



Brownsburg Junior Basketball League
Information and Rules
7th/8th Grade & High School
Boys and Girls Divisions
Revision - Approved 10/01/2023

A. General Information

1. A schedule of all games and practices will be available on our website. Initial practice days will be established on draft day.
2. The Head Coaches of the first games of a given day are expected to arrive early to ensure the gym is setup and ready for gameplay.
3. The team listed as the home team will use the bench farthest from the gym entrance.
4. The home team shall furnish the timekeeper. Away team will furnish a scorekeeper.
5. Teams will wear jerseys provided by the league. T-shirts may be worn underneath.
6. A player or player's parent is expected to call their coach/team captain if, for any reason, the player is to be absent for a game or practice session.
7. Players may be permanently dropped or temporarily suspended for reasons of discipline, non-participation, or repeated missing of practices or games (without a legitimate excuse). The Board of Directors will make all final decisions on either the dismissal or suspension of a player.
8. There will be no practices or team meetings held at any time or place other than those designated by the League Scheduler.
9. Any practice called off due to weather or other emergencies will not be rescheduled. School days cancelled or dismissed early due to weather or other emergencies will automatically cancel that evening's scheduled activities.
10. Any player with a cast, splint, etc., will not be allowed to play or practice. Players must remove any jewelry before practice and games.
11. Any team at game time with less than 4 players must forfeit.
12. During the Regular Season (rule does not apply during the Tourney), a team with fewer than 5 players may pick up other BJBL players within that division, provided the players are not on the opposing team and provided Coaches/Captains from both teams agree. A maximum of 2 players may be picked up without a forfeit being declared. If more than two players are picked up, the game may be played. However, the official scoring of the game will be a forfeit by the team picking up more than 2 players. The following are the scoring limits of the player(s) picked up:
 - a. 1 player picked up: 20 points
 - b. 2 players picked up: 30 points (aggregate of the two players scores)
13. During the Tourney, Players may play only on his/her designated team (Rule A-9 does not apply during the tournament). A team must have a minimum of 4 players to play a tournament game. Teams with less than 4 players will forfeit.
14. All players and coaches must carry (not wear) basketball shoes to be worn in the gym for games and practice sessions.
15. All shoes worn by players and coaches must be NON-MARKING soles.
16. Regular season standings will be kept; the tournament will be seeded by ranking prior to the final regular season game for each team. Game results should be submitted to the league director by the home team immediately following the game. Awards will be determined by BJBL.
17. For High School Divisions, it is expected that each team have a responsible adult either on the bench or covering duties (scorekeeping, timekeeping) at the scorer's table.

B. Playing Rules

1. **Game Length:**
 - a. Games will consist of (4) 10-minute "running-clock" quarters.
 - b. Clock Stoppage: The clock will stop during the following:
 - i. Free-throws*.

- ii. Substitutions*.
 - iii. Time-outs.
 - iv. All whistles during the final minute of each half and the final minute of any overtime periods*.
 - v. At 5 minutes remaining in each quarter. Play will continue (with a stopped clock) until there is a natural stoppage in the play (made basket, foul, timeout, turnover, etc.) This stoppage is purely to enable the substitution of players. Players who are remaining in the game must stay on the floor.
 - vi. *Note: The exception to these stoppage situations is if a team is leading by 20 points or more in the 2nd half.
 - c. Overtime periods will be 3 minutes. A maximum of 2 overtime periods will be played during the regular season.
 - d. Halftime will be 3 minutes in length.
2. **Timeouts:** There are (2) 30-second and (2) Full timeouts allowed during regulation. (1) Full timeout is allowed during each OT (unused timeouts from regulation do not carry forward into OT).
3. **Fouls:**
- a. Five personal fouls disqualify a player.
 - b. The 1-and-1 bonus foul shot will be taken on the 7th team foul each half.
 - c. The double bonus foul shots will be taken on the 10th team foul each half.
4. **Playing Time:**
- a. The intent of BJBL is to balance the rights of players to play a fair amount of time while also maintaining a competitive environment for the players. As such, the goal for minimum play for each healthy player present is 15 minutes per game.
 - b. Blatant disregard for fair playing time and minimum playing time requirements can result in disciplinary actions, including (but not limited to) forfeiture of game(s) and suspensions. Only the BJBL Executive Board can determine that a game is declared a forfeit.
 - c. The clock stoppage at 5 minutes left in each quarter is designed to further assist/ensure substitutes can enter the game.
 - d. Exceptions to the 15-minute minimum playing time are as follows:
 - i. Injury
 - ii. Foul trouble/disqualification
 - iii. Coach/Captain Discretion: While the goal is to provide fair playing time, coaches/captains do have discretion to make adjustments, based on factors such as:
 1. Player behavior
 2. Attendance
 3. Effort
 4. Other disciplinary actions
 5. Lack of desire to play
 6. Note: The coach/captain should also be prepared to explain actions taken to the division director or BJBL Executive Board members.
5. **Defense:** Teams may press and/or play zone defense. If the lead is 20 or more in either half, the team leading must stop any press or half-court trap. Failure to comply with this rule will result in 1 warning. Each additional violation will result in a bench technical foul. The penalty for a bench technical foul is two free throws and the offensive team retains possession of the ball.

6. Technical Fouls:

- a. Technical fouls MUST be reported to the Division Director and/or the VP of the Respective league at the conclusion of the game by the head coach of the team receiving the technical foul. When reporting the technical, the head coach must provide the name of the person receiving the technical, as well as relevant details of what happened. Failure to report technical fouls may also lead to disciplinary actions against the head coach.
- b. Technical fouls will be classified using a tiered system. The tiers are defined in the following manner:
 - i. Technical Tier 1: Tier 1 technical fouls are less serious infractions, often involving minor to moderate violations of the rules.
 1. Examples:
 - a. A player/coach inappropriately questioning a referee's call.
 - b. Coach entering the court without permission/failure to comply with referee's instructions.
 - c. Excessive complaining
 - d. Unsportsmanlike behavior (such as trash talking)
 - ii. Technical Tier 2: Tier 2 technical fouls are moderate to serious violations of the rules, and generally include egregious actions (and should lead to an immediate ejection from the game).
 1. Examples
 - a. Fighting
 - b. Making intentional or accidental physical contact with an official, player, coach, or spectator in a confrontational, aggressive, and/or intimidating fashion.
 - c. Verbal abuse of another player, coach, or official
 - d. Excessive use of profanity
 - c. Consequences:
 - i. Tier 1 Technical Fouls: Upon receipt of three and all subsequent Tier 1 technical fouls will result in an automatic one-game suspension of the player or coach. Additionally, the Head Coach of the team receiving the Tier 1 technical fouls (whether player, assistant coach, or self) must appear before the executive board to determine if further discipline is warranted.
 1. Clarification: If a player receives three Tier 1 technical fouls, is reinstated after suspension, and receives another technical foul, he/she is automatically suspended for one game and the player's head coach must appear again before the executive board to determine if further discipline is warranted.
 - ii. Tier 2 Technical Fouls: Receipt of any Tier 2 technical fouls will result in an immediate, indefinite suspension of the player or coach. The Head Coach of the team receiving the Tier 2 technical (whether player, assistant coach, or self) must appear before the executive board to determine the full length of the suspension, which may extend into future seasons and/or lead to expulsion from the league for all future seasons.
 - iii. Player - Upon receipt of a technical foul, the player must be subbed out of the game at that moment. The player can return to the game in a subsequent period, after consultation with their coach. Coaches must report all technical fouls (with an explanation of what happened) to the Division Director for tracking.
 - iv. Coach - Upon receipt of a direct technical foul, the head coach must remain in his/her seat for the remainder of the game, except during timeouts or between periods.
 - d. Non-technical ejections: If a player is ejected from a game without a technical foul being issued (rare situation), the ejection will be evaluated and tracked with the same classification as if it were a technical foul being issued.
 - e. League Directors or their proxies (Board Members) may assess a technical foul by informing the coach during the game. This technical will not be shot, but it will count toward the coach's total.

- f. Any head coach may be called before the Board for unsportsmanlike conduct by his/her coaches, players, or fans.

7. **Bench Decorum:**

- a. Only players, the head coach and an approved assistant coach are allowed on the bench during the game.
- b. Only League Directors or proxies, scorekeepers and timekeepers are allowed by the stage areas. No Adults or Children are allowed on the stage.
- c. Assistant coaches must remain seated on the bench **at all times**, except during timeouts or between periods. Assistant coaches must **NOT** interact with officials.

- 8. All rules and regulations not specifically listed as special for this league shall be governed by the basketball rules as published by the Indiana High School Athletic Association.