

Big Chicago Basketball League Rules

Forfeits

A 24-hour notice is required if a team is not able to make a game.

If less than 24-hour notice is given, the other coach has the option to take a win by forfeit or to reschedule the game.

If the coaches are unable to schedule a make-up game, the team originally not able to play will be charged with a forfeit.

Rescheduling Process:

- a. The coach requesting the change must notify the league supervisor as soon as possible.
- b. Both teams must agree on 2–3 potential make-up dates/times to submit to the league.
- c. The league will review availability and confirm the new game date once a referee and field/gym are secured.
 - d. The new date will only be official once confirmed and added to the league's master schedule.

Unresolved Reschedule Attempts:

If the teams cannot agree on a make-up date or fail to submit options to the league in a timely manner, the team originally unable to play will be charged with a forfeit.

Home team will provide a minimum of 2 basketballs for the visiting team to use during warm ups.

Equipment

- Gym Shoes: Eligible players without appropriate shoes **will not** be allowed to play (e.g. Dress or casual shoes)
- Sportswear glasses/goggles are recommended to participate if you wear eyeglasses

Ball

- All 5th/6th grade level girls and boys teams will use a **28.5-inch** women's regulation size basketball
- All 7th/8th grade girls' teams will use a **28.5-inch** women's regulation size basketball

- All 7th/8th grade level boys' teams will use a **29.5-inch** men's regulation sized basketball

Uniforms

- During scheduled basketball games, all team members are recommended to wear matching jerseys / t-shirts with numbers. ○ If the home and visiting teams have similar colors, the visiting team will wear pinnies if available.
- Teams without numbered and same-colored jerseys/T-shirts will **have to wear pinnies** to be allowed to play.
- Players are **not** allowed to wear jewelry. If religious or medical medals are worn, they shall be taped to the body under the uniform.
- Prohibited attire/accessories: Players are **not** allowed to wear earrings (**You are allowed to put tape over the earrings.**); jewelry, head rags, hair jewelry (metal), and hoods.

Roster Commitment

- Once a student is placed on a team roster, they are committed to that team and division for the entirety of the season.
- Players are not permitted to change teams or divisions during the season once they have appeared on an official roster
- Exceptions:
 1. Students may play up in an older division to prevent forfeits during regular season.
 2. A 5/6th player can be declared to play older division prior to playoffs but cannot remain with 5/6th team for playoffs.
- Students may play up in an older division if approved by the league.
- Any violations of this policy may result in player ineligibility, forfeits, or other disciplinary action as determined by the league.

Game Length:

- 5/6th Grade: Four (4) eight (8) minute quarters with a running clock (See Exceptions Below)
- 7/8th Grade: Four (4) eight (8) minute quarters with a running clock (See Exceptions Below). 7/8th will have five minutes to warm-up before their

game starts.

- The clock will stop during all timeouts, shooting fouls, player injuries or otherwise directed by contest officials. In addition, the clock will stop during the final one (1) minute of the second and fourth quarters for out of bounds plays.
- A thirty second intermission shall precede the beginning of each quarter, as well as the overtime period, if applicable.
- Halftime: Three (3) minutes.

Timeouts

- Each team is entitled to two (2) one-minute charged timeouts during regulation time.
- During each extra period (i.e., playoff overtime), each team shall receive one additional 30-second timeout.

Overtime

- **There will be NO overtime during the regular season, only playoffs**
- An overtime period will be played when the game ends with a tied score
- Overtime will last for 2 minutes.
- Overtime will begin with a jump ball.
- Both teams will be permitted one (1) 30 second timeout.
- The clock stops on whistles during the final one (1) minute of the overtime period. All clock stoppages are limited to timeouts, shooting fouls, player injuries, or otherwise directed by the contest officials.
- Teams are allowed to press the entire overtime period.
 - The defensive team is not permitted to press if the team's lead is fifteen (15) points or more.
 - If both teams are still tied after the first OT period, the game will end in a tie. During the playoffs, OT periods will continue as described above until there is a winner.

Inbounding the Ball

- A full five (5) seconds is allowed for a player inbounding the ball.
- A ball is deemed to be inbounded upon release by the inbounding player.
- A total of ten (10) seconds is allowed to advance the ball over the half-court line or the offensive team will lose possession of the ball.

Three-Point Shooting

- Three-point shooting is in effect for contests for both levels whenever a regulation three-point arc is available at the contest location.
- If a 3-point line is not available all baskets will be worth 2 points.

Lane Violations

- An offensive player shall not remain in the shooting lane for more than three (3) consecutive seconds while his/her team is in control of a live ball.

Press Rules

- The 5th/6th grade level is permitted to a full court press the last two minutes of the second (2nd) and fourth (4th) quarter.
 - The defensive team is not permitted to press if the team's lead is fifteen (15) points or more.
- The 7th/8th grade level is permitted to full court press. (See exception below)
 - The defensive team is not permitted to press if the team's lead is fifteen (15) points or more.
- Once the ball has crossed the half-court line, the defensive team may pursue the ball.
- If the ball is touched prematurely by the defensive team, the offensive team shall retain possession.
- When the no press requirement is in effect, during inbound situations, a defensive player may not make a play on the ball until the offensive player has retained possession.

Fouls

- If the foul is committed by the defensive player upon the offensive player who is in the act of shooting the ball, then the penalty is awarded as follows:
 - For all levels and genders, if a shot is made, the shot is counted and the player will shoot a free throw.
 - For all levels and genders, if the shot is not made, the player will be awarded two (2) free throws if s/he was attempting a two point basket; three (3) free throws if s/he was attempting a three-point basket.
- After 6 fouls a team is awarded a one-and-one free throw. A one-and-one means that the first free throw must be made in order to get a second free throw. If the player misses the first, the ball is live and play begins. After 10 fouls in a half, two free throws are awarded.
- Players at all ages can leave marked lane spaces when the shooter releases the ball.
- The shooter and players beyond the 3-point line must wait until the ball hits the

rim. The players in marked lane spaces can enter on the release.

- There are three (3) types of fouls: personal, technical, and flagrant. ○ **Personal Fouls:** are the most common types of fouls and result from illegal physical contact between opposing players.
 - **Technical Fouls:** are unrelated to physical contact during game play. Officials may issue technical fouls in the event a player, coach, and/or team exhibits unsportsmanlike conduct.
A coach who receives a technical foul forfeits his right to stand while coaching.
- A player who commits five personal fouls over the duration of the game including extra periods, **is disqualified for the remainder of the game.**
- The opposing team will be awarded two (2) points for each technical foul and shall receive immediate possession of the ball.
- If an individual player receives a total of two (2) technical fouls for unsportsmanlike acts or conduct during the course of the season, the player will be suspended for one (1) contests.
- Any player who receives a third technical foul during the course of the season for any unsportsmanlike act or conduct will be suspended for the remainder of the season.
- **Flagrant Foul:** may be issued by an official for violent player contact that an official believes is not a legitimate attempt to play the ball within the rules.
 - Players who receive a flagrant foul shall be immediately ejected from the competition.

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Each team is **REQUIRED** to provide one parent or elder sibling (minimum age 16) to sit at the scorekeepers table to keep track of team fouls, personal fouls, and points scored on the scoresheet as well as to help run the scoreboard. Children should never be put in this position.

If a parent cannot be provided, then an assistant coach may take over these duties. Failure to provide a team scorekeeper can result in a technical foul.

Scorekeepers must sit at the score table and cannot coach or yell out during the game. Home team should also have a first aid kit at all games.

Playoff Tiebreakers

- 1> Winning Percentage
- 2> Head-To-Head
- 3> Head-To-Head Differential

- 4> Lowest Number of Forfeits
- 5> Total Points Against
- 6> Coin Toss

Disclaimer* - In the event there are scheduling conflicts with coaches coaching multiple age groups or a situation where a higher seed does not have a gym, we may move dates, times or locations to accommodate. This could include a lower seed hosting a game for the 5/6th division. We will prioritize the 7/8th grade division with the higher seed hosting or we may find a neutral location. Sincerely,
WGG