

**BRENHAM OPTIMIST CLUB
BASKETBALL RULES FOR 2020 SEASON**

Junior Boys::

Goal Height: 10 Feet

Ball Size: 29.5

Start game: Jump Ball

Free Throws: Regulation

Three Pointers: YES

Lane Violation: Offense 3 seconds in the lane

Backcourt Violation: Yes & 10 seconds to cross half court

Zone Defense: YES

Pressing: YES

Double Teaming: YES

**Substitutions: YES, a coach will only be allowed to Substitute a player, when
The player he taking out of the game has completed 2 full
Uninterrupted quarters.**

Game Length: 4 seven minute quarters

**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 3rd sudden death overtime will be played with
The first team that scores wins.**

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
SEATED.**

**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 on every team WILL HAVE TO PLAY 2 FULL QUARTERS..

**Player Shows up late: If a player shows up late, that player forfeits his
Mandatory 2 full quarters at coaches decision.. However the
the player still will have to play 1 full uninterrupted quarter.
It is the coaches responsibility to inform scorekeeper of
a late kid showing up**

Player who doesn't play Required 2 quarters: If a player doesn't play the Required 2 full quarters..IT WILL BE AN AUTOMATIC FORFEIT..regular season or PLAYOFF

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 and double teaming is allowed, however if a team is up by More than 20 pressing isn't allowed. If a team is up by more than 20 man to man in the backcourt isn't allowed either.

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 and 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, or necklaces will be allowed

Final minute of each half: All timeouts by a team, the ball can be advanced 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 their 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.

FreeThrows: A player who is shooting must stay behind the free throw line until the ball hits the goal. If player crosses the line or jumps and lands in front of the free line, the shot will not count.

Players who aren't shooting and standing in position in the free throw lane can enter the lane as soon as the player shooting releases the ball.

Players positioned outside the 3 point line can't enter inside the 3 point line until the ball hits the rim.

Inbounding the ball: A team has 5 seconds to pass the ball in as soon as the official hands the inbouncer the ball.

After a made basket the inbouncer can run the baseline to pass the ball in.

When inbounding the ball, a defender can't cross the line with Any part of his body in attempt to block a pass. This includes reaching his hand across the out of bounds line.

If this occurs a **WARNING** will be issued first, second time a **TECHNICAL FOUL** will be awarded to the team passing the ball in