

B Cubed Winter Challenge League Basketball Rules

MHSAA rules apply with the exception of the following:

OFFICIALS:

1. Each game will have two MHSAA registered officials.
2. Players, coaches and spectators are warned against ridiculing or disrespectful comments toward officials. The building supervisor will not hesitate to ask offending participants to change their behavior or leave the gym.
3. If you have a problem with the officiating on your court, please see the building administrator immediately and the situation will be rectified.

PLAYING TIME FOR PLAYERS:

1. **Equal Play** - 60/40 Philosophy: Every player must play in every game. A 60/40 playing rule suggests that all players' receive between forty to sixty percent of the playing time for every game. Please rotate your players according to this philosophy.
2. Substitutions are to take place on a dead ball and players must check into the game and wait for an official to call them into the game.

TIMING FOR GAMES:

1. Two (2) 20 minute halves, with a running clock. The clock will stop only during the last two minutes of each half.
2. Games that are tied at the end of regulation play will be extended by a single 2 minute overtime period, which may end with a tie. The overtime will begin with a jump ball.
3. The only time the clock will stop is:
 - a. Timeouts (Each team gets 2 timeout per half. Timeouts do not carry over!)
 - b. Dead ball situations in the last 2 minutes of each half of the game.
4. Three minutes will be allowed for halftime.

FOULS:

1. Each player will get a maximum of five fouls per game.
2. All 2-point shooting fouls will be awarded an automatic point and one free throw attempt. All 3-point shooting fouls will be awarded an automatic two points and one free throw attempt.
3. One and one bonus free throws will be awarded when a team reaches the 7th team foul of the half. Once a team reaches the 10th team foul of the half, the fouled player will be awarded two free throw attempts.
4. All technical fouls will be the same as shooting fouls (see #2) plus the ball out of bounds. Two technical fouls during the season may cause the dismissal of a player or coach for the remainder of the season.

5. Any intentional or flagrant foul will also be the same as shooting fouls (see #2) plus the ball out of bounds. **After a second intentional foul notify coaches and players that the next hard foul (i.e. two hands in the back or a hard bear hug) will be an automatic flagrant foul with an ejection for the remainder of that game and the next.**

DEFENSE

1. Man to man defense is to be stressed. Coaches should strive to teach the principles of good ball side and help side defense.
2. Zone defenses are allowed.
3. All forms of pressing are allowed, however, if a team is leading by 15 points, they must stop pressing and trapping. They should fall back into a half-court defense (man or zone).

OTHER IMPORTANT ITEMS

- ALL PLAYERS MUST COMPLETE WAIVER FORMS PRIOR TO PARTICIPATING IN THE LEAGUE
- Please let parents know that NO FOOD IS ALLOWED INSIDE OF GYMNASIUMS
- Please wipe feet off before entering the gym, to prevent snow/water/slop from making its way on to the playing surface.
- Teams will be required to supply their own reversible jerseys (w/ number on the back), basketballs (regulation size), and one scorekeeper or scoreboard operator.