

Basketball of the Carolinas

Competition Rules

- A. The official playing rules of the Basketball of the Carolinas (BOC) program 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 2-6) – 28.5
 - Boys (Grade 7-11) 29.5
- C. **Player Eligibility-** Please consult the **Explanation of Age Divisions** link on the **Team Registration** page on the Basketball of the Carolinas website.
- D. **Team Roster-** A maximum of 15 players is allowed on a BOC official roster.
- E. **Team Bench-** Only rostered eligible players and 4 non-athlete bench persons who are listed on the official roster are allowed on a team's bench. Each team is required to have a scorekeeper with the team. A Game Official, Tournament Director or 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 is ejected again, he/she shall be removed from the competition venue and will not be allowed to participate in the remainder of the tournament.
- G. **Protests-** (BOC) Basketball of the Carolinas does not recognize protests.

H. Playing Time/ Timeouts

Grade Division- Game Length- Time-Outs

2nd- 8th Grade	14 Minute Halves	3 Full (75 sec) & 2 (30 sec)
9th- 12th Grade	16 Minute Halves	3 Full (75 sec) & 2(30 sec)

Overtimes

All overtime periods will be 2 minutes in length. Teams will receive an additional full timeout in each overtime session.

- I. **Game Logistics-** Pre-game warm up time shall be a minimum of 5 minutes. Halftime length will be 4 minutes. Games shall not be started early unless both teams agree.
- J. **Mercy Rule-** If a team leads by 30 points the clock runs continuously 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.
- K. **Tiebreaker-** At the completion of pool play ties will be broken in the following manner:
- If 2 teams are tied, head to head competition will determine the winner
 - If 2 or more teams are tied and no head to head play has occurred, 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 ties still exist, the team allowing the fewest points will win the tiebreaker.
 - If ties still exist, the team scoring the most points will win the tiebreaker.
 - If ties still exist, a coin will be flipped to determine the winner.
- L. **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 listed on the bracket shall be considered the home team and will wear light colored jerseys.
- M. **Coaches Attire/Conduct-** Coaches should always dress appropriately and look professional. Flip flops, cut off shorts and tank tops shall not be worn. Head coaches are responsible for the behavior of themselves, their players, bench personnel and fans and are encouraged to make sure that proper sportsmanship is displayed at all times.