 or 2 kids 1 quarter in A game.

Freshman 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 final minute ONLY

Switching defenders during game: You are allowed to switch defenders in the middle

Of a game. HOWEVER A TEAM WON'T BE ALLOWED TO HAVE ONE PLAYER STAND AND WAIT FOR WHO EVER BRINGS THE BALL UP TO GUARD THAT PERSON, THAT WILL BE CONSIDERED ILLEGAL DEFENSE.

EXAMPLE: Player A matched up against Player C, But in the game  
Player D starts to bring the ball up the court then next possession  
Player B brings it up. Every time down Player A is instructed to guard  
Whoever brings the ball up, that will be considered Illegal defense.

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

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: All timeouts by a team the ball can be advanced

To be taken out at half court, as long as the team calling

The timeout didn't try to advance the ball

Example: Team A shoots the ball misses Team B gets the rebound immediately calls timeout, the coach then would have the option of taking the ball out at half court if under 2 minutes per half.

Example: Team A shoots the ball misses, Team B gets rebound makes a pass or dribbles then calls timeout, that would be considered trying to advance the ball, ball would be taken out where the time out occurred.

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.