**Bishop Carroll Parochial Basketball League**

**JV Game Rules and Regulations**

**Revised 10/1/2020**

1. There must be a play rule. All players must play 5 minutes unless the coach is given a reason not to play a player.
2. Players may not walk the sidelines.
3. No more than three (3) coaches on the bench. Only the Head Coach can stand up. The Head Coach must stay in the coaching box.
4. FAST BREAKING: If a team is up by fourteen (14) or more points, it must let the defense get set.
5. CLOCK: Games will consist of two (2) twenty minute halves. The clock will stop during timeouts. The clock will run for the first eighteen (18) minutes of each half and will be stopped for all violations the last two (2) minutes.
	1. When a technical foul is assessed, the clock will stop during the shooting of the technical free throws. The clock will start when the ball is put in play after the technical free throws.
	2. If a foul occurs prior to the technical, the clock stops for the technical shots and starts for the foul shots, unless the clock is under two (2) minutes.
6. OVERTIME: A three (3) minute overtime will be player if necessary, due to a tied score at the end of regulation. The clock will run for the first two (2) minutes, and then stop for all violations the last one (1) minute.
7. TIMEOUTS: Each team will receive two (2), 1-minute timeouts per half. Timeouts cannot be carried over to the second half. Only one (1) timeout will be given to each team for each overtime period.
8. FIGHTING: Fighting between players will result in expulsion from the current game and will not play in the next two (2) games.
9. PRESSING: If a team is up by ten (10) or more points, it must back off the press. This includes a half court press as well. Teams up by ten (10) or more points must play straight-up half court defense.
10. SUBSTITUTION: A player being substituted into the game must be done during a dead ball situation only. When another player is injured, the referee can stop the game.
11. FOUL SHOOTING: Player must shoot from behind the foul line but can cross over the line after shooting.
12. EJECTION: Any coach or player that is ejected by the referee or game manager (for any reason other than fighting) is suspended for the team’s next game.
13. DRINKS: Only water is permitted on the bench – **NO POWERAID, GATORADE, ETC**

(over)

1. HALFTIME: Will be two (2) minutes.
2. TIEBREAKER: If two (2) teams are tied with the same record, the first tiebreaker is head to head. The second tiebreaker will be a one (1) game playoff between the two (2) teams.
3. SHOES: No street shoes may be worn on the gym floor. ALL ATHLETES MUST CHANGE SHOES OUTSIDE OF THE GYMNASIUM (locker room or gymnasium lobby may be used) before entering the gymnasium floor. Please avoid dragging water, snow, and/or slush onto the gymnasium and bleacher surface.
4. Father Conrad Tournament (FCT): Will be played once the regular season is over.
5. Trophy: Only regular season champ and Father Conrad Tournament champ will receive trophies.