

BVAC BASKETBALL-WINTER 2016/2017

RULES:

<u>DIVISIONS</u>	<u>AGES</u>	<u>GOAL HEIGHT</u>	<u>BALL SIZE</u>	<u>GAME TIME</u>
Division 1	3-4 years old	6.5 feet	Mini	8-min. Quarters
Division 2	5-6 years old	6.5 feet	Junior size	8-min. Quarters
Division 3	1st-2nd grade	8 feet	Junior size	8-min. Quarters
Division 4	3rd-4th grade	10 feet	28.5	8-min. Quarters

ZERO TOLERANCE POLICY:

There will be no harassing of the officials, coaches, players, or fans allowed. Please allow your children to enjoy the games! If you or anyone associated with your team is asked to leave the gym and refuses, the game will be ended.

SPORTSMANSHIP:

All players, through games and practices, will be given the opportunity to learn and improve on the fundamentals of basketball: dribbling, passing, defense, and a basic understanding of the rules. Learning and improving through sportsmanship, is the primary purpose of the basketball program, and will be given priority over winning.

REFEREES:

The referees have control of the game. All referee decisions are final. Any abusive language or undesirable conduct by a player, coach or spectator will result in a warning. The second offense will result in disqualification of a player, coach or team. If that person does not leave the gym, the game is over. **Coaches are responsible for the behavior of their teams and spectators.**

FEES:

All fees are due by November 11th, 2016. Players will not be placed on a team or allowed to practice or play in any game until BVAC has received payment. All registrations are online. There will be a \$15 late fee for registrations received after November 11th, 2016. Players will not be placed on a team until BVAC has received full payment.

TEAMS:

Most teams are coed. The principle reason for the existence of BVAC basketball is to teach and develop basketball skills and teamwork. Our emphasis will be placed on the learning and enjoyment of the game. After the first game, players may no longer be added to rosters. No child may play down in any division; however, they may play up a division. Any player caught playing down will no longer be allowed to play and will forfeit their playing fee. No exceptions!

GAMES:

Games begin December 10th, 2016 **Game time is start time.** Players must be ready to take the court at start time. Teams that are not prepared to play at start time will forfeit the game. All games will begin with a prayer. Coaches must circle up with the team. Each team plays 10 games. (There is no end of season tournament.) All levels will play 8 minute quarters. There will be one minute between each quarter and three minutes between halves. BVAC will provide all game balls. No spectators allowed on the gym floor during games. Spectators may only watch the games from the bleacher areas. On court 1 all spectators must stay upstairs. (Please ask your parents not to stand in front of the bleachers on the balcony.) **NO GAMES WILL BE PLAYED ON CHRISTMAS**

EVE, DECEMBER 24TH, AND NEW YEAR'S EVE, DECEMBER 31ST. ALSO, NO PRACTICES THE WEEK OF DECEMBER 26TH – 30TH.

Games will not be rescheduled. Schedules will be posted on our website at www.bvacsports.org

GOALS:

Only coaches may move the goals. Do not take your eyes off the goal while it is moving. Do not leave slack in the cable, but do not allow the goal to hang on the cable either. Do not run the goals up too high! Divisions 1 and 2 will be using movable goals. Two people are required to hang and remove these goals.

UNIFORMS:

Only the current "official" BVAC shirts will be worn during games. If a player does not have the correct shirt, they cannot play in the game! A player may join the game if they are able to get the proper shirt after the game starts. For safety reasons, no player may add their name to the back of their shirt. Offending players will have to purchase a new shirt. Only tennis shoes will be allowed on the court.

Coaches and/or parents may order themselves a shirt for a \$15.00. Team colors will be chosen at the coaches meeting.

All Divisions:

1. Games will begin with a tip-off from the center of the court. This will establish an alternating possession for jump ball situations and change of possession at quarters and half-time. A possession arrow will be used to keep track of change of possession.
2. Change of possession may only occur for the following: score, loose ball, a rebound, out-of-bounds or a foul.
3. All shots will be considered to be 2 points. No 3-point shots.
4. There will be no double-teaming or trapping in any division. Referees will give a verbal warning to a player playing illegal defense. Defensive players in the paint shall not be considered to be in violation of the double team rule.
5. Full court pressing is not allowed in any division. When the defensive team establishes possession by clearly controlling the rebound or by beginning a dribble, the shooting team must retreat beyond half court. Reaching over the half court line to defend is not allowed.
6. Each team will receive two 30-second time-outs per half. These will not carry over.
7. If a player is injured during the game the referee will stop play. The referee will motion for the coach of injured player to enter the court if necessary. The referee will use their best judgment in deciding whether to stop play immediately or wait until the play dies.
8. No jewelry, no taping of jewelry, no beads, bobby pins, or hair clips.
9. No player may play in a cast or metal brace.
10. Only two coaches on the bench per team. Coaches should remain seated on the sidelines during games. No one else is allowed on the bench.

Division 1:

1. Division 1 will not keep score.
2. The referee may periodically stop play to discuss a foul or violation with the teams before awarding possession to the offending team.
3. Division 1 will use a running clock. The clock will stop between quarters and during injuries or time-outs. First team listed will provide a person to run the clock.
4. No stealing in Division 1.
5. The referees shall exercise discretion when calling traveling and double dribble violations, depending on the capabilities of each division.
6. No child shall be fouled out of the game but should be educated on their mistake, and taught the correct way of completing the defensive or offensive move.

7. Teams must have 4 players on the court to start the game; a team may finish the game with fewer than 4 players.
8. Division 1 will play on a smaller court. Division 1 will use yellow lines all the way around.

Division 2:

1. Division 2 will not keep score.
2. The referee may periodically stop play to discuss a foul or violation with the teams before awarding possession to the offending team.
3. Division 2 will use a running clock. The clock will stop between quarters and during injuries or time-outs. First team listed will provide a person to run the clock.
4. No stealing in Division 2.
5. The referees shall exercise discretion when calling traveling and double dribble violations, depending on the capabilities of each division.
6. No child shall be fouled out of the game but should be educated on their mistake, and taught the correct way of completing the defensive or offensive move.
7. Teams must have 5 players on the court to start the game, a team may finish the game with fewer than 5 players.
8. Division 2 will play on a smaller court. Division 2 will use yellow sidelines and yellow endlines.

Division 3:

1. Division 3 will not keep score.
2. The referees may periodically stop play to discuss a foul or violation with the teams before awarding possession. The ball shall be turned over and possession will be awarded to the opposing team. The referees have the right to talk to an individual player if they feel it is necessary!
3. Division 3 will use a running clock. The clock will stop between quarters and during injuries or time-outs. First team listed will provide a person to run the clock.
4. Backcourt will be called.
5. The referees shall exercise discretion when calling traveling and double dribble violations, depending on the capabilities of each team.
6. No child shall be fouled out of the game but should be educated on their mistake, and taught the correct way of completing the defensive or offensive move.
7. Teams must have 5 players on the court to start the game; a team may finish the game with fewer than 5 players.

Division 4:

1. Scoreboards will be used to keep time in this division. Division 4 will keep score. Each team must provide one adult (16 or older) to run the clock and keep track of scores and fouls. Substitutions will only be made between quarters, during timeouts, before or after free throws and on any foul. Exceptions will be made in the case of injury or sickness.
2. Division 4 will use a running clock. The clock will stop between quarters, during injuries, time-outs and during free throws.
3. Backcourt will be called.
4. Three (3) seconds violation will be called.
5. ALL Traveling and Double dribbling violations should be called.
6. Fouls will be called; players will be disqualified on the sixth (6th) foul. Free throws will only be awarded for a shooting foul. Only 1 free throw if basket was made on shooting foul.
7. Violations of the pressing or double-team rules will be considered a foul and will count as one of the player's six fouls. There will be a single warning to both teams per game.
8. Free throws: six (6) players allowed in the lane, positions will be taken up above the block.
9. Division 4 will shoot free throws from 13 feet. It will be marked with yellow tape.
10. Teams must have 5 players on the court to start the game; a team may finish the game with

fewer than 5 players.

11. Tied games will have a two (2) minute overtime period. If the game is still tied at the end of the extra period, the first team to score will be awarded the win. Possession will be decided by a coin toss.
12. Standings will be decided with the following priority: Win-Loss record, head to head record and points against.

NO PETS - NO SMOKING - NO DRINKING - NO PROFANITY!

NO FOOD OR DRINK PERMITTED ON THE GYM FLOOR!