



Burnsville Boys In House Basketball Rules 2019/2020



Burnsville Boys In-House Basketball will adhere to the current MYAS In House/Rec. Basketball Rules and Regulations with modifications. These rules can be found at www.myas.org and will be provided to coaches each season with any changes from previous years noted. Rules from MYAS may be updated yearly, typically in September, and rules will be updated yearly after MYAS publishes new updates. A digital copy of these rules can be found at www.bacsports.org.

Player Eligibility

All players participating in the BAC In House Basketball program must attend a school within ISD 191 or live within the boundaries of Burnsville, Eagan or Savage.

Players must play on the team associated with their grade at the beginning of the school year beginning in the fall. When appropriate, players can play up into a higher level but no player may play down.

High School and Traveling basketball players are not eligible to participate in In-House Basketball. This includes subbing on teams or playing after a season is over. The only exception is an 8th grader playing up on a 9th grade high school team. A player in this position would be eligible to be on an In House Team but would not be eligible to sub for a team.

Uniforms/Equipment

Jersey tops (t-shirts are acceptable) must be of identical color and must be numbered and must be non-duplicate. Tape numbers are not allowed. Burnsville players are encouraged to wear solid black shorts/pants. Shoes must be clean and dry before taking the court. Players should provide their own ball for practices. Coaches will have some extras but not enough for your team.

Game Balls for 3/4 divisions will be women's sized (27.5") basketball
Game Balls for 5/6 divisions will be women's sized (28.5") basketball
Game Balls for 7+ divisions will be men's regulation sized basketball

Game Day Responsibility

It is the expectation that the first teams of the day to play will help get the court set-up. This includes setting up the score table, getting chairs for the bench and spectators and anything else needed. It is also the expectation that the last teams of the day to play will help with clean up. This includes breaking down the score table, making sure all of the equipment is back in the storage box, all chairs are stacked and no garbage or belongings are left in the gym or hallway. It does not matter if your team is a BAC team or part of another organization, all teams are expected to assist with set up and clean up.

Equal Participation

- A. Each player on a team will have an equal amount of playing time (or as close as possible). No player will play more than one segment greater than other players. Exceptions to this rule include:
 - 1. Illness or injury to a player: Notify referee and coach. The player may not return to the current segment, but may return for future segments of the game.

2. Game ejection.
3. Disciplinary action by a coach or parent/guardian. All disciplinary action resulting in loss of play time must be discussed with and approved by the grade level coordinator prior to the start of the game. The parent/guardian of the disciplined player, opposing coach and officials must be notified before the game. It must be noted on the score sheet. Recommended disciplinary action is the loss of a segment of play.
4. Fouling Out. After four individual fouls in the first half, the player must sit. After five individual fouls in the game, the player is fouled out.
5. If a team falls below five players due to players fouling out, the team has the option to play with 4 players or play with 5, using players that have fouled out. If the choice is to play with 5, 2 points will be awarded to the opposing team for each additional foul that player commits. Whatever decision is made, it cannot be changed. If multiple players have fouled out, and a team is playing with 5, equal play should be used.
6. If an equal participation action or infraction occurs during the game, the opposing coach and officials are to be notified.

- B. Equal participation actions and infractions must be clearly noted on the score sheet.
- C. A player that arrives to a game late receives an equal amount of playing time for the time that remains in the game upon his arrival. For example, if a player misses the first two segments, the lost playing time is *not made up* throughout the remainder of the game. If a player misses the first half, he does not play the full second half.
- D. In the event a substitution (“S”) is made due to the above situations (in 1, 2, 3 or 4), the player entering the game must be a player with the least amount of playing time and that segment will not be used to determine equal participation. The player that substitutes in this event shall be denoted on the score sheet with an “S” in the segment spot. This same player may not have another “S” segment until all other eligible players have an “S” segment.
- E. In the event that a player on the floor receives a technical foul, that player must sit out the remainder of the segment and be replaced by an eligible “S” player.
- F. Overtime games: Equal participation will continue through overtime. No player will play more than one segment greater than other players. OT consists of a two-minute period with substitutions occurring after one minute. If more than 10 players are on one team, two players can share one segment.
- G. Equal participation is a requirement for all grade levels, including regular and overtime play. Any discrepancies must be noted before the conclusion of the game. Protests will not be handled after a game is completed. Key checkpoints are before the start of the 2nd half and before the start of the last quarter. Use these times to address and correct discrepancies. The equal participation issue must be corrected. If not correctable, the referee must be notified to render a decision regarding unequal play. Unequal play can result in a forfeit.
- H. When teams have an odd number of players and some players play (no more than) one segment more than another in a game, coaches are encouraged to balance this play time in the next game.

For example, if Player A plays 5 segments in one game, Player B should be given an extra segment in a future game before Player A is given another extra segment.

Examples of Equal Participation

- 10 players: each player plays four segments (half-quarters)
- 9 players: four players play five segments, five players play 4 segments
- 8 players: each player plays five segments
- 7 players: five players play six segments, two players play 5 segments
- 6 players: four players play seven segments, two players play 6 segments

Substitutions

In the rare circumstance that a team does not have at least 6 players for a game, coaches may call up a substitute player. Substitutes are only allowed when your team roster falls to 6 or fewer players for a game.

- A. Substitute players must be registered with your organization (ie: Burnsville teams may only call up players registered with BAC)
- B. Substitute player must be on lower level league within the In-House program. (ie: A 5/6 team may call up a player from a 3/4 team)
- C. Any substitute may only play in a maximum of 3 games per season and a maximum of 2 games per day.
- D. Players rostered on a traveling basketball team or high school team are not allowed to play as a substitute under any circumstance.
- E. Substitutions should be clearly documented on the score sheet with the players name, level and In-House team that they are assigned.
- F. Violation of the substitution rules may result in game forfeit.
- G. This rule applies for all levels with the exception of senior boys where no player under the grade of 9th will be allowed to play in the senior league.
- H. If a team does not have at least 6 players for a game and is unable to find a player to call up, coaches should contact their grade level coordinator to discuss options for valid substitute players.
- I. Both coaches (original team and the team the substitute is rostered on) and the grade level coordinator should be informed of substitutes prior to the game.

Bench Personnel

Only rostered players may occupy the team bench (up to 12 players). Up to 3 additional personnel (coaches), for a total of 15 persons, may occupy the bench. All additional personnel on the bench must have completed concussion screening and a background check.

Timing Factors

- A. Games consist of four quarters each lasting 8 minutes.
- B. Quarters are divided into 4-minute segments to allow for substitutions under the equal participation rule.*

- C. Time will be running for the first three minutes of every segment (stopped for foul shots, time outs, official timeouts). The last minute of the segment will be stop time. If there is a 20 point lead at the start of the 7th or 8th segment then the entire segment will be played using a running clock, only stopping for official time outs. If the point lead drops to 10, stop time will be used. Any fouls resulting in free throws during a running clock should be shot before the game is deemed complete.
- D. The half-quarter, odd segments, mark is not a time-out for coaches to talk with players. Substitutions should be quick and take less than a minute.
- E. The possession arrow is used after each segment.
- F. Each team is allowed two, 1 minute, timeouts per half.
- G. Half-time may be up to 4 minutes at the referee's discretion and may be shortened due to schedule.
- H. Overtime will consist of a two minute (stop-time) period. Each OT period is divided into two one-minute segments to accommodate equal participation. Each overtime period starts with a jump ball and possession arrow is used after the 1st overtime segment. A game will never end with an odd number of segments played. Equal participation is enforced throughout the entire game. Each team will be awarded one time out for each overtime period. There is no carryover of time outs from regulation to overtime periods.
- I. In regular season play, only one overtime period will be played. Games will end in a tie after two one-minute OT segments have been played. In tournament play, as many overtime periods as needed will be played to determine a winner.

Technical Fouls (Disqualification)

Technical fouls will result in the awarding of two points to the opposing team (no shots) plus ball possession. The player that is called for a technical foul is required to leave the court for the remainder of the segment and must be replaced by an "S" player (see rule "D" in the Equal Participation).

- A. Violation of the illegal defense rule is considered a technical foul which are not counted against the bench.
- B. Technical fouls are record throughout the season. Any player or coach that receives a technical foul is subject to a meeting with grade level coordinator or other BAC committee members to discuss conduct and ability to continue participation in the league. Decisions made by the BAC committee members are final.
- C. Players and coaches are disqualified from a game when cited with a 2nd technical fouls and are automatically disqualified from the next game. Disqualified individuals are expected to leave the game site and are not permitted to remain at the game or attend future games they have been disqualified as a spectator. This includes regular season play and tournament play. In the event of multiple games on the same day, players must still leave the game site and may return after all games they have been disqualified from have been played.

D. Parents may be asked by referees to leave the building for unsportsmanlike conduct. Parents removed from the building will be recorded on the score sheet and reported to the grade level coordinator. Additional consequences, including removal from future games, may occur.

League Standings/Post Season Play

A. League standings are based upon win-loss records and in the case of ties, head to head competition will be the tiebreaker. Scoring differentials have no bearing on standings. The standings are done by a computer system and will be reviewed by coordinators prior to post season play. Tie-breakers in the computer system may not match league rules. League Rules state that ties will be broken first by head to head competition then defensive points allowed against common opponents.

B. All teams will participate in a play-off tournament at the end of regular season.

C. Awards will be provided to the top 3 teams at each level in the tournament. Additional awards are at the discretion of the BAC committee.

D. The top BAC team/s at each grade level at the end of regular season play, based on league standings, may have the opportunity to participate in the state tournament. Teams will play up to the level of the oldest grade on the team (ie: 3/4 teams will play at the 4th grade level). There may be some cost to teams associated with attending the state tournament.

Grade Specific Rules

3/4 Grade Teams

The 3rd-4th grade teams may full-court press in the last two minutes of each half (last two minutes of segments 4 and 8) and in overtime periods. During the last 2 minutes of each half, and in overtime periods, teams may trap and play zone defense in the back court. After the ball crosses half court, person to person defense must be used. A warning is issued for the first offense, second offense is a technical foul not against the bench. See restriction for full-court press below.

Free throws will be shot from 12 feet. Players may cross the free throw line during their shot.

Stealing is not allowed off the dribble to start the season. Stealing ***is*** allowed after 12/31.

5/6 Grade Teams and Above

No restriction on full and half court defense except below restriction based on score.

A player may not cross the FT line during their shot.

Exception: No team may use a full-court press or half-court trap if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation will be a technical foul which is not counted against the bench.

All Teams

Bonus free throws are awarded on the seventh team foul.

Double bonus free throws are awarded on the tenth team foul.

Three point goals are allowed only on courts marked with a 3-point circle. Three point goals are not awarded on a court where there is no line regardless of where the shot is made.