

Voorhees Basketball Association Rules

(High School Boys) / Last Revised: February 2017

All games will be played in conjunction with High School rules, except where VBA in-house rules govern, as noted below:

1. **BENCH DECORUM**: Coaches and players must conduct themselves in a spirit of sportsmanship at all times. Coaches must remain in the bench area and players must remain on the bench when not playing. The coach is responsible for supervising their players at all times (including before and after each game).
2. **TECHNICAL FOULS**: A technical foul called on a player or the bench results in two foul shots and possession for the opposing team. Two technical fouls results in player disqualification. Technical fouls against players count towards both team and player personal foul totals; technical fouls against the bench do not. A flagrant technical foul will cause that player to be ejected from the game.
3. **EJECTIONS**: Any player or coach that is ejected from a game will be suspended from their next scheduled game. A second ejection during the same season will result in a suspension for the remainder of the season.
4. **FIGHTING**: Fighting shall not be tolerated and any player who engages in such activity shall be assessed a technical foul and be ejected from the game. Any player leaving the bench area shall be disqualified immediately as well.
5. **PERSONAL FOULS**: Five (5) fouls result in player disqualification. However, if a player disqualification results in a team having only 4 players remaining, the coach of that team can select to finish the game with 4 players or play with 5, including the last player disqualified. However, a technical foul will be assessed at the time of the decision to play with 5 players and every time any disqualified player(s) commits a personal foul. The coach's initial decision remains in effect for the remainder of the game. All technical fouls under this rule will not count towards the team's foul totals.
6. **INTENTIONAL "OFF-BALL" PERSONAL FOULS**: Intentional "off-ball" fouls are not allowed. Failure to comply with this rule will first result in a warning, followed by an intentional foul for each subsequent violation. Intentional fouls will result in two foul shots and possession of the ball for the opposing team.
7. **GAME LENGTH**: 40 minutes, consisting of two 20-minute halves.
8. **PLAYING TIME**: EACH PLAYER MUST PLAY AT LEAST 20 MINUTES OF EACH GAME AND EVERY PLAYER MUST COME OUT OF THE GAME FOR AT LEAST 3 CONSECUTIVE MINUTES OF EACH HALF UNLESS THERE ARE ONLY 5 PLAYERS.
9. **CLOCK STOPPAGE**: Clock stoppage on time outs (can be called by a player on the floor or a coach), injuries and all whistles during the last minute of each half.
10. **TIME OUTS**: First Half: Two 30-second time outs. Second Half: Three 30-second time outs, with NO carryover half to half or regular time to overtime. Team must have possession of the ball to call time-out except during play stoppage (after made shot, out-of-bounds, foul call, after opponent time out, etc.). A team who calls a time out when none are available will be awarded the time out, but also assessed a technical foul – 2 foul shots and possession awarded to the opposing team. That technical foul

infraction will not count towards the team's foul totals.

11. **ALLOWABLE DEFENSE:** Open; Man to Man or any type of Zone allowed.
12. **PRESSING:** Pressing is allowed but team with a lead of 10+ points cannot press until lead becomes less than 10 points.
13. **SCORE BOOK:** Prior to the start of each game it is the responsibility of the coach to deliver the scorer's table their team roster in the format presented by the VBA. The scorer's table will not assist the coach in this requirement, but there will be extra score sheets available before each game.
14. **FOUL SHOTS:** First Half: 2 foul shots awarded on shooting fouls and when the 10th team foul is committed (No 1:1 in first half of play). Second Half: Same but 1:1 foul shots are attempted on floor fouls when the 7th team foul is committed.
15. **FOUL SHOT VIOLATIONS:** Players can enter the lane on release of the foul shot with the exception of the shooter and those outside of the arc. Those not on the foul lane must wait until the ball hits the rim.
16. **HALF TIME:** 3 Minutes.
17. **OVERTIME:** 3 Minutes. One additional time-out is awarded. No time-outs carry over from regulation. For clock stoppage, the overtime period is played the same as the last minute of each half (See rule #8 above).
18. **PLAYER SUBSTITUTIONS:** Players must check in at scorer's table and be brought in by referees. Scorer's table should notify referees during play stoppage.
19. **THREE POINT SHOT:** In effect and fouls called on a 3-point shot result in one (1) foul shot if made and three (3) foul shots if missed. Referee's decision is final and may not be contested. In the event the official's viewpoints differ, they may confer with the scorekeepers and make a decision, and this decision would stand.
20. **INJURY / BLOOD ON UNIFORMS:** If a player becomes injured during the game such that blood is drawn and the uniform is stained with blood, that player will not be permitted to continue playing unless the bleeding stops, the wound is properly dressed and (if necessary) the uniform is changed. There are no exceptions to this rule; referee decision rules. A player who may be temporarily injured causing a stoppage of play must be substituted for or the team may call a time-out if the player is to continue playing. Injury stoppage in last two minutes of the game will result in an assessed time-out.
21. **JUMP / HELD BALLS:** Alternate possessions are in effect unless team is losing by 15 points or more, then losing team is awarded possession until lead drops below 15.
22. **TIME VIOLATIONS:** 3 seconds in lane, 5 seconds for out of bounds, 5 seconds closely guarded and 10 seconds to cross half court will result in possession change.
23. **FORFEITS:** If a team does not have at least four players within 10 minutes of the scheduled start time, that game will be declared a forfeit. If a team has four players, games should begin on time. The opposing coach has the option of playing with 4 or 5 players and can alternate the number of players at any time. If a team forfeits three (3) or more games during the season, they will be excluded from the playoff bracket.

IN THE EVENT OF ANY DISCREPANCIES, THE DECISION OF THE

REFEREES AND, IF APPLICABLE, THE OFFICIAL SCORERS, ARE FINAL!