

SAL TINARI BIDDY BASKETBALL, INC.

**PLAYING RULES
COACHES RULES
REFEREE RULES**

ALL DIVISIONS

ANY PLAYER OR COACH EJECTED DURING A GAME IS SUSPENDED FOR THE NEXT GAME

ANY PLAYER OR COACH RECEIVING 3 TECHNICAL FOULS DURING THE COURSE OF THE SEASON WILL BE SUSPENDED FROM THE NEXT GAME. UPON RECEIVING A THIRD TECHNICAL, A PLAYER WILL BE REQUIRED TO HAVE A REVIEW BY THE BOARD WITH THE COACH AND PARENTS PRESENT FOR A HEARING BEFORE THEY PLAY ANOTHER GAME. ANY PLAYER OR COACH WHO RECEIVES A FOURTH TECHNICAL WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON

COACHES ARE RESPONSIBLE TO SEE THAT NONE OF THEIR PLAYERS IS WEARING ANY JEWELRY, ESPECIALLY EARRINGS. ANY PLAYER WEARING JEWELRY THAT IS NOT REMOVED BEFORE TAKING THE COURT IS NOT ELIGIBLE TO PLAY. THERE ARE **NO** EXCEPTIONS

ALL PLAYERS MUST WEAR SHORTS FOR EVERY GAME. A PLAYER WILL BE GIVEN ONLY ONE WARNING FOR FAILURE TO WEAR SHORTS IN A GAME. THAT PLAYER WILL NOT BE ALLOWED TO PLAY IF THEY FAIL TO WEAR SHORTS A SECOND TIME

ALL PLAYERS MUST WEAR THE LEAGUE SUPPLIED SHIRT. EXCEPTIONS CAN ONLY BE MADE WITH THE PERMISSION OF THE COMMISSIONER.

SAL TINARI BIDDY BASKETBALL LEAGUE
PLAYING RULES
MAJOR, MASTER AND MID YOUTH DIVISION

- Article I Subject to Parity of the league players
- Article II All major games are to be played under high school rules and regulations, except where noted (i.e. playing time, substitution, foul shooting). Girls Division will use the 28.5 ball.
- Article III Coaches of each team are to pick their own starting five for each game. The starting five must consist of their first three draft choices. In the absence of any of the first three draft choices, the coach will choose the additional starters. During the 2nd quarter and second half of the 3rd quarter, if a player is injured or otherwise forced to leave the game, the coach of the opposing team may select any eligible player from the bench of the injured player's team to replace him/her. Draft position does not prevent any eligible bench player from being selected.
- Article IV The starting five will play the first quarter and the first half of the third quarter. Five minutes will be put on the clock to start the third quarter. At the end of the five minutes, the 2nd team will return to the floor to play the last five minutes of the third quarter (see Peewee and Junior Majors exception). Second half of 3rd quarter resumes at point and place of interruption (where first half of third quarter ended). If the first half of the 3rd quarter ended with a legitimate try for goal, alternating position will be used to start the second half of the 3rd quarter and the ball will be put in play at mid-court. If a team has to play their 1, 2, or 3 pick on the second team, it is not automatically the 3 pick. The opposing coach may pick any one of the top three to play on the second team. (If a team has only seven players than the first 2 picks are not eligible to play, likewise six players).
- Article V Coaches will enter their entire roster in the scorebook prior to the game in the order of the draft, including those players not present. The coach will then give the official scorekeeper the starting line-up.
- Article VI Coaches are free to substitute any eligible player in the fourth quarter.
- Article VII In the 1st, 2nd and 3rd quarter, in the event of injury, foul out, or any other removal from the game the opposing coach will pick the substitute for the second team, coaches will pick their own subs for first team. Teams do not play short-handed unless there are no other eligible players on the bench. (i.e. picks 1, 2, 3 may be used to field a full team.) Coaches will confer privately when choosing the player, no one but the 2 coaches may be involved.
- Article VIII Free throws as follows: bonus on the 6th per quarter, double bonus on the 10th per quarter, reset after each quarter.
- Article IX A 1st, 2nd or 3rd round player who arrives after the game has started will be eligible to play in the first half of the third quarter. Any other player who arrives after the start of the

second quarter will be eligible to play in the second half of the third quarter. When the tardy player is eligible to play the coach will choose the player that comes out of the game provided that the player coming out played in both the 1st and 2nd quarter.

- Article X Each team is entitled to 2 30 second time outs during per half and 1 additional 30 second time out for every extra period. First half time outs that are not used do not carry over to the second half.
- Article XI All divisions (not including Peewees) – Will play four 10 minute quarters running time, stop time is the last 1 minute of the 1st and 2nd quarters. The last 30 seconds of the (2) five minute halves of the 3rd quarter and the last 2 minutes of 4th quarter. Only (2) 30 second time outs per half, no more full time outs. Time outs not used in the first half cannot carry over to the 2nd half. If OT occurs, an additional 30 second time out is given.
- Article XII If a coach chooses to bench a player, an explanation must be submitted in writing to the commissioner within 24 hours, and the opposing coach will pick the player to substitute. The disciplined player is out for the game.
- Article XIII Each team will have one additional adult that the league can contact in the event that the coach is not available.
- Article XIV Coaches and assistants will be required to attend a meeting on skills training, conducting a practice and rules of the game.
- Article XV If a player has missed 2 consecutive games, or has an injury that will cause him/her to miss 1 or more games, the commissioner must be notified and a substitute must be used for every subsequent game (provided one is available). The coach will be provided a list of equivalent players to choose from by the commissioner.
- Article XVI A coach may remove a player from a game for disciplinary reasons at any time during the game. The player who is removed may not return to the game and the opposing coach will choose the replacement player (exception: free substitution in the fourth quarter). The opposing coach must be notified at the time of removal and the commissioner must be notified within 48 hours in writing. The coach must detail the reason for the removal of the player.
- Article XVII The league tie breaker system is as follows: head to head, division record, team beating the highest seed, team foul shooting percentage, and least points allowed.
- Article XVIII Championship games will be played on the court assigned by the league
- Article XIX For all playoffs for rounds, round robins, or championship games, the team must have at least 8 of its 10 roster players at the game and ready to play. If a team has only nine roster players, then it must have 7 players. If a team does not have the minimum number of players present, the game will not be played, and will be rescheduled. During play-off, round robin and championship games, if a team does not have the minimum amount of players outlined in this rule, the game must be rescheduled. If it happens a 2nd time to

the same team, the game is forfeited. The decision to play or reschedule cannot be made by the coaches.

- Article XX Players selected for All Star teams will not be allowed to miss All Star practice or games to play on any other organized basketball team (except school teams). The first violation will result in one game suspension; the second violation will result in an expulsion from the team.

- Article XXI If a team has to play its first round pick with both the first and second round picks the opposing coach has the option of matching the lineup.

- Article XXII Full court press will not be allowed in the 2nd half by a team with a lead of at least 20 points.

- Article XXIII No pressing will be allowed until the 4th quarter for Major Boys

- Article XXIV Overtime periods are 2 minutes and free substitution by coach

**SAL TINARI BIDDY BASKETBALL LEAGUE
PLAYING RULES**

JUNIOR MAJOR DIVISION/ GIRLS AND BOYS

(same as Major with the following exceptions)

- Article I Man to man defenses only may be used. No clear outs or isolation plays permitted. Offensives are not allowed to spread the floor or keep players in the offensive corners. Penalty for violation is one warning per half, then a technical foul.
- Article II Teams are chosen by grade, anyone not grade eligible must be approved by the board.
- Article III Teams must drop back during the first, second and third quarter. Defensive players must drop back to mid court after control of a rebound in their offensive end. If the rebounding team does not afford the defensive team an opportunity to drop back then the ball is in play.
- Article IV All eligible players must play at least one quarter and five minutes of the game.
- Article V Pressing will only be allowed during the last 4 minutes of the 4th quarter and all overtimes. No zone presses or trapping will be allowed. One warning per half will be issued for zone pressing, with a technical foul issued on subsequent offenses per half.
- Article VII(a) Full court press will not be allowed by a team with a lead of at least 15 points.
- Article VIII Backcourt will be used in all divisions.
- Article IX Illegal defense rule. (not applicable in the paint on the offensive end)
- a. 2 or more defensive players cannot be simultaneously guarding the same offensive player.
 - b. Once all players are in the same zone on the court, the defensive player must attempt to stay within 3-4 feet of the offensive player.
 - c. Switching of defensive responsibilities is allowable as long as parts a and b are not violated.
 - d. Penalty for violation is one warning per half, then a technical foul.
- Article XI The 28.5 ball will be used.

**SAL TINARI BIDDY BASKETBALL LEAGUE
PLAYING RULES**

PEEWEE DIVISION

(all other rules except as noted)

- Article I Man to man defense must be used. No illegal defenses. No clear outs permitted. Warning on the first offense, technical on the second per half.
- Article II Any boy or older or girl who is not grade eligible must be approved by the Board to play in this division.
- Article III Teams must drop back to half court.
- Article IV Teams will play four (4) eight (8) minute quarters. Quarters 1, 2 and 3 will be running time except for the last minute of the first and second quarter and the last 30 seconds of the split third quarter. Quarter 4 will be running time except for the last 2 minutes of the quarter. Overtimes will not be running time.
- Article V Four minutes will be put on the clock to start the third quarter. At the end of the four minutes, the 2nd team will return to the floor to play the last four minutes of the third quarter. All other substitution rules are the same as for the other divisions.
- Article VI The score will be reset to zero at the start of each quarter.
- Article VII Illegal defense rule. (not applicable in the paint on the offensive end)
- a. 2 or more defensive players cannot be simultaneously guarding the same offensive player, making an attempt to steal the ball or inhibiting the movement of the offensive player.
 - b. Once all players are in the same zone on the court, the defensive player must attempt to stay within 3-4 feet of the offensive player.
 - c. Switching of defensive responsibilities is allowable as long as parts a and b are not violated.
 - d. Penalty for violation is one warning per half, then a technical foul.

COACHES RULES

1. There will be one (1) head coach, one (1) assistant coach, (1) scorer and players only allowed on the bench during the game.
2. Coaches (including assistants and scorers) will be held responsible for conduct on and off the court. Failure to comply can subject a coach to review by the Executive Board.
3. Team discipline will be the prerogative of the head coach when a behavioral problem arises. If disciplinary action is taken, the commissioner must be notified within 24 hours of the problem occurring.
4. Coaches will not smoke anywhere on town or school property or wherever a game is played.
5. It is the responsibility of the coach to notify players of all practices and games.
6. Coaches will help with all equipment at practices and games.
7. Coaches will be responsible for the return of uniforms where applicable.
8. A coach must submit a full roster to the commissioner immediately following the draft. The roster must be filled out in draft order.
9. Coaches will only be allowed on the court for an injury during a game.
10. There will be NO arguing between coaches on or off the court.
11. Coaches are expected to help with all fund raising activities.
12. If we have a snack stand coaches will be responsible to provide coverage for the snack stand during his/her team's scheduled times. If a coach is unable to get a parent(s) or guardian(s) to commit he/she will need to cover the stand himself/herself.
13. Coaches can only be the head coach in one division. They can only coach in other divisions with the approval of the Executive Board.
14. The coach will notify the commissioner within 2 days (48 hours) in the event a player is injured or quits.
15. Head coach will be at least 18 years old.
16. The Board will fill All-Star coach's positions.
17. All coaches will read and sign the Code of Ethics.

**ANY VIOLATION OF THE COACHES RULES SUBJECTS THE COACH TO DISCIPLINARY ACTION BY
THE EXECUTIVE BOARD**

Revised: December 2, 2021

REFEREE RULES

1. Referees must contact the head of officials when they are unable to do a scheduled game.
2. There will be 2 referees assigned to each game in all divisions with the exception of Peewees. If there is only one referee then the game will still be played. For a playoff game, both coaches must agree if there is only one official. (this does not apply to Peewees).
3. Referees will have full control of the games.
4. Payments to the referees will be made in accordance Section F, number 1 with the administrative rules of the league.
5. The league will use only certified referees for all Major, Master, Mid-Youth and tournament games. Exception to this rule can be made with approval of the Executive Board. Referees who are members of the Board of Directors will be given priority consideration.
6. Referees for travel games will be determined by the head referee. Referees for our tournament will be determined by the head referee with the approval and input of the tournament director.
7. Referees must be at least 16 years old in the Peewee division and 18 years old for the Jr. Majors division.
8. Referees will be allowed to wear black shorts.
9. All referees who officiate any game for the Association must:
 - a) Make every effort to officiate each game fairly and equitably.
 - b) Ensure that the player's safety and well-being are placed first and foremost in every decision made before and during each game.
 - c) Attempt to ignore all comments from spectators. If such comments are deemed to be offensive, threatening or are affecting the play of the game, the referee should request that the site director and/or board members present at the site resolve the situation.
 - d) Not use profane, abusive or vilifying language towards any player, coach or spectator before, during or after any game.
 - e) Sign and adhere to the Association's Code of Ethics.

NO PLAYING, ADMINISTRATIVE OR REFEREE RULES WILL BE CHANGED BEFORE THE END OF THE SEASON EXCEPT FOR AN EMERGENCY.

Revised: December 2, 2021