

Bovertown Optimist Bidy Basketball League

A. Timing Rules

1. Each game is four 6 minute quarters with the clock stopping for every whistle. Overtime periods are three minutes.
2. The clock stops as soon as a referee's whistle blows.
3. The clock starts when:
 - a. A person in bound touches the ball
 - b. On a tap, when it is touched by a player
 - c. On a missed foul shot when the ball touches or is touched by a player on the court
 - d. On a made foul shot, when it is in bounded and touched
4. There is to be a five-minute break at half time. This may be shortened to one minute if the game is running late.
5. Each team is allowed **five** timeouts per game, **two 30 second and three 1 minute**. One full timeout is allowed for each overtime period. **Timeouts remaining at the end of regulation WILL carry over into overtime.**

B. Scoring Rules

1. All players' names and numbers must be listed on the scoring sheet. Late comers may be entered as they arrive. Players must report to the scorer before entering the game.
2. The Optimist scorer shall be the official record on all scoring matters.
3. A player is permitted five personal fouls. A technical foul by a player will count as a personal and a team foul. A technical foul on a coach will count as a team foul. The coach can be warned when a player receives a fourth foul
4. **The 5 players who start the game for each team cannot play in the second quarter, unless their team has less than 10 players present or if a player has 4 fouls. In this situation the coach should be playing his 5th, 4th and 3rd best starting players in the second quarter. The Optimist Club encourages teams to start their best 5 players. If coaches can't agree who should play in the second quarter, the referees in charge shall choose.**
5. If a team is shorthanded and a starter(s) must play in the second quarter, that player is limited to 2 minutes total in the second quarter unless the opposing coach agrees that they can play longer.
6. Teams will shoot bonus (1 & 1) on the seventh team foul in a half. Teams will shoot double bonus (2 shots) on the tenth team foul in a half. **All foul shots will start behind the foul line. Crossing the line as part of the foul shot will not be penalized. The foul shooter cannot retrieve the rebound if they crossed the line as part of their shot**
7. **All players must play a minimum of eight minutes per game with some playing time required in both halves. If the time played is under 30 seconds, it does not count toward the 8 minute per game minimum. Should a coach fail to get any player their required playing time, the team may be required to forfeit the game if their team won.**

C. Game Rules Which Differ from PIAA Rules

1. Only man-to-man is acceptable as a defense.
2. The Optimist Club encourages the teaching of passing and teamwork. A one-man offense is unacceptable.
3. Defensively - Only $\frac{3}{4}$ court pressure will be allowed on any inbounds pass in the backcourt the second half.
4. **Half court pressure only is allowed for the first half; although pressure is permitted following a defensive rebound and the ensuing outlet pass.** After the outlet pass the defense must get back; $\frac{3}{4}$ court pressure is allowed the second half. **Full court pressure is allowed the last 2 minutes of the game. 3 point shots will also count the last 2 minutes of the games**
5. **Double teaming the person with the ball will not be permitted in the backcourt except for the last two (2) minutes of the game. Full court pressing and double teaming will be permitted the last two (2) minutes of the game, but the press must be set up as a man to man defense, not a zone defense. NO full court press shall be allowed by a team that is winning by more than 8 points in the last 2 minutes of the game.**
6. Teams reaching a 15-point lead in the fourth quarter must remove all starters from the game. Scorers table should stop the game to allow substitutions if necessary. Starters may re-enter the game if the lead falls to eleven points or less. This rule applies only to the fourth quarter.
7. A maximum of three coaches will be permitted on the side lines and/or around the bench area during games. All Coaches will be permitted to stand during the game unless they are told to sit down by the referee in charge.
8. Teams reaching a fifteen-point lead anytime throughout the game cannot $\frac{3}{4}$ court press defensively.
9. **Any foul deemed flagrant by the officials will be an automatic 2 points and possession of the ball; player committing foul must be removed from game for the remainder of that quarter; 2nd offense, player will be removed for the game.**
10. **Any foul deemed intentional by the official will be a two shot foul and possession of the ball.**
11. **Any technical foul is a two (2) shot foul and possession of the ball**
12. **Center court jump first 2 quarters only, 3rd and 4th quarter the possession arrow will be used.**

D. General Rules

1. No one is permitted on the stage at any school.
2. No players or fans are to be roaming about the schools. Coaches are responsible for the players and parents are responsible for their siblings.