

# Basketball of the Carolinas

## Competition Rules

- A. The official playing rules of Basketball of the Carolinas (BOC) are the current National Federation High School rules unless otherwise stated below. It is recommended that all non-athlete personnel obtain this rule book via the internet at <http://www.nfhs.org/basketball/>. There is a charge for this book
- B. **Game Ball Size-**
- Girls (All Grade Divisions), Boys (Grades 3-6) – 28.5
  - Boys (Grade 7-11) 29.5
- C. **Player Eligibility-** Please consult the [Explanation of Age Divisions](#) link on the Team Registration and Site Insurance tab on the BOC website.
- D. **Team Roster-** A maximum of 15 players is allowed on an official BOC roster.
- E. **Team Bench-** A team may have on its bench only the eligible players and 4 non-athlete bench persons listed on the official roster and line-up card. Each team is required to have a scorekeeper with the team. A Game Official, the Tournament Director or his Site Director, may administer a warning to teams not in compliance. After the issuance of the warning, the bench should be cleared of all ineligible persons within one minute. If the team fails to comply after one minute, a two shot technical foul will be assessed against the head coach, with like penalties assessed for subsequent violations. (It is permissible for managers, trainers, etc. to operate behind a team bench.)
- F. **Ejection-** Any player or coach who is ejected from a game by the officials will sit out (suspension) their next game. If in a subsequent game, the same player or coach again is ejected, he/she shall be removed from the competition venue and will not be allowed to participate in the remainder of the tournament. (BOC) Basketball of the Carolinas does not recognize protests.

### G. Playing Time/ Timeouts

#### Game Division- Game Length- Time-Outs

<b>3<sup>rd</sup> - 6<sup>th</sup> Grade</b>	14-Minute Halves	3 Full (75 sec) & 2 (30 sec)
<b>7<sup>th</sup> - 12<sup>th</sup> Grade</b>	16-Minute Halves	3 Full (75 sec) & 2 (30 sec)

#### Overtimes

In **Tournaments** all overtime periods will be 2 minutes. Each team will receive an additional full timeout per each Overtime session.

- H. **Game Logistics-** Pre game warm up shall be a minimum of 5 minutes. Halftime length will be 4 minutes. Games shall not be started early unless both teams agree.
- I. **Mercy Rule-** If a team leads by 30 points the clock continues to run except during time outs until the losing team reduces the lead to 20 points or less. Regular timing rules apply at any time the spread falls back below 20 points. **Approval by coaches is not required.**
- J. **Tiebreaker-** At the completion of pool play ties will be broken in the following manner:
- a. If 2 teams are tied head to head competition will determine the winner
  - b. If more than 2 teams are tied, point differentials of teams involved are totaled with teams receiving a maximum of +13 for a win and -13 for a loss. Teams are ranked according to the sum of the point differential.
- If 2 teams are still tied after application of criteria B revert to criteria A.
- K. **General Info-** Each team should check in with the site director prior to their first game and must have a copy of their roster and all grade/age documentation for each player in their possession in case it is needed. The first team listed on the schedule /or the top team on the bracket is the home team and will wear the light color jerseys and be responsible for keeping the official scorebook. It is suggested that the visiting team's scorekeeper sit at the table also to coordinate that both teams have the same scoring info. In some events, the visiting team will be required to provide a clock operator.
- L. **Coaches Attire/Conduct-** Coaches should dress appropriately and look professional at all times. Hats, flip flops and sweat pants are not allowed to be worn. Head Coaches are responsible for the behavior of their players, assistant coaches and fans and are encouraged to make sure that proper sportsmanship is displayed at all times.