



## **Badger Developmental League Rules**

**Coaches-** Must have adult coach. Scoresheet filled prior to game. Players can be added without penalty, as long as they appear on team's roster.

### ***Team Expectations & Requirements-***

**Playing Time Requirement-** EACH PLAYER IN UNIFORM MUST APPEAR ON THE PLAYING FLOOR IN EACH HALF. **Technical foul assessed for each kid in uniform on bench at the end of the half they do not appear.**

**Warm-up & Game Balls-** Provided by teams

**Scorekeepers & Timers-** are provided by host site. Except pre-season warmup events and post season tournaments. For those events a team must provide a scorekeeper.

### ***Game Play***

**Jersey color-** If teams can't mutually agree on jersey color, the team **listed 2nd on the schedule** will be required to wear their light jersey.

**Game Time-** *There is no grace period.* If you are late, you forfeit.

**Warm-Ups-** 5 minutes pre-game. 3 minute halftime. Adjust as needed.

**Game Length-** 14 minute halves- stop clock. 30 point leads = set to 0-0, but keep running score at table. 20 point margin in 2nd half: clock runs continuously.

### **Overtime-**

3 minutes. Run clock. Stops last minute. 1 timeout. None carry over from 2nd half. Team fouls do carry over.

2nd OT--sudden death--first to score 4 points or 3:00 whatever happens first.

**Timeouts-** 2 full Timeouts... 1 thirty-second timeout - ***available in 1st half only.***

***Illegal defense violations-*** one warning issued to bench, then a technical is assessed.

**Violations-** more lenient for younger age levels. **HELP THEM LEARN THE GAME!!**

**Forfeit-** Forfeits count as a 15-0 outcome in favor of the team present.



**Technical Fouls-**

Automatic 2. Result in team foul, as well. All ejections must be accompanied by an ejection form, to be completed by official and parent/coach/player/spectator ejected.

**Coaches--** Coaches who direct comments towards coaches/players on the opposing team will be issued a conduct technical foul. In the event of an altercation among players, it is the responsibility of the coaches to intervene in an appropriate manner. As a coach, your team's spectators are your responsibility. Keep the parents/fans under control so no one else has to.

**Protests-** \$100 fee to protest outcome & must come within 30 minutes of games completion.

**DEFENSIVE RULES BY GRADE**

	Press	½ Court Zone D	Basketball	Free Throws	Mercy Rule (clock runs in 2nd half) if they go below the margin the clock stops again	Scoreboard set 0-0
3rd-4th Grade	None No switching D 3rd--Pick up at Volleyball line (Pre Jan 1 events) 4th--Pick up at half court	None	28.5 (women's)	12 foot line	Margin 20+	Margin 30+
5 <sup>th</sup> grade all and 6th Grade (BUCKY)	Last 2 Mins of games	None	28.5 (women's)	Regulation Can jump over	Margin 20+	Margin 30+
6th Grade Competitive (BADGER Red and White)	Yes	Yes	28.5 (women's)	Regulation	Margin 20+	Margin 30+
7th-8th Grade Girls all divisions	Yes	Yes	28.5 (women's)	Regulation	Margin 20+	Margin 30+
7th-8th Grade Boys all divisions	Yes	Yes	29.5	Regulation	Margin 20+	Margin 30+