



# **FAST BREAK BASKETBALL ASSOCIATION, INC.**

## **Rule Book**

(Fast Break Basketball will follow High School Rules Except for anything in this rule book)

There are new rules for the 2009/2010 Season

### **Game Scorekeeping:**

- A parent or coach from **each** team must be positioned at the scorer's table. They will be responsible to keep track of the score, time, and player rotations.
- It is the coach's responsibility to get a volunteer from their team.
- If a team does not provide a scorekeeper, that team will forfeit the game.
- Scorekeepers must be at least 15 years of age.
- No children under 15 are allowed at the scorer's table.

### **Line-up:**

- Each Team must submit their line-up to the scorer's table 2 minutes before the start of the game.
- Only players physically in the gym can be put in the official scorebook.
- **All players MUST BE in a Fast Break uniform shirt or a shirt of the same team color, with a number that is not duplicated on the back, in order to be eligible to participate.**
- A team is not allowed to make changes to their line-up after viewing the other team's line-up.
- A team must have 5 players to begin the game.
- If a team loses a player during the course of the game, they will be permitted to continue the game with less than 5 players.

### **Player Rotations:**

- Each game, all players that attend will be assigned a rotation number.
- For the first three-quarters, all players will be rotated based on their assigned number (five minutes' in/five minutes out). The fourth quarter is at the coach's discretion.
- There will be no deviating from these proper rotations for the first three-quarters. It is the coach's responsibility to know their rotations, not the scorer's table. A delay of game can be issued if you don't have your rotations ready.
- If a player is injured, the next player in the rotation must replace him/her. If the injured player recovers during the period, he/she can report to the scorer's table and can re-enter the game at a stoppage upon the referee's instructions. If the injured player cannot re-enter to finish their rotation; the replacement player will finish that rotation and their own rotation. The injured player will have to wait until their next scheduled rotation.
- Any player arriving after the game has begun will be assigned the last number in the rotation order and will have to wait until his/her turn comes up.

- It is each team's responsibility to follow both your own and the opposing team's rotations to monitor for violations. If you believe a violation has been committed, please compare your scorebook to that of the one kept at the scorer's table. If that comparison shows that you are correct, immediately bring it to the attention of the Game Coordinator or the scorers table, so that a clarification can be made. This is done by a stoppage of the game (and game clock) and a comparison of all scorebooks. The problem must be immediately corrected and a warning given to the team in violation. If a second violation occurs during that game, a Technical Foul will be called.
- If a player fouls out of the game, the next player in the rotation must enter the game. That player will also play their own next scheduled rotation.

#### **Substitutions:**

- All 4<sup>th</sup> Quarter (and Playoffs/Overtime) substitutions must report to the scorers table.
- Only the Scorers Table will alert the referee's that a substitution is available to enter the game.
- Do not send a player to the scorer's table to wait for a future substitution. If they report to the table, they will be sent in at the next whistle.
- In the event a player fouls out of the game, you have 15 seconds to replace your player (this is not a time out) and the rest of your team **MUST** stay on the court.

#### **Time:**

- All games end at their posted time regardless of any time left on the clock. **NO EXCEPTIONS, NO OVERTIME** (except during the playoffs). Manage the game time as best as you can.
- There are to be four, 10-minute quarters, in all games. For the first three-quarters, all players are to be rotated on an equal basis every five minutes.
- The fourth quarter is at the coach's discretion. The clock stops during the last 2 minutes of the game at each whistle.
- In the first 3 quarters and the first 8 minutes of the 4<sup>th</sup> quarter, the clock will only stop when instructed by a referee due to an unusual circumstance (i.e.: injury, water on the court, other unexpected delay).
- Timeouts are another reason that the clock can be stopped during a game.

#### **Overtime: (Will Be Played In the Playoffs Only)**

- The overtime session will be four (4) minutes; with the clock running until the last 2 minutes, and then will be stop time again.
- There is no limit to the number of overtimes, you play until there is a winner.
- Each team will receive one (1) extra timeout per overtime session.

**Personal Fouls:**

- Players will foul out of the game upon receiving their 5<sup>th</sup> personal foul.
- No player can be removed from the game during the first three-quarters due to foul trouble (substitutions must be made if the player actually fouls out).
- If a player fouls out of the game, the next player in rotation order must replace him/her (the replacement player will also play their own scheduled rotation).
- The clock will continue to run during foul shots, except for the last two minutes of the game, where it will be stopped for every foul (unless the referee feels that a player is deliberately wasting time on foul shots, he has the right to stop the clock).

**Team Fouls: (In Grades 4 & 5 Co-ed and Girls)**

- In Grades 4 and 5 Co-ed and Girls, it will be 1 point and 1 foul shot on all fouls in the act of shooting.
- Upon receiving the **11<sup>th</sup> team foul**, per half, a double penalty will occur. If the foul is committed without a shot being taken, then a two foul shot penalty will be given. If the player that is fouled is not the player with the basketball, then any player already in the game may take the foul shots.
- At all times and in all situations, if the foul is committed and a shot is taken **with** the basket being scored, the basket will count and one foul shot will be awarded.
- At all times and in all situations, if a referee feels that a player is deliberately wasting time on foul shots, he has the right to stop the clock.

**Team Fouls: (In Grades 6 and Up Co-ed and Girls)**

- If a foul is committed and a shot is taken **with** the basket being scored, the basket will count and one foul shot will be awarded to the player that was fouled.
- If a foul is committed and a shot is taken **without** the basket being scored, two shots will be awarded.
- Upon reaching the **7<sup>th</sup> team foul**, per half, a team will be “over the limit” and a penalty will occur. If the foul is committed **without** a shot being taken, then a one-and-one penalty will be given.
- Upon receiving the **10<sup>th</sup> team foul**, per half, a double penalty will occur. If the foul is committed **without** a shot being taken, then a two foul shot penalty will be given. If the foul is committed and a shot is taken **with** the basket being scored, the basket will count and one foul shot will be awarded.
- In a penalty and double penalty situation, if the player that is fouled is not the player with the basketball, then any player already in the game may take the foul shots.
- At all times and in all situations, if a referee feels that a player is deliberately wasting time on foul shots, he has the right to stop the clock.

**Defense:**

- For the first three-quarters, once possession of the ball has changed, the defense must drop back behind the half court line so that the team with the ball can cross the half court line.
- A team will be warned once per game for backcourt defense. Additional infractions will result in a single technical foul shot being awarded.
- During the fourth quarter, full court defense is permitted.
- Full Court Pressing – if a team is winning by fifteen (15) points or more, **the leading team cannot press.**

**Time outs:**

- Each team will be awarded two, 30-second time-outs per game. **Only 1 of these time-outs per team can be called prior to the 4<sup>th</sup> quarter.**
- If a team is out of time-outs and calls “time-out”, a technical foul (2 shots) will be awarded.
- Only the Head Coach or a player in the game can call a time-out. A time-out can only be called while you have possession of the basketball or when a referee blows his whistle, thereby stopping the game.

**Flagrant Fouls:**

- The referee's have the right to call flagrant fouls as they deem necessary. Upon the issuance of a flagrant foul, the opposing team receives two technical foul shots and possession of the ball.
- Any player committing one (1) flagrant foul, or two (2) technical fouls in a single game will be **ejected** from the game and **suspended** from the next game.
- The referee's have the right to eject any player from a game if they feel he/she poses a threat to another player, regarding of issuing a flagrant foul.
- Any player who is ejected from 2 games in a season due to flagrant or technical fouls (including playoffs) will be removed from the program, without a refund.

**Sportsmanship:**

- Good sportsmanship should be displayed at all times.
- Players, coaches, parents and other spectators are not permitted to argue or taunt a referee. If you are in disagreement with an official's call, a coach may only ask for clarification. When an official says discussion is over, it is over. If in the official's judgment it gets loud or abusive, the official may call a Technical Foul. In this case, 2 technical foul shots will be awarded.

- Any player or coach who receives 2 technical fouls in a single game will be ejected from the game, asked to leave the gym and suspended from the following game. The same penalty is in force if a referee ejects a player or coach from a game.
- Any player or coach, who refuses to adhere to this rule, will be removed from the program without a refund.
- All suspensions will carry over into the playoffs.
- If the same parent or family is assessed a second technical, they will be asked to leave the gym.
- Refusal to leave will result in the offending team forfeiting that game.
- The Division Director and Director of Site Safety should be notified of any infraction so that the situation can be monitored.

#### **Fighting:**

- Good sportsmanship should be displayed at all times.
- If a player throws a punch (connect or not), a flagrant slap, or a hard push into the wall or bleachers with the intent to injure, that player will be ejected from the game, a two-shot Technical “Flagrant” Foul will be issued, and possession of the ball will be awarded to the opposing team.
- A player ejected from a game for fighting will be suspended from the next game.
- Possible further action will be taken by the Board of Trustees after investigation of the infraction.
- If a repeat infraction occurs during the course of the season, the player will be removed from the program without refund.
- All suspensions will carry over into the playoffs.

#### **Suspended Players/Coaches:**

- Players may sit on the bench with their team in street clothes only.
- Coaches may sit in the bleachers, but have NO contact with their team once the game has started (this includes timeouts and halftime).
- If a coach has contact with their team, they will be asked to leave the gym immediately, and will face additional penalties (this will include additional suspensions or potential removal from the program).
- All suspensions will carry over into the playoffs.

#### **Technical Fouls:**

- The referees have the authority to call a technical foul on any coach, player, or parent, as they deem necessary. It is therefore necessary for all coaches to keep the parents of their players in line during the game.
- Any player or coach that receives two technical fouls will be ejected from that game and suspended from the following game.

- Any player who is ejected from 2 games in a season due to flagrant or technical fouls (including playoffs) will be removed from the program without a refund.
- The following technical fouls will also be called after a warning and will not lead to ejection or suspension:
  - ✓ Defense in the backcourt
  - ✓ Improper player rotation

### **Three point shots:**

- There will be three-point shots in Co-ed Grades 8-12 and Girls Grades 9-10 in Fast Break Basketball.

### **Score Reporting:**

- A coach from the winning team must report the final score to their Division Director within 48 hours of the completion of the game. The Division Director will let you know how they want the scores reported (i.e.: e-mail or phone call).
- If the score is not reported on time to your Division Director, the game will be considered not played.

### **Player no-shows:**

- Please instruct all your players that it is their responsibility to notify the coach's if they will not be attending a game or practice.
- If a player repeatedly fails to notify the coach that they will not be attending a game or practice, then the coach has the right to bench the player for one quarter at the next game in which That team is scheduled to play. Let your Division Director know that you will be benching a player.
- Absent a players inability to play due to an injury, all players have to have played in parts of three games during the regular season in order to be eligible to participate in the playoffs..

### **Scorers Table:**

- All players, coaches and especially parents (except those working the scorers table) must keep away from the area while the game is in progress.
- Most courts are marked and players and coaches should not cross the line on the court, unless there is a stoppage of play.
- At a stoppage of play, a coach may approach the scorer's table to check the score or the number of personal or team fouls.
- The scorer's table should let the referee know when a team reaches 6 team fouls in a half.
- The scorer's table should keep track of game score and the number of personal and team fouls. If time permits, the scorers table can also keep track of individual player scoring.
- The scorer's table will also be responsible for keeping track of the official game clock.

**Referee:**

- Please identify the referee by having him/her write their name on the appropriate line in the scorebook.

**Problems:**

- All problems should be brought to the attention of your Division Director for their assistance in solving same.

**Site Safety/Game Coordinators:**

- A Game Coordinator will be assigned for every game.
- The Game Coordinator will be designated per grade. Some grades will have more than one person filling this role.
- The Game Coordinator is responsible for maintaining decorum at the facility. He/she will be in charge of mediating any discussion of rules interpretation.
- Game Coordinators follow the rules as set up in our contract with the Township and School Administration and can not be asked to deviate from same.
- Game Coordinators are in charge of ensuring the gym is returned to its original condition, and all garbage is removed after the games, with the help of the coaches from both teams.
- With the help of the coaches, Game Coordinators are to enforce the policy that no food or drink is allowed in the schools (especially the gyms).
- Besides using the basketball courts, no one is allowed to use anything that does not belong to FBBA.
- Parents must watch and be responsible for the siblings of the players or be reported to the Game Coordinator.

**Coaches:**

- Only 2 coaches per team are allowed in the team bench area. Only the Head Coach is permitted to stand during the games.
- Only 1 coach per team is allowed to stand at a time (when there is a bench). This is a High School Rule that we leave up to the referees to enforce.
- All coaches must be Rutgers Certified and have gone thru Fingerprinting/Background Check by Kid Safe.
- Coaches are responsible for keeping track of their time-outs (don't ask the scorers table to do this for you).
- Coaches are responsible for keeping track of their team's player rotation (don't ask the scorers table to do this for you).
- Coaches are responsible for keeping track of all personal and team fouls (don't ask the scorers table to do this for you).

**Board Action:**

- The Board of Fast Break Basketball reserves the right to review any flagrant foul, fighting, vandalism, and any matters pertaining to any incident in a School. This includes acts pertaining to any player, parent, sibling, relative, or friend.
- The Board of Fast Break Basketball WILL suspend players and ban families from entering a gym area, if the Board determines that these infractions are in violation of our contractual agreement and obligation with the Township of East Brunswick, or the East Brunswick School Administration.
- Refunds will not be given to any expelled player or family pursuant to and in accordance with Fast Break Basketball's refund policy.
- PLEASE NOTE: FBBA only has use of the basketball courts, water fountains, and bathrooms. We are guests in all the schools we play in and must treat each building with respect or risk losing a particular school(s).