



WALL RECREATION - 2011-2012 SEASON - BASKETBALL RULES
GRADES 7th -8th & -9th BOYS AND GIRLS

GAME RULES:

NEW JERSEY HIGH SCHOOL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS.

- 1 Ten minute quarters.
- 2 Substitutions are allowed, but not necessary, at the five minute mark when play is stopped.
- 3 Pressing is allowed in the last five minutes of each half if a team is not ahead by ten points.
- 4 When there is a two shot foul the clock will start as soon as the ball is administered to the shooter for the second shot.

The clock will also start on the second shot of a one and one and a double bonus. The clock will NOT start on the second shot in the last minute of the game OR in any overtime period if the GAME IS WITHIN FIVE POINTS.

And a reminder...please have the FIVE participating players touch the score table as they go on the court to play as we are tracking playing time & this will make it easier to record their numbers.

EACH GAME WILL BE FOUR 10 MINUTE QUARTERS, RUNNING CLOCK, ONLY STOPPING FOR FOUL SHOTS. CLOCK ALSO STOPS AT THE FIVE MINUTE MARK OF EACH QUARTER FOR SUBSTITUTIONS (OR WHEN THE REFEREE FEELS OFFENSIVE TEAM CANNOT SCORE). **THIS IS NOT A TIME OUT...HAVE PLAYERS READY TO GO OR A TEAM TECHNICAL CAN BE ASSESSED!**

NO BACK COURT DEFENSE OR FULL COURT PRESS AT ANY TIME **EXCEPT** IN THE FINAL FOUR MINUTES OF EACH HALF. IF A TEAM IS WINNING BY 10 OR MORE POINTS, THE FULL COURT PRESS IS NOT ALLOWED. ANY TEAM THAT IS WINNING BY 15 POINTS OR MORE AT ANY TIME **CANNOT** PLAY DEFENSE OUTSIDE THE PAINT. IF THE SCORE IS WITHIN 5 POINTS WITH 3 MINUTES REMAINING IN THE LAST QUARTER & ALL OF OT, THE CLOCK WILL STOP WHENEVER COMPETITIVE PLAY IS HALTED. A 6 POINT LEAD RESUMES RUNNING CLOCK.

EACH GAME WILL HAVE A THREE MINUTE HALFTIME – ONE MINUTE BETWEEN QUARTERS.

EACH TEAM WILL HAVE TWO TIME OUTS PER GAME. USE THEM OR LOSE THEM.

THE SEVENTH TEAM FOUL IN EACH HALF STARTS THE ONE AND ONE BONUS. THE TENTH TEAM FOUL IN EACH HALF STARTS THE 2 SHOT BONUS.

FIVE PERSONAL FOULS DISQUALIFIES A PLAYER FOR THE REMAINDER OF GAME AND OT.

OVERTIME: OT PERIODS WILL BE TWO MINUTES, RUNNING CLOCK, ONLY STOPPING FOR FOUL SHOTS AND TIME OUTS. COACHES MAY PLAY ANY PLAYER NOT DISQUALIFIED. TEAMS CAN PRESS FULL COURT DURING THE ENTIRE OVERTIME UNLESS A TEAM IS WINNING BY 10 OR MORE POINTS. SUBSTITUTIONS ARE ONLY ALLOWED DURING FOUL SHOTS AND TIME OUTS IN OT AND EACH SUBSTITUTION **MUST BE REPORTED TO THE SCOREKEEPER**. ONE 30 SECOND TIME OUT PER TEAM IN EACH OVERTIME PERIOD, TIME OUTS FROM PREVIOUS FOUR QUARTERS CANNOT BE CARRIED OVER INTO OVERTIME. GAMES WILL BE PLAYED UNTIL THERE IS A WINNER.

CONDUCT & TECHNICAL FOUL POLICY FOR PLAYERS, COACHES & SPECTATORS:

COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS, PARENTS & FANS AT ALL TIMES. THE FIRST TECHNICAL FOUL ASSESSED ON ANY OF THE ABOVE DISQUALIFIES THE PLAYER FOR THE REMAINDER OF THE GAME; COACHES OR FANS MUST VACATE THE SCHOOL BEFORE PLAY CAN RESUME. THE SECOND TECHNICAL FOUL ASSESSED ON ANY OF THE ABOVE DISQUALIFIES THE VIOLATOR FOR THE SEASON.. IF A SITUATION ARISES WHERE SOMEONE LOSES CONTROL, IT COULD RESULT IN EITHER A FORFEIT OF THE GAME, OR SUSPENSION OF THE OFFENDING PARTY PENDING REVIEW BY THE RECREATION DEPARTMENT.

ALL TECHNICAL FOULS WILL BE REPORTED TO THE RECREATION DEPARTMENT

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TEAM RULES:

ALL PLAYERS MUST RECEIVE EQUAL PLAYING TIME. COACHES WILL BE RESPONSIBLE FOR MONITORING PLAYING TIME EVERY GAME. GAME JERSEYS WERE ISSUED; MAKE EVERY EFFORT TO WEAR THEM. SHIRTS MUST BE TUCKED IN AT ALL TIMES.

SPORTSMANSHIP IS IMPERATIVE...ALL PLAYERS AND COACHES MUST LINE UP AND SHAKE HANDS AFTER EACH GAME.

IN THE EVENT THAT ONE TEAM DOES NOT HAVE ENOUGH ROSTER PLAYERS (5) TO START THE GAME, THE OPPOSING TEAM MUST PROVIDE ENOUGH ROSTER PLAYERS, IF POSSIBLE, SO THAT A GAME CAN BE PLAYED. ANY PLAYERS FOR THE SHORTHANDED TEAM ARRIVING LATE WILL BE INSERTED AT FIRST STOPPAGE OF PLAY TO COMPLETE A 5 MAN TEAM.

COACHES MAY BENCH A PLAYER FOR DISCIPLINARY REASONS, BUT THEY MUST INFORM THE SITE SUPERVISOR OF THE SITUATION EITHER BEFORE THE GAME OR DURING THE GAME WHEN THE BENCHING OCCURS. BENCHED PLAYERS WILL NOT BE ALLOWED TO PLAY IN GAME.

RINGS, BRACELETS, EARRINGS, CHAINS (UNLESS MEDICAL), CASTS & SPLINTS OR ANYTHING ELSE DEEMED UNSAFE BY THE REFEREE MUST BE REMOVED FOR SAFETY REASONS.

STANDINGS FOR PLAYOFFS WILL BE KEPT FOR THIS DIVISION. AT THE END OF THE REGULAR SEASON THERE WILL BE PLAYOFFS AND A CHAMPIONSHIP GAME. ALL TEAMS WILL MAKE THE PLAYOFFS. ALL PLAYERS WILL RECEIVE A PARTICIPATION AWARD.

COACHES , AFTER LAST GAME, PLEASE RETURN BALLS TO THE WALL RECREATION DEPARTMENT.

GYMNASIUM RULES:

COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR PLAYERS.

DO NOT ALLOW ANYONE TO RUN IN THE SCHOOL HALLS OR GYM WHEN AT ANY TIME.

TEAMS SHOULD ARRIVE NO EARLIER THAN 15 MINUTES BEFORE THEIR SCHEDULED GAME.

NO SPECTATORS ARE ALLOWED ON THE COURT AT ANY TIME.

SPECTATORS ARE NOT ALLOWED TO PLAY ON THE COURT DURING TIMEOUTS, BETWEEN QUARTERS OR AT HALFTIME.

TEAMS SHOULD LEAVE AFTER THEIR GAME. IF A PLAYER IS STAYING TO WATCH ANOTHER GAME, THEY MUST BE SUPERVISED BY A COACH, PARENT OR GUARDIAN.

FOOD IS NOT ALLOWED IN THE GYM AND DRINKS ARE ALLOWED ONLY FOR COACHES & PLAYERS.



BE A SPORT...PLAY THE GAME FAIR...HAVE FUN!

