
2025-26 BCSS Basketball Rule Modifications

RULES OF PLAY

The rules for governing BCSS Basketball shall be Federal International Basketball Association (FIBA) with the following modifications:

1. Teams must be on the court ready to play (with the required number of players) within ten (10) minutes of game time. Failure to do so will result in forfeiture. Referees will inform the Tournament Director after ten (10) minutes of game time which team defaulted.
 - With 5-minutes remaining in Warm-up, U1 and U2 will bring the captains together at the center jump circle. The Crew Chief will go through the following points:
 - Crew chief will introduce crew to captains
 - Tell captains to be ready to play at the buzzer
 - Jerseys to be tucked in before entering the game.
 - After the time outs please return to the floor at horn ready to play.
 - Respect: Communicate respectfully if you have any questions.
 - Horns and whistles at 3:00 (Meet coaches before 1st) and 1:30 (Clear the floor) remaining in the 1st and 3rd quarter warmup clocks; Horn and whistle at 30 seconds remaining in the 2nd, 4th, warmup time quarters, and any OTs.
2. Senior Boys & Girls (all levels): 4 x 10-minute quarters
 - i) 5-minute overtime period(s)
 - ii) 1 minute between quarters
 - iii) 10-minute half time
 - iv) 10-minute warm-up (or longer if time permits)
3. Scoresheet should be completed and signed by both coaches with at least five (5) minutes remaining in the warm-up period.
 - When there is no assistant coach named and signed on the scoresheet, and the head coach is disqualified, or should both the head coach and assistant coach be disqualified from the game, the game shall be ruled as a default. (Score at time of disqualification if disqualified coach's team is losing, or 2-0 if they are winning)
4. The no-charge semi-circle will not be used even if indicated on the court.
5. All lines will be the narrow/short (NCAA) lines, key width 3.66m and three-point line 6.25m, unless they are not available in the gym.
 - On Free Throws, defensive players nearest to the basket during free throws are situated above the block.
6. Artificial sound i.e., Aerosol horns, loud-speakers, megaphones, vuvuzela horns, whistles, and/or laser pointers are not permitted at any indoor BC School Sports Activities. (Note: should a situation arise regarding noisemakers, the game shall be stopped (at an appropriate time i.e. during a natural stoppage of play). It shall be the sole responsibility of



the Game Director, tournament organizer, or host team head coach to immediately address the issue at hand. There shall be no penalty charged to either team.

7. Uniforms - Jerseys stay tucked in; T-shirts are allowed and can be more loosely fitting. 1 undergarment colour total is permitted for each team, and can be any colour; however, all undergarments must be the same colour as the rest of the 1 undergarment colour chosen for T-shirts. (Medical devices and socks do not need to match the 1 chosen colour).
8. Religious or Medical Alert jewelry are allowed, but must be documented on the scoresheet, and adequately and safely sheltered by protective covering(s), at minimum tape and a sweatband.
9. A disqualified player is required to leave the field of play, meaning the competition gymnasium. If no suitable supervision is available for the student-athlete, the player may remain on the bench but may not communicate with other members of the team or the officials.
 - Further disciplinary actions from the disqualified player = forfeit.

SHOT CLOCK:

- Thirty (30) shot clock, full reset after the ball strikes the ring during live ball and controlled by the offense on the court. Teams are required to advance the ball across the half court time in no more than ten (10) seconds.
- Ball lodges between the ring and backboard, the shot clock is reset to eighteen (18) seconds if offensive team's possession arrow or thirty (30) seconds if defensive team's possession arrow.
- All throw-ins as part of any unsportsmanlike foul or disqualifying foul, shall be administered from the frontcourt throw-in spot. In all cases, the team awarded the throw-in shall have: Eighteen (18) seconds on the shot clock.
- Following a foul or violation against the team in control of the ball, the opponent shall be awarded a throw in:
 - Occurring in the backcourt - reset to thirty (30) seconds
 - Occurring in the frontcourt - reset to eighteen (18) seconds
- During the last two (2) minutes of the game - when a time-out is awarded in offensive team's backcourt, the coach has the option of retaining possession in their team's backcourt or moving the ball to the throw-in spot in the front court.
- Following the time-out, the Head Coach must immediately inform the closest official which option is to be taken. Failure to do so - the throw-in shall remain in the team's backcourt.
 - Backcourt throw-in after an opponent's foul, violation, or legal score: thirty (30) seconds
 - Advanced to the frontcourt – if more than 18 seconds: eighteen (18) seconds
 - Advanced to the frontcourt - no reset if less than eighteen (18) seconds

OTHER:

- FIBA pre-game warm-up procedure shall NOT be used.
- Home team to provide officials with their own changeroom.



- Home team (or as designated by the tournament) shall have choice of team benches and will shoot at the basket furthest from that bench in the first half
- Each team shall be permitted their three (3) allotted time-outs at any time during the second half. A maximum of two (2) time-outs in the final two (2) minutes of the fourth (4th) period no longer applies. Unused time-outs shall not be carried over to any extra period.
- Under no circumstance shall any video system be used for an official, coach, game director or administration to clarify any on-court rules interpretation. Replay and video may be used when reviewing (an) event(s) for the purposes of discipline.