



Raptors Junior Basketball League Rules Term 2 2022

GAME TIMES:

- Year 5/6 & Year 7/8 Grades play 2x 16 min running clock halves
- 1 minute between for the half time break
- 2 minutes warm up time – it is the players, coaches and managers responsibility to be on the court ready for tip off)

TIME OUTS:

- All junior grades are allowed 1 x **60 SECOND** timeout per game **but not in the last 1 minute of the first half or last 3 minutes of the second half.**
- The league encourages coaches to not use time outs and coach between halves as the game times are short and the clock will not stop.

GAME BALL:

- Years 5/6 grades will use a SIZE 5 ball.
- Years 7/8 grades will use a SIZE 6 ball.
- Game balls are provided by the league.

SUBS:

- **NO ROLLING** subs are to be made. All subs through the bench at a stoppage of play. At the referee's discretion, subs may be made after a basket is scored if the person subbing has been waiting for a long period of time with no whistle.
- No substitutions in the last 1 minute of either half.

UNIFORMS:

- All teams **MUST** have the same colour uniforms with visible numbers both front and back.
- All players **MUST** be wearing **PLAIN BLACK** shorts if no uniform shorts are provided.
- **MOUTHGUARDS** are compulsory and must be worn at all times (except under Red and Orange Covid restrictions)
- Non marking shoes must be worn in games.
- All jewelry including watches, rings and piercings must be removed before playing.

TEAMS RESPONSIBILITIES:

- Teams must register a minimum of 7 players and maximum of 12 prior to the first game.
- Warm up time will be available if time allows. Max 2 mins.
- Each team **MUST** have an adult supervisor with them at all times. Coach, manager or parent.
- Each team **MUST** provide 1 person for the score bench for their own game.
- Players can play **UP** from a grade below but **CANNOT** play down. Once a player plays **UP** 4 times they are to stay in the grade above for the remainder of that season.

FOULS:

- When there have been seven team fouls in a half, the eighth and any subsequent fouls will result in two free throws.
- Players have five personal fouls per game, once the player has reached their fifth personal foul that player must be substituted and remain on the bench for the remainder of the game.
- **FOUL IN THE ACT OF SHOOTING**- two free throws with line up, if foul occurs on a three point shot attempt, three free throws are awarded. As per FIBA rules.

TECHNICAL FOULS:

- On players: Is non-contact abuse i.e. arguing, bad language etc. As per FIBA rules The penalty is one free then the ball is returned to the team who had possession for a throw in where the foul occurred. If a player receives a second Technical foul that player must vacate the facility and the league's committee will review it to decide on any further action.

- On bench or coach: A team bench arguing with referees, bad language or inappropriate behavior will not be tolerated. The penalty is a technical foul on the coach. If a manager or parent is showing inappropriate behavior the coach of the person in charge of the team will be given a technical foul, one free throw and possession goes to the team who had it at the time the technical foul was given. If the Coach receives a second technical foul on the coach for the same behavior, that coach must vacate the facility and the leagues committee will review it to decide on any further action.

DEFAULT GAMES, LATE ARRIVAL/FORFEIT GAME

- If your team is unable to play a scheduled game due to any circumstances. You **MUST** contact the league coordinator on 027 2954880 or info@rosehillraptors.com, at least 24hrs before the scheduled game. They will get in contact with the other team advising them of the default.
- Teams have five minutes to take the court with a minimum of four players at the scheduled start time. Once the five minutes has lapsed the game will be defaulted and the offending team will lose the game.

FOOD AND DRINKS

- Food and drink is not permitted downstairs at all.
- Sports drinks not permitted downstairs, water only.

SPECTATORS:

- ONLY PLAYERS, COACHES & MANAGERS ARE PERMITTED ON THE TEAM BENCH
- There will be zero tolerance towards abuse and negative behaviour, especially towards our referees, as they are juniors learning and developing.
- Unnecessary behavior or language to referees or score bench can result in you being ejected for the building and a min 1 game suspension. The league will investigate the situation and rule on further actions if needed.
- Fighting or assault can result in suspension or ban, decided by the league after investigation.

POINTS:

- Points system as follows: 3=win, 2=draw, 1=loss/forfeit, 0=default

PLAYOFF RULES

TIME OUTS:

- Each team allowed one timeout per extra period.

OVER TIME:

- Games that result in a draw will play an extra period of 2 mins.
- If the game remains a draw there shall be a second extra period played the same.
- If the games still remain a draw, and there is no extra time available then the game will be resolved in a free throw line shootout. The first team to **miss** after the first free throw is made (while alternating shots per team) **LOSES**. The team with the directional arrow advantage takes the first shot. Players must take only one shot each unless it rolls back around to the first shooter.

PLAYERS

- Players from a lower grade may play up but players from higher grades cannot play down. Players from a lower grade must have only played a maximum of 3 games in a higher grade before being classed to stay in the higher grade.
- Players must play 2 regular season games (except players in the lower grade) before they qualify to play in the playoffs (unless replacement is for injury and written request is sent to the league prior to the game day).

SCOREBENCH:

- Please ensure that all benches have one volunteer from each team helping. In some close games there may be a third person required to help call the game.