

TEMPLE BETH AM BASKETBALL LEAGUE RULES

Play is governed by the H.S. Basketball Rules published by the National Federation of State H.S. Associations that are in effect as of the start of each new season, as well as the additional rules adopted by the league as enumerated below. This rule book shall supersede all previous Temple Beth Am Basketball League Rules books. The league consists of five (5) divisions: Bantams, Rookies, Juniors, Seniors, and High School. The following rules are general rules that apply to all divisions.

Ball Size

For 2026 season, the following ball sizes and basket heights will be used:

Bantam Boys and Rookie Girls:	9 feet	Size 5
Rookie Boys, Junior Boys / Junior Girls, Senior Girls	10 feet	Size 6
Senior Boys	10 feet	Size 7

Uniforms

The coaches are responsible for making sure that all players are properly dressed to participate in the contest. No jewelry or bracelets of any kind are permitted. All players must wear the jersey provided by the league. If the league, as part of the uniform, provides shorts, all players will be required to wear the league-provided shorts at every game. If shorts are not provided, all players shall wear predominantly black shorts with no pockets. Small manufacturer logos are allowed. Violation of this rule will result in an immediate administrative technical foul. No corresponding personal foul is assessed and the coach does not forfeit the ability to stand and use the coaching box. If the infraction is discovered or revealed prior to the start of the game, the indirect technical foul can be assessed to start the game rather than waiting until the offending player enters the game. If the infraction is not discovered until after the start of play in the second four-minute segment, it may no longer be enforced. An improper uniform will not prevent a player from participating.

Minimum Required Players

A team must have five (5) players to start the game. If a team does not have five (5) players at the scheduled game time the game referee will put five (5) minutes on the clock and start the clock to allow for the required number of players to arrive. If at the end of the five (5) minutes a team has not fielded five (5) players the game will be forfeited if a Bantam or Rookie League Game or in the case of a Junior, Senior or High School League Game, it will be played provided both teams have a minimum of four (4) players. If a team has five or more players, it is permitted to play 5-on-4. A league official may delay the start of the game for an additional five (5) minutes for good cause shown.

Bench Personnel and Assistant Coaches

Teams are allowed to have only two (2) adult coaches on the bench during the game. Only one (1) coach can be standing at a time and all others must be seated. If a teenager is acting as a coach, then

an adult must be on the bench to supervise or the game is a forfeit. If two teenagers are coaching then only one adult is permitted on the bench. In no circumstances can a team have more than three non-players on the bench during a game. All league officials may act as referees in enforcing this rule themselves. *No additional children or adults can sit on team benches or with scorekeepers unless they are officially volunteering.*

Spectators Are Not Coaches

Once the game has begun, parents and spectators may not enter or approach the court, baseline, area behind the basket, or team bench area and sidelines, baselines or corners for the purpose of providing coaching, instruction, or direction to players, coaches or officials.

For a first violation, the referee or League Official may issue a warning and direct the individual to return to the spectator area. Any subsequent violation by any parent or spectator supporting that team may result in a technical foul assessed to the team. Any referee or League Official may ask a parent or spectator to leave the gym if behavior is disruptive to play. A game will be stopped to ask for spectator to leave the gym completely. If the spectator does not leave, the game clock will continue to run after a reasonable attempt to allow the person or persons to exit the gym.

Timeouts

Each team is allowed four (4) timeouts per game (time outs are estimated 1 minute in length). Successive timeouts are permitted. The referee may call an injury timeout to have an injured player attended to. In the event of overtime, each team will be permitted to carry over all unused timeouts from regulation, and is given one (1) additional timeout for each overtime period. During the last two minutes of regulation and overtime, a team gaining possession of the ball may, upon calling timeout prior to advancing the ball (either by a dribble or pass in any direction), advance the ball to half court for the inbound play, if it so chooses.

Practices

Players are expected to participate in team practices as called by the coach. Players are not to be disruptive during practice. Players may be suspended by the coach for flagrant disobedience of the rules set down for practicing or for nonattendance. Suspension of a player can only occur after consulting with the league commissioner. A coach who violates this rule may forfeit a game at the discretion of the league commissioners. Teams in the Junior and Rookie Leagues are expected to have a minimum of one practice per week on game weeks and two on non-game weeks. In the Senior League, we encourage at least one practice per week but it is not mandatory throughout the season. The High School League is predominantly a show up and play league with no required practices. It is up to each coach and team if they want to practice.

Practice Times

In accordance with the mission of Temple Beth Am as a Reform Jewish institution, and in respect to those who observe the weekly holy day of Shabbat, no team practices may take place on Friday evening

past 5:30 pm or Saturday morning before 12:00 pm. A coach may be suspended or be forced to forfeit a game at the discretion of the League Commissioner for repeated offenses for violation of this rule.

Overtime Periods

Overtime periods will be three (3) minutes in duration. Any five (5) players can participate during the overtime period provided they are still eligible to play. During the last minute of each overtime period, the clock will be stopped on all referee whistles.

Mercy Rule

If any team is leading another team by 30 or more points at halftime, or 25 or more points at the end of the quarter preceding the final period, the clock will run for the remainder of the game, except for timeouts. In the event that the lead is brought below 10 points, the game clock shall return to normal stoppage rules. This rule is enforced without option during the regular season; during playoffs, the trailing team may opt not to have the rule enforced.

Pressing Mercy Rule

In the Juniors, Seniors, and High School division, any team that has at least a 20 point lead at the end of the 3rd full quarter, or a 20 point lead at the end of the 7th period shall not play full court pressure defense of any kind. Teams will be permitted to press again when the lead is brought below 15 points. The first violation of this rule will be a warning. The second, and subsequent violations will result in a one (1) shot technical foul, and the ball side out of bounds. In the Rookies division, any team that has at least a 10 point lead in the 8th period shall not play full court pressure defense. Teams will be permitted to press again, if they so choose, when the lead is brought below 10 points.

Sportsmanship Rule

Coaches are responsible for controlling their team, parents, and fans and for knowing and following the rules. Officials are to strictly enforce rules governing the decorum of disorderly and disruptive fans. All players, coaches, parents, and spectators are encouraged to support all of the players from both teams engaged in the sports activity. The intent of the League is to provide a safe and healthy environment for the players to exercise and learn about the sport of basketball in a fun manner. Competitiveness is encouraged, but winning is secondary. No player, coach, parent or spectator shall engage in any verbal or nonverbal behavior which the referee or a League Official considers to be unsportsmanlike, including, but not limited to, trash talking, jeering, booing, cursing, or making negative comments to any coach or member of the opposing team or to any referee. This also includes conduct such as yelling at an opposing player to miss a shot or inappropriately commenting about the call of a referee. In the event a referee or league official determines that there has been a violation of this rule by a parent or spectator, such violations will be punished as follows: 1. The first individual or team violation shall result in a warning to the offending parent or spectator unless the referee or league official deems that the violation is so egregious as to require immediate harsher punishment. As used herein, a "team" violation is one in which a parent or a spectator who supports a particular team commits a violation of rule. 2. The second individual or team violation (or the first, if determined to be warranted by the referee or league official) shall result in a technical foul being assessed against the offending team. 3. A third team

violation shall result in a technical foul being assessed against the offending team, as well as immediate ejection of the parent or spectator from the building. If the violator fails to leave the building or outdoor court area, the game shall be stopped and forfeited. If the team forfeiting the game is ahead the score will be to 2-0 in favor of the other team. If the team is behind, the present score will be entered. If a parent or a spectator commits a violation, the referee shall notify the appropriate coach, who shall advise the violator of the action being taken. The decisions of the referee and/or the League Official shall be final. The League and Beth Am will handle all un-sportsman-like conduct and has final authority to impose sanctions it deems appropriate including expulsion from the league and grounds.

Technical and Personal Fouls

Technical fouls for violations of rules may result in one foul shot. All other technical fouls are two shots. If any coach for a given team receives a technical foul, all coaches for that team will no longer be allowed to stand for the remainder of the game; they must sit on the bench. If a player or coach receives 2 technical fouls in one game, that player or coach is ejected from the game. Flagrant fouls by players will result in a two shot technical and automatic ejection from the game. Arguing with an official over an ejection is grounds for forfeiture of the game. Ejected players or coaches shall be banished from the building. Any ejected player or coach shall be suspended from the next game. The penalty for an intentional personal foul is two free throws and possession of the ball out of bounds at the spot of the foul. The offensive team shall be awarded 1 free throw for the 7th, 8th, and 9th fouls committed in each half, except for a player control foul (if the first try is successful, the player is awarded a 2nd shot), and shall be given 2 foul shots for the 10th and all subsequent fouls. Technical and personal fouls are combined to reach the bonus and for purposes of disqualifying a player.

Proper Pick Technique

A player setting a pick must have their hands, and elbows in tight to their body. A team with a player who extends their hands or elbows away from their body in an attempt to set a pick on an opposing defender may be assessed a warning, even if no contact is actually made with the opposing player, so long as the referee deems the pick unsafe. After the warning assessed to a team, each subsequent violation of this rule shall result in a turnover, and a personal foul being assessed for setting an illegal screen.

Replacement Players

An email must be sent to the commissioners whenever a player is going to miss more than 1 game for injury related purposes, or has otherwise voluntarily left the team. A player will be considered to have voluntarily left the team when he misses all team related activities for a 2-week span without communicating to the coach that he will be returning after missing the time. In the event of a player missing two weeks in a row, the procedure will be to call the family, and discuss with them the status of the player. Regardless of skill level, no action will be taken until a determination of their status and ability to complete the season is made. If after discussing with the player's parents it is determined that the player has left the team, or will be unable to complete the season, efforts will be made to replace the player with a comparable player. If a player is hurt, he will be replaced if, and only if, he is unable to complete the season. Once a player has been replaced, he is considered to no longer be eligible for

playing time. No temporary replacements will be made, regardless of the missing player's skill level. Replacement players will be subject to a 3 game "Grace Period" to determine if they fit. 1. Priority will be given to players who registered and were placed on the waiting list. In the event that we cannot locate a player that is a comparable fit, we are open to a coach's recommendation of someone they may know. That player will need to be evaluated, and approved by the committee. 2. Use of an unapproved replacement player may result in forfeiture of games in which he or she participated. 3. In the event of a violation of any of the above rules of this section, the commissioners reserve the right to replace the player with any player that is as close to a comparable fit as can be found. These replacements will be determined based on who can be found that is interested in playing. Where we would normally do everything in our power to find a comparable replacement, if the rule is violated, we are likely to err on the side of the replacement player not being as strong as the player being replaced. 4. There will be NO replacements made, regardless of round, during, or after the final 2 calendar weeks of the regular season.

Playoff Seeding

Playoff seeding for all divisions is determined in accordance with the seeding rules for the ACC Men's Basketball Tournament in effect as of the start of each Beth Am season.

Rescheduling Playoff Games

Playoff games will not be rescheduled to accommodate scheduling conflicts for coaches, players, parents, or anyone else. The playoff schedule is published prior to the start of each season, and it is exceedingly rare for there to be any changes after initial publishing. Coaches are NOT allowed to "swap" scheduled playoffs games with any other playoff or regular season games. Do not even offer such a change to your team or the opposing coach, as it will not be approved by the league and will only cause confusion. Should any coach (either directly or through an assistant coach, other proxy, or any other method) survey their team about rescheduling a playoff game and/or propose to an opposing coach that a playoff game be rescheduled, the offending coach will be suspended for the duration of the season, including all remaining playoff games. We cannot be clearer about this topic.

Courtesy Pointers

- Rookie League Coaches, please let the coach of the other team know in advance if you are expecting fewer than 8 players prior to showing up for the game. Many coaches prepare their lineups prior to arriving at the gym
- In the event you will not be able to field a team (Juniors, Seniors and High School – 4 players and Rookies – 5 players), please let the other coach know as well as your league commissioner so we do not have a team and referees show up for a forfeit.
- Bench: At the conclusion of your game please immediately clean up your bench area and then have your post game meeting somewhere other than the bench given the next game will be starting minutes after your game finishes.
- Gentleman's Rule: If your team is winning by a comfortable margin take the opportunity to have some of your players who normally would not play as much or handle the ball as often play more or be more involved so that they can develop and the other team does not get demoralized. Let

the official know that you want to make a switch during a stoppage of clock and then proceed. If the official does not allow a switch then at the end of a period quietly tell him what you are trying to do and he/she will then let you proceed.

- Scorekeeper and Officials: You are always better off treating these game officials with respect and not trying to officiate from the bench or stands. The coaches should worry about their team and leave the game officiating and commentary at home. The officials have been informed by the league not to allow any coach to continue to officiate from the bench or constantly harass etc.. One warning, then technical, then bye-bye.
- Spirit of the league: This league is about bringing boys and girls together to enjoy basketball on a competitive and social level, develop friendships with kids they would not normally develop in the course of their lives, and create memories that will remain with them a lifetime. Thank you for agreeing to coach and enjoy the experience!!

Junior, Senior and High School Division Rules

The National Federation of State High School Association rules will govern these divisions with the following modifications:

Length of Games

All games shall consist of four (4) quarters divided into eight (8) periods of four and one half (4.5) minutes running time. The clock will be set at nine (9) minutes to start each quarter, stopping at or near the four and one half (4.5) minute mark of each quarter to allow for a BRIEF stoppage in play to allow for mandatory substitutions. KEEP IN MIND THAT THIS IS NOT A TIMEOUT. If a team delays the resumption of the game, that team will be charged a timeout. The stoppage should occur only when there is a dead ball situation or the flow of the game has become stagnant (no advantage for either team). Running time will be kept and the clock will stop only for shooting fouls and timeouts. The clock will stop on all referee whistles in the last two (2) minutes of the 4th quarter, and on all referee whistles in the last minute of all overtime periods.

Playing Time Rules

Playing time rules are as follows:

1. Each player must play at least four (4) complete periods with a full 8-player team, five (5) complete periods with 7 players, or six (6) complete periods with 6 players. Playing a complete period is defined as the player being on the court when the period starts, when it ends, and at every point in time between, unless they are injured, foul out, or are otherwise disqualified. Periods CANNOT be split between other periods and combined to make 1 period (e.g. playing 2 minutes in the 3rd period, and 2 minutes in the 4th period). Failure to comply with this rule will result in forfeiture of the game.
2. In the Junior, Senior, and High School divisions, all players must sit at least two (2) complete periods unless their team does not have enough eligible players to allow for each player to sit at least twice (e.g. 5 or 6 players to start the game, or players foul out, are injured, or otherwise disqualified). Sitting a complete period is defined as the player being off the court when the period starts, when it ends, and at every point in time between. Periods CANNOT be split between other periods and combined to make 1 period (e.g. sitting 2 minutes in the 3rd period, and 2 minutes in the 4th period). Failure to comply with this rule will result in forfeiture of the game. The only exception to this rule is in the event that one team has only 5 or 6 players and the other has 7 or 8. In this instance, the team with 7 or 8 must sit players a minimum of one (1) complete period.
3. If a player is injured during the game, and must be removed for a portion of the game due to the injury, it is the coach's responsibility to immediately inform the opposing coach, the scorekeeper, and the game officials. If an injured player is able to return to the game at a later point, he/she must still comply with rules 1 and 2 above so long as adequate time to comply remains. If the injury occurs with less than one minute remaining in the period, that period will count as a "played period" for the injured player for the purposes of Playing Time Rule 1. The period will

not count as a “played period” if the injury occurs with more than one minute remaining in the period. The player entering the game in place of the injured player will not receive credit for a “sat period” regardless of the amount of time remaining when the injury occurs. Each player must sit their required number of periods from beginning to end so long as there are enough eligible players.

4. Subbing “on the fly” is permitted with the following guidelines:
 - The player entering the game may not enter until there is a stopped clock dead ball, and the referee has granted them entrance to the game.
 - The period is considered a “dead period” for both players. Neither player will receive credit for playing the complete period for the purposes of Playing Time Rule 1 above, nor will either player receive credit for sitting the complete period for the purposes of Playing Time Rule 2 above. The amount of time remaining in the period, or how much of the period either player plays does not matter for purposes of Playing Time Rules 1 and 2 above.
5. If a player arrives late, but before the start of the second half, he/she must still play the four complete periods. If a player arrives after the second half begins, it is up to the coach’s discretion how much playing time that player gets. In the event that the scorekeeper notices a team approaching a playing time limit (either minimum or maximum periods), the scorekeeper may notify the coach but is not required to do so.

Coaches are encouraged to keep track of their opponents’ playing time and bring any violations to the attention of the referees and scorekeeper. If the potential violation is caught by any party without it occurring during live-ball action, the team about to commit the violation will be able to make the necessary adjustments and no penalty will be assessed aside from a time out being charged in the event that the adjustment causes a delay. If the violation isn’t caught until after the ball is in play, play will be halted, the adjustment will be made, the offending team will be charged a time out, and a two-shot technical foul will be assessed. If a time out is charged but one doesn’t remain, a two-shot technical foul will result. If a violation is not noticed until after the final buzzer, the game result will stand as played; no retroactive forfeits or replays will be used.

Bantam and Rookie Division Rules

League Goals

Please remember what we are all here for. This is a recreational league for young players, many of whom are playing competitive basketball (or competitive sports at all) for the very first time. We pride ourselves on being a league that is not about its “best” players any more than it is about the weaker ones. We have several games each season that are decided because one or more players are missing due to scheduling conflicts for things like piano recitals, soccer games, little sisters’ birthday parties, and chess tournaments. Few, if any, players from this season will go on to play even Division III basketball. What makes this league great is not when the best player for one team outscores the best player for the other team 32-29 while the others never touch the ball aside on offense and are tasked solely with setting screens and getting rebounds. The loudest cheers you will hear in our gym will be during a late season game when a player who rarely/never scores gets a bucket; the players and parents from BOTH teams go crazy with excitement and the gym roars. THAT is what makes this league great. If you lose sight of what we are trying to accomplish, it can be easy to read the rules that follow with an eye on how to use them in ways that are contrary to the bigger picture league goals. We ask you to always keep in mind that these rules are but a small part of the process. Should you have a question about the letter of the law in anything that follows, you can likely find the answer by asking yourself WHY we have the rule in the first place. If the reason you’re asking is because you’re trying to figure out whether you can use the rule as a way to get yet another one-on-one drive to the basket for your top two players, you’re missing the point.

The National Federation of State High School Association rules will govern this division with the followings modifications:

Length of Games

All games will consist of eight (8) four minute periods. Running time will be kept and the clock will stop only for shooting fouls and timeouts. The clock will stop on all referee whistles in the last two (2) minutes of the 8th period, and on all referee whistles in the last minute of all overtime periods.

Playing Time Rule

- When both teams have an equal number of players:
 - If each team has eight (8) players, all players play five (5) periods.
 - If each team has seven (7) players, five (5) of them will play six (6) periods and two (2) of them will play five (5) periods.
 - If each team has six (6) players, four (4) of them will play seven (7) periods and two (2) of them will play six (6) periods.
 - If each team has five (5) players, all players play the whole game.
- When the teams do not have an equal number of players:

- The team with more players may play each player a minimum of four (4) periods and a maximum of seven (7) periods. The only exception to this is if one team has seven (7) players, and one team has eight (8) players. In this instance, the team with eight (8) players may play players a minimum of four (4) periods, and a maximum of six (6) periods.
- The team with fewer players must abide by the following:
 - If it has seven (7) players, five (5) of them will play six (6) periods and two (2) of them will play five (5) periods.
 - If it has six (6) players, four (4) of them will play seven (7) periods and two (2) of them will play six (6) periods.
 - If it has five (5) players, they will all play the entire game.
- No substitutions are allowed other than between periods except in the event that a player must leave the game due to injury, illness, or disqualification. If a player leaves the game during a period in progress, regardless of the amount of time remaining in the period, the player entering the game must not exceed the maximum number of periods allowed for the team unless no alternative exists.
- How to handle playing time for late-arriving players:
 - Team with the late-arriving player: If a player arrives late but with enough time remaining in the game to play the minimum playing time, he/she must still meet the minimum playing time requirement. If a player arrives late enough that it is no longer possible for that player to meet the minimum playing time requirement, it is at that coach's discretion how much playing time the player receives, if any. Any periods assigned to the late-arriving player must each come from different players (i.e. you may take no more than one period away from any single player to give to the late-arriving player).
 - Opposing team: If the player arrives prior to the beginning of the second four-minute period, the opposing team must abide by the playing time rules that would have been in effect had the player been present when the game tipped off. If the player arrives after the beginning of the second four-minute period, the opposing team may use the playing times rules that would have been in effect had the player not shown up at all. In the event that the scorekeeper notices a team approaching a playing time limit (either minimum or maximum periods), the scorekeeper may notify the coach but is not required to do so.
- Coaches are encouraged to keep track of their opponents' playing time and bring any violations to the attention of the referees and scorekeeper. If the potential violation is caught by any party without it occurring during live-ball action, the team about to commit the violation will be able to make the necessary adjustments and no penalty will be assessed aside from potentially a time out being charged in the event that the adjustment causes a delay. If the violation isn't caught until after the ball is in play, play will be halted, the adjustment will be made, the offending team will be charged a time out, and a two-shot technical foul will be assessed. If a time out is charged but one doesn't remain, a two-shot technical foul will result. If a violation is not noticed until

after the final buzzer, the game result will stand as played; no retroactive forfeits or replays will be used.

Defense

PERSON-TO-PERSON DEFENSE IS REQUIRED. Each defensive player must remain within a maximum of five (5) feet from his or her assigned offensive player after that player passes over the three-point line. If the offensive player remains above the High School three-point line, the defensive player is not required to maintain the five (5) feet guarding position, however, that defensive player may not drop farther than five (5) feet below the three-point line.

It is prohibited to initiate repeated switches to allow one player to continually guard the ball. Doing so will result in a technical foul. If players initiate a switch, it is not necessary that they call out "switch"; it is only necessary that the switch occur without breaking the double guard or zone rules.

ZONE DEFENSES ARE PROHIBITED. All defensive players must maintain the maximum of five (5) feet guarding position to his/her assigned offensive player at all times. Players cannot "guard" or "patrol" an area of the court or switch to always guard a player with the ball. The zone defense is defined by the location of the ball.

DOUBLE TEAMING OR DOUBLE GUARDING IS PROHIBITED EXCEPT when the ball handler and the ball have passed below the regulation free throw line extended (imagine the real free throw line being drawn all the way from sideline to sideline) in the Rookie Division or inside the key in the Bantam Division. If a team is inbounding the ball from below the free throw line extended, the defending team may not double guard except inside the key until the offensive team has a chance, at the referees' discretion to bring the ball away from the baseline. Double Teaming or Double Guarding will be defined as a situation where two or more defensive players intentionally attempt to defend an offensive player with or without the ball. The only instance where Double Teaming or Double Guarding is permitted is when the ball handler and ball are between the baseline and free throw line extended in the Rookie Division or inside the key in the Bantam Division. Once the player and ball have passed the free throw line extended in the Rookie Boys Division or in the key in the Bantam Division and Rookie Girls Division, that player can be double teamed without committing a violation. If the ball is retreated back above the free throw line extended in the Rookie Boys Division or outside the key in the Bantam and Rookie Girls Division, all defensive players must reset to person-to-person defense. Failure to reset promptly will result in an illegal defense call.

THE 8TH PERIOD. Teams are permitted to play zone defense and guard the ball with any number of defenders once the ball has crossed half court during the 8th period.

Isolation Plays

When an offensive team runs set plays which involve only one (1) player who possesses the ball and none of the other players (clear outs), this is considered an isolation play. Involvement is defined as two (2) or more players on the offensive team actually handling the ball. If it is apparent that the offensive

team is executing isolation plays, the defensive team will be allowed to double guard the ball-handler. The referee has the discretion to determine if isolation plays are being run and may invoke the defensive team's ability to double guard as they deem appropriate. If any player scores more than fifteen (15) points in a game, the opposing team may double guard that player for the remainder of the game, though the referee has discretion to implement the rule at any point before that.

Backcourt Guarding

Backcourt guarding is prohibited except for the 4th and 8th periods in the Rookie Boys Division and only in the 8th period in the Bantam and Rookie Girls Division. The defensive team cannot begin defending the offensive team until the ball crosses the half court line. Once the offensive team gains possession of the ball (change of possession), the defensive team must retreat behind the half court line. This rule is in effect during the 1st, 2nd, 3rd, 5th, 6th and 7th periods. During the 4th and 8th periods (4th only applies to Rookie Boys, not Bantams or Rookie Girls), the defensive team may begin defending in the backcourt without committing a violation. Keep in mind that double-teaming or double guarding and zone defenses are still prohibited in the backcourt. If a team is ahead by 10 or more points during the 8th period of the game, that team may not back court guard. This 10-point rule does not apply during the 4th period.

Penalties

The first and second violations of each rule in each half of any of the above defensive rules shall result in a warning to the violating team. The third and subsequent violations of each rule will result in the team being assessed a one (1) shot technical foul attempt and the offensive team will retain possession of the ball at mid court. The scorekeeper will keep track of all violations of each rule for each half. If a basket is made when a defensive rule violation is called, the violation will be recorded, the basket will be awarded and the defensive team will take possession of the ball. No technical foul attempt will be awarded, if applicable.

Fewer Than 5 Players

In the event that during the game, a team is reduced to fewer than 5 eligible players because of injury, ejection, or players leaving before the end of the game, the game will continue with only eligible players remaining in the game. From that point forward, the zone and double guarding rules will not be enforced and both teams will be allowed to play whatever form of defense they like.

Offense Screens/Picking

The space between two (2) players setting a screen on defensive player(s) covering the ball handler must be at least five (5) feet. The first violation in each half will result in a warning to the offensive team. The second and subsequent violations in each half shall result in a loss of possession of the ball.

Ten (10) Second Rule

No one (1) player can hold the ball for more than 10 consecutive seconds once the player has passed the half court line. "Pocket passes," whereby the primary ball-handler hands or passes the ball to another player and then immediately gets the ball back are contrary to the intent of this rule and will not reset the ten second count.

Bonus Points

In order to encourage teams to have as many players as possible attempt to shoot the ball, bonus points will be awarded for each player who scores during the first seven (7) periods of the game. The first four (4) players to score for a team will earn one (1) bonus point. Any additional player to score (beyond the first four (4)) will be awarded two (2) bonus points each. The scorekeeper will record the first point(s) a player scores and will assess bonus points at the end of the 4th and 7th periods for each player who has scored. No bonus points are awarded during the 8th period. Courtesy pointer: A technical foul shot provides an opportunity for a coach to enable a player who has not scored and may not get the chance during the flow of the game to score a successful free throw and be awarded a bonus for the team.