



## **BADL Boys and Girls Scoretable Rules**

**Coaches-** Must have adult coach. Scoresheet filled prior to game. Roster needs to be submitted correctly prior to attending event

### ***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-** 1 from each team is required to be provided for each game. **Free Admittance**

### ***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-**

**Grades 3 and 4**---18 minute RUNNING clock Stops last 2 minutes of BOTH the 1 st and 2 nd half.

**Grade 5 through 8—all divisions**--14 minute halves- STOP clock on ALL whistles. 15 point margin in 2nd half: clock runs continuously. If goes back below 15 clock returns to stop clock

**ALL GRADES**--30 point leads = set to 0-0, but keep running score at table.

### **Overtime**

2 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!!**



**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.

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

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

**DEFENSIVE RULES BY GRADE**

	<b>Press</b>	<b>Zone D</b>	<b>Basketball</b>	<b>Free Throws</b>	<b>(clock doesn't stop in 2nd half)</b>	<b>Scoreboard set 0-0</b>
3rd-4th Grade	Pick up at ½ court	NONE	28.5 (women's ball)	3 <sup>rd</sup> --12 foot line 4 <sup>th</sup> —FT line can jump over	Margin 20+	Margin 30+
<u>5th Grade</u> All divisions	Last 2 mins	None	28.5 (women's ball)	Can jump over	Margin 20+	Margin 30+
<u>6th Grade</u> Gold and White	Yes—Man to Man	NONE	28.5 (women's ball)	Regulation	Margin 20+	Margin 30+
6 <sup>th</sup> Platinum/Green & <u>7th-8th Grade</u> All Divisions	Yes	Yes	<b>6<sup>th</sup> Plat/Green</b> 28.5 (women's ball) <b>7<sup>th</sup>-8<sup>th</sup> Boys</b> 29.5 Regulation <b>7<sup>th</sup>-8<sup>th</sup> Girls</b> 28.5 (women's ball)	Regulation	Margin 20+	Margin 30+