



Basketball Development League

PURPOSE

Promote organized court-play and maximum participation

PRAYER – (optional)

Both teams will pray together on the court prior to the game

UNIFORMS

Vest or pennies are permissible

No jewelry

Fingernails must be trimmed

GAME LENGTH

Four 10 minute running time quarters- clock stops last 2 minutes of each half

2 minute break between quarters

5 minute break at half time

Overtime will be 2 minutes

Third overtime will be Sudden Death (first team to score)

REFREE

The home team must provide one referee

RULES

All CIF rules - referees may be flexible with younger teams

No 30-second clock

Back-court will be called

1 - one minute time-out per half (game clock is stopped)

No roster submissions

5 individual fouls for the game

7 team fouls per half results in 1 point and 1 free throw

Back court will be called in all games

In JV games, there will be no full court pressing except for the last minute of each half and throughout the overtime. The leading team must drop back in side the 3 point line after a 20 point lead.

Varsity will follow the full court press rule only in December. Leading team will not be allowed to press after a 20 point lead.

COACH'S CONDUCT

Coaches are responsible for controlling players who disrupt the spirit and rhythm of the game with excessive: reaching-in, holding, pushing, throwing elbows etc.

Zero tolerance - disrespect towards referee, inappropriate language, hostile behavior, or dangerous fouls

Court communication should be done solely through the coaches and never the players.

Only one coach is allowed to stand during the game and only that coach may approach the scorers table

Complaints by the players to the referee may result in a technical foul.

*Half court press used by the team with a substantial lead creates frustration for the opposing team at any level