

BANTAM HOUSELEAGUE RULES

FIBA/CANADA BASKETBALL RULES: This division will follow the Canada Basketball rules of play and conduct other than those specifically written below.

NUMBER OF PLAYERS: Minimum number 5 players, Maximum number 15 players.

CHECK IN: All players must check in at scorer's desk before they can play in segment. Fair play.

Playing Time : Ten 5 minute [straight time] segments. Half time will be after the fifth segment. At that time there will be a 5 minute break.

TIME CLOCK: A clearly visible time clock is used at this level .**TIME OUTS:** Each team is permitted 1 time-out per half, not to be carried over.

CLOCK STOPPAGE: During playing time the clock will be stopped for injuries. The clock will also be stopped after a basket or whistle during the last two minutes of the tenth segment if the score differential is 8 or less points.

BASKETBALL: A leather ball will be used for house league games.

Bantam: Boys and girls use a Size 6 (28.5") basketball.

BEGINNING OF A GAME: The game will begin with a Jump Ball at centre court.

BEGINNING OF A SEGMENT: Each segment, other than the first segment, will begin with a throw-in from the centre court sideline. The in-bounding team may inbound the ball in either their front court or their backcourt. Possession of the ball shall be determined by the alternating possession arrow.

SCORER: There is a need for a scorekeeper and timekeeper at this level, as the game score, game time, possessions and player fouls are kept at this level. The game score is visibly posted.

SUBSTITUTIONS: Player substitutions may be made at the beginning of a segment. In the case of an injury during a segment, a substitution may be made. In this situation, it will not be considered a segment played for the player replacing the injured player. The injured player is considered to have completed a playing segment. The injured player may return in the same segment. However, the player who substituted for the injured play shall return to the bench.

5 SECONDS: During a throw-in from out of bounds, the player must release the ball before five seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in .

10 SECONDS: The offensive team must proceed with the ball from their backcourt to the frontcourt before ten seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in.

3 SECONDS (RESTRICTED AREA): Applicable at this level.

3 POINT SHOTS: Applicable at this level.

SHOT CLOCK: The thirty (30) second shot rule is not applicable at this level.

FOUL SHOTS: Applicable at this level.

Bonus foul shots: Applicable at this level. On the 8th foul, team that was fouled will shoot 2 foul shots. Player fouled will shoot the foul shots.

5-FOUL DISQUALIFICATION: A player is dismissed after 5-fouls. The scorekeeper must notify referee that the player has 5 fouls.

FULL COURT PRESS: "**When a team has established a 20 point lead, no full court defense is permitted. Once the trailing team has clear possession of the ball, the other team must retreat to center court to play defense**".

MAN-TO-MAN DEFENCE: Man-to-man defence is played at this level.

ZONE DEFENCE: Zone defence is not permitted at this level, as set out by BNB. This is in effect a "Plug the Key" rule. A single defensive player may not guard the basket.

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TIME CLOCK: A clearly visible time clock is used at this level. **TIME OUTS:** Each team is permitted 1 time-out per half, not to be carried over.

CLOCK STOPPAGE: During playing time the clock will be stopped for injuries. The clock will not be stopped after a basket during the last two minutes of the tenth (10th) segment.

BASKETBALL: A leather ball will be used for house league games.

Bantam: Boys and girls use a Size 6 (28.5") basketball.

Midget: Girls use a Size 6 (28.5") ball and boys use a Size 7 (29.5") basketball.

BEGINNING OF A GAME: The game will begin with a Jump Ball at centre court.

BEGINNING OF A SEGMENT: Each segment, other than the first segment, will begin with a throw-in from the centre court sideline. The in-bounding team may in bound the ball in either their frontcourt or their backcourt. Possession of the ball shall be determined via an alternating possession arrow.

COMPLETION OF A GAME: No segment will begin with less than fifteen (15) minutes remaining before the next scheduled game.

SCORER: There is a need for a scorekeeper and timekeeper at this level, as the game score, game time, possessions and player fouls are kept at this level. The game score is visibly posted.

ALTERNATING POSSESSION: Each game begins with a jump ball at centre court. The team not gaining possession of the legally tipped jump ball will have possession of the ball for a sideline or baseline throw-in on the next possible alternating possession situations. After the first throw-in resulting from an alternating possession situation, the team not in-bounding the ball will have the next possession.

Alternating possession situations include the following:

- 1) Held ball between competing teams.
- 2) Beginning of a segment, other than the first segment.
- 3) A live basketball stuck between the rim and backboard.

SUBSTITUTIONS: Player substitutions may be made at the beginning of a segment. In the case of an injury during a segment, a substitution may be made. In this situation, it will not be considered a segment played for the player replacing the injured player. The injured player is considered to have completed a playing segment. The injured player may return in the same segment. However, the player who substituted for the injured player shall return to the bench.

5 SECONDS: During a throw-in from out of bounds, the player must release the ball before five seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in.

10 SECONDS: The offensive team must proceed with the ball from their backcourt to the frontcourt before ten seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in.

FULL COURT PRESS: A full court press is permissible at any time, however, if the team scoring the basket has a lead of twenty (20) points or more, the scoring team (now the defensive team) must return to their backcourt and all defensive players must remain in their backcourt until the ball has crossed the centre line into the defensive backcourt.

3 SECONDS (RESTRICTED AREA): Applicable at this level.

MAN-TO-MAN DEFENCE: Man-to-man defence is played at this level.

ZONE DEFENCE: Bantam - Zone defence is not permitted at this level, as set out by BNB.

This is in effect a "Plug the Key" rule. A single defensive player may not guard the basket.

Midget - Zone defence is permitted at this level.

3 POINT SHOTS: Applicable at this level.

SHOT CLOCK: The thirty (30) second shot rule is not applicable at this level.

FOUL SHOTS: Applicable at this level.

5-FOUL DISQUALIFICATION: A player is dismissed after 5-fouls. The scorekeeper must

notify the referee when a player commits their 5

th

foul in a game.