

BLOOMFIELD INTOWN BASKETBALL RULES 2023

(Updated 1/1/2023)

New Jersey High School Rules with the following exceptions:

General Game Operation

- **Time:** Four – 10 minute running time quarters. 1 minute between quarters and 3 minute halftime.
- **Timing:** Running time until the last 2 minutes of the 4th quarter. During the last two minutes of the 4th quarter, regular timing rules will apply. (Referee's whistle, free throws, out of bounds etc.)
- **Last 30 seconds:** For the winning team, the clock will not start until the offensive team crosses half court. Timing for the losing team will be regular time and the clock will start when a player touches the ball or it is inbounded.
**** 2023 **** The defensive team CAN play defense at half court during the last 30 seconds of the game and overtime. They do not have to stay within the 3 point line.
- **Overtime:** Five-minute period, running clock until the last minute of play. Last minute will be regular timing rules as above including the last 30 seconds for the half-court defense rule. One extra time out will be awarded to each team during an overtime period. **If the score is tied after 1 overtime, the game will end in a tied. All playoff games must be played until a winner is determined.**
- **Time Outs:** Three 30 second time outs are permitted per half. Time outs do not carry over to the second half or overtime.
- **Substitutions:** Coaches will have the ability to substitute players as they see fit as long as each player meets the minimum playing time requirement.
- **Playing Time:** All players must play a minimum of approximately 15 minutes per game. Coaches should try to play everyone each half to ensure the minimum playing requirement is met.

Fouls

- **Team Fouls:** Six team fouls are permitted per half. On the seventh foul, that team will automatically be in the **Double Bonus** (2 shots).
- **Personal Fouls:** A player will foul out on their 5th foul.
- **Technical Fouls on a player or coach:** Count as a personal foul as well as a team foul. Second technical = automatic ejection and 1 game suspension.
- **Flagrant Fouls:** Result in a two shot foul as well as the offensive team retaining possession
- **Shooting Foul Timing:** The clock will stop on all shooting fouls when the whistle blows. The clock will resume when the referee passes the ball to the shooter for their second shot (**unless in last 2 minutes of 4th quarter or last minute of overtime**). On technical foul shots, the clock will stop for both shots and will resume when the ball is inbounded.

Defense

- NO BACK COURT PRESSING IS ALLOWED.
- Half court man-to-man and zone defense is permitted.

BLOOMFIELD INTOWN BASKETBALL RULES 2023

(Updated 1/1/2023)

New Jersey High School Rules with the following exceptions:

- Defensive players are not allowed to come out beyond the 3-point line until the ball crosses over half court (not applicable in last 30 seconds). Defense can be played above the 3 point line on a fast break as long as the ball has crossed the half court line into the front court, regardless of timing.
- Each team will be given (2) warnings about back court pressing and (2) warnings for playing defense above the 3 point line. After the second warning a technical foul will be called and 2 shots will be awarded and the ball. There will be no technical fouls issued for playing defense above the 3 point line in the last 30 seconds of the game but back court pressing warnings and technical can be called. These technical fouls don't count towards personal or team fouls.

Minimum Rosters

- Games can be played with a minimum of 5 players on each team. Games must start at your scheduled start time if each team has 5 or more players.
- If one team has 4 or less players at the scheduled start time an additional 5 minute "grace period" will be given and warmups shall continue.
- If during the grace period the 5th player arrives at the gym the game can start. The 1st quarter will start with 5 minutes on the clock. The remaining 3 quarters will be 10 minute running quarters and all the league's regular rules will apply.
- If after the additional 5 minute "grace period" ends and the 5th player doesn't show up, that team will be given a loss & the other will be credited with a win.
- At that time both teams could use the remaining time for separate practices. **However, under no circumstances, should a player from one team be assigned to another team to play the game.**
- If at any point the 5th player arrives after the 5 minute "grace period" the Bloomfield Recreation Site Supervisor will determine if there is enough time to play the remaining 2nd, 3rd or 4th quarters. If there is enough time to play every player must play in the game (from both teams). The team with the late arriving player will still be given a loss and the other team, a win.
- If there is a situation where both teams have 4 or less players, both teams will be credited with a loss and the remaining time can be used for practice. Again at no point in time should a player be reassigned to the opposite team.
- If it is the last scheduled game of the evening we are requesting that the referees remain at the gym for 15 minutes after the scheduled start time. If the 5th player arrives they will be asked to officiate the modified game. If after 15 minutes are up and the 5th player doesn't arrive the officials can leave and will be paid in full.