



**NJB**  
**NORTH ORANGE COUNTY**  
**BRING YOUR TEAM**

**2017**  
**SPRING**

**LEAGUE PACKAGE**



**[WWW.NJBL.ORG](http://WWW.NJBL.ORG)**

# PLAYING RULES

---

**RULES OF PLAY:** The BYT/NJB league will follow High School rules.

**DIVISION 4:** Games will follow NJB Division 3 playing rules except for the following:

- No free throws prior to the game.
- No back court pass is required.
- Free throw line will be at 10 feet.
- Teams may press during the last 2 minutes of the 4th period; if game is 10 points or less.

**DIVISION 3:**

- Teams can play defense starting at the attack line during the 1st half.
- Teams can play defense starting at half court during the 3rd period.
- Teams can play full court defense during the 4th period and overtime periods.
- Free throw line will be at 12 feet.

**DIVISION 2:**

- Bronze level- half court defense during the 1st half and full court defense allowed during the 2nd half.
- Bronze level- free throw line will be at 12 feet.
- Silver level- teams can play full court defense the entire game.
- Silver level- free throw line will be at 15 feet.
- Teams may play any type of defense during the game.

**DIVISION 1:**

- Teams can play full court defense any time during the game.
- Teams may play any defense during the game.

**BALL SIZE:**

Division 4-	27.5 basketball
Division 3-	28.5 basketball
Division 2-	28.5 basketball
Division 1-	29.5 basketball

**PLAYER PARTICIPATION:** During the first three (3) periods, the clock will stop each period at the five minute interval and the bench players will enter the game. Free substitution will be allowed during the fourth period and during overtime periods.

**LENGTH OF PLAYING TIME:** ALL games will consist of four (4) ten-minute RUNNING CLOCK periods. The clock will stop during the last two (2) minutes of the game; if the point difference is less than 10 points.

**HALFTIME:** Two minutes in duration.

**OVERTIME PERIODS:** All overtime periods will be one (1) minute in duration.

**TIME-OUTS:** Each team will be allowed three (3) full timeouts in each game. One time-out will be granted to each team for each overtime period (no carry-over in time outs).

**FORFEITS:** Game may be declared a forfeit 10 minutes after scheduled time.

**BENCH PERSONNEL:** Only players whose names appear on the online roster may sit on the bench. A maximum of (3) coaches allowed on bench. A team score keeper will be counted as a coach on the bench.

**FREE-THROW BONUS RULE:** Teams will shoot one-and-one-bonus on the 10th team foul in each half. NO double bonus will be awarded.

**EJECTIONS:** If any coach or adult is ejected from the game, a one game suspension will occur

**CONDUCT OF PLAYERS:** The Head Coach is responsible for the actions of their players, Coaches, and parents will be responsible for any damages incurred during the event. The Official Blue Card will be enforced. Any ejected player will be suspended for the following game.

**SCOREKEEPER FEE:** Each team will pay \$5 to the scorekeeper before each game.

# **SPECTATOR GUIDELINES**

---

The game is for our players. We need your full cooperation and help in providing good sportsmanship and respect. Please follow these guidelines during the league.

- 1) Spectators are not allowed to harass or openly criticize the referees. Verbal abuse will not be tolerated.*
- 2) Spectators should not harass or berate members of the opposing team, nor should they belittle their efforts.*
- 3) Spectators should cheer and encourage their team. They should be supportive in victory and defeat.*
- 4) The Blue Card policy will be enforced. Coaches are responsible for the conduct of their bench, players and fans. Unsportsmanlike behavior will result in a bluecard infraction.*
- 5) Any adult that has been ejected, including the Head Coach, will be suspended for the next two games and will not be allowed in the gym.*

Remember, it is just a game and should be fun for all. Spectators will vacate the gym if behavior does not represent good sportsmanship and respect.

**THIS POLICY WILL BE ENFORCED BY  
ALL SITE DIRECTORS!!**

