



## GAME RULES

*Basketball BC would like to emphasize that the rules of play are to be strictly followed by all coaches, and failure to do so may result in game forfeiture. Self-enforcement is necessary as officials will not be calling the modified rules. No game directors will be present. It is vital that coaches respect one another and abide by the same rules. We hope coaches will set a good example for their athletes, and that we can all practice fair play. Please read the rules carefully and do your best to practice and implement them throughout the season.*

### Modified FIBA Rules

- **Zone defenses of ANY kind are NOT permitted. Person-to-person defense only.**
- **Press - full court (person-to-person) press is permitted; however, when a lead exceeds 15 points, the press must be removed.**
- **During the first 3 quarters there will be equal playing time for all players - during the last 8 minutes and any overtime, substitutions will be at the discretion of the coach.**
  - If a coach feels that he would like to play less developed players MORE in the first 24 minutes thereby playing his "better" players less than equally in those first 3 quarters, that is acceptable with the agreement of the opposing coach
- **Double teaming is only permitted within the key**
- **Minimum roster is 7 players – teams playing with less than 7 must forfeit the game (but can still play) UNLESS the opposing coach agrees to play with less than minimum.**
- Fouls – players are disqualified on their 5th foul; team bonus at 5 fouls/quarter
  - **If a player has 3 or more in the 1st half or 4 in the 3rd quarter, they can be removed to avoid a foul out**
- Game format will be 4 - 8 minute stop time quarters
- A 30 second shot clock will be in effect or referee silent count if equipment malfunctions
- The 10 second half court rule is in effect
- Teams will be allowed 2 time outs in the 1st half, 3 in the 2nd – 0 seconds – non cumulative
- Due to time constraints in some gyms, coaches may change length/timing of game if BOTH agree, but the equal play rule still is required.