

# **Bloomington Athletic Association**

## **Boys' Basketball Program**

### **Guidelines and Rules**

#### **2018 Season**

Revised: 12/7/17



**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

**TABLE OF CONTENTS:**

<b>BAA MISSION STATEMENT.....</b>	<b>4</b>
<b>CODE OF CONDUCT .....</b>	<b>4</b>
TEAM CONDUCT.....	4
RESPECT .....	5
PROFANITY .....	5
FIGHTING.....	5
SHOUTING AT SHOOTER .....	5
BLOW-OUT GAMES .....	5
CASTS ON ARMS.....	6
<b>REGISTRATION &amp; ELIGIBILITY .....</b>	<b>6</b>
PLAYER REGISTRATION.....	6
SCHOLARSHIPS .....	7
SPORT FEE REFUND POLICY .....	7
COACHES.....	7
<b>APPLICABLE GUIDELINES &amp; RULES.....</b>	<b>8</b>
TEAM JERSEYS.....	8
WEATHER-RELATED GAME CANCELLATIONS .....	8
BASKETBALL COURT & BALL SIZE.....	9
BAA USE OF SCHOOL GYMS.....	9
PRACTICE TIME REQUESTS .....	9
RESTRICTED TEAM AREAS.....	10
TIMEKEEPER.....	10
Game Clock .....	10
Possession Arrow.....	11
SCOREKEEPER .....	11
Before the game .....	11
During the game.....	11
Quarter End:.....	12
Game End: .....	12
OFFICIAL SCORE.....	12
REPORTING OF SCORES.....	12
LEAGUE STANDINGS.....	12
PLAYOFFS & CHAMPIONSHIP SERIES .....	13
LIGHTNING COMPETITION & 3-POINT CONTEST .....	13
PLAYER ROTATION SCHEDULE.....	13
PLAYER ROTATION VIOLATION PENALTY .....	14
SUBSTITUTIONS.....	14
PLAYOFF ELIGIBILITY .....	15
DELAY OF THE START OF THE GAME.....	15
JUMP BALL RULE .....	15
TIME OUTS .....	15
PLAYER INJURY.....	15
THREE-POINT SHOTS.....	15
OVERTIME.....	15

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

ONE-ON-ONE ISOLATION OFFENSE.....	16
FOUL SHOTS .....	16
FOULING OUT.....	16
COMMON FOULS .....	16
TECHNICAL FOULS .....	17
Additional Foul Descriptions.....	17
<b>REFEREE DECISIONS.....</b>	<b>18</b>
<b>COMBINATION OF GRADE LEVELS</b>	<b>18</b>
<b>2<sup>nd</sup>, 3<sup>rd</sup> &amp; 4<sup>th</sup> GRADE SPECIFIC RULES.....</b>	<b>18</b>
PERIODS.....	18
REFEREES.....	19
OFFENSE & DEFENSES NOTES .....	19
PLAYER ROTATION .....	20
<b>2<sup>nd</sup>, 3<sup>rd</sup> &amp; 4<sup>th</sup> GRADE SKILLS DEVELOPMENT COMPETITION.....</b>	<b>20</b>
PURPOSE.....	20
SKILLS EVENTS SCORING .....	20
GAME SCORING .....	20
REPORTING OF SCORES.....	21
<b>2<sup>nd</sup>, 3<sup>rd</sup> GRADE TEAM SKILLS DEVELOPMENT COMPETITION .....</b>	<b>21</b>
1. DEFENSIVE SHUFFLE .....	21
2. PASS AND CATCH.....	21
3. LAYUPS.....	22
4. DRIBBLE RELAY .....	22
5. SHORT SHOTS.....	22
<b>4<sup>th</sup> GRADE TEAM SKILLS DEVELOPMENT COMPETITION.....</b>	<b>22</b>
1. PASSING.....	22
2. LAY-UPS.....	23
3. FREE THROWS.....	23
4. DRIBBLE RELAY .....	23
5. DEFENSIVE SHUFFLE .....	24
<b>5<sup>th</sup> GRADE SPECIFIC RULES.....</b>	<b>24</b>
PERIODS.....	24
DEFENSES ALLOWED .....	24
PLAYER ROTATION .....	25
<b>6<sup>th</sup> GRADE SPECIFIC RULES .....</b>	<b>25</b>
PERIODS.....	25
DEFENSES ALLOWED .....	25
<b>7<sup>th</sup> GRADE SPECIFIC RULES .....</b>	<b>26</b>
PERIODS.....	26
REFEREES.....	26
DEFENSES ALLOWED.....	26
<b>8<sup>th</sup> GRADE SPECIFIC RULES .....</b>	<b>26</b>
PERIODS.....	26

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

REFEREES..... 26  
DEFENSES ALLOWED..... 26  
**BANTAM / HIGH SCHOOL SPECIFIC RULES..... 26**  
PERIODS..... 26  
REFEREES..... 27  
DEFENSES ALLOWED..... 27  
**BAA BOYS' BASKETBALL COMMITTEE..... 27**  
**HELPFUL WEB LINKS..... 28**  
**SCHOOL ADDRESSES..... 28**  
**PARK & SCHOOL MAP..... 29**

**BAA MISSION STATEMENT**

The Bloomington Athletic Association was organized in 1953 by Arnie Johnson after once again cutting youth from a baseball team. He resolved to find a way that would give ALL kids the opportunity to participate in organized sports.

In 1954, Arnie presented a plan for the formation of an athletic program based on the tenet that if youth boys wanted to play a sport, he should play, without regard to ability and at an affordable cost. In the early 1960s, through the efforts of Betty Lokken, girls' sports were added. The outcome of these efforts was the formation of the Bloomington Athletic Association (BAA).

BAA is an all-volunteer sports organization. Over the past 44 years, BAA has grown to provide opportunities for over 5,800 participants annually in 12 different sports programs. The program is exclusively run by volunteers and operates with a \$375,000 budget. It has been reported that BAA is the largest volunteer youth sports organization in the Country.

Through the years, **BAA's philosophy has remained the same for over 4 decades: offer youth organized sports programs to participate in without tryouts, without regard to ability and at a cost affordable to all.** If the fees are an issue, BAA offers scholarships, based on ability to pay, to provide equal opportunity to play for all youth. Parents, guardians, relatives and friends are strongly encouraged to volunteer to help their son's team as a Coach, Assistant Coach, Timekeeper, Scorekeeper, or in some other way assist the Coach and Team.

The Boys' Basketball Directors are dedicated to continuing this philosophy, and providing the boys with a positive BAA experience. Your suggestions, comments and ideas are important to the on-going improvement of the basketball program.

**CODE OF CONDUCT**

**TEAM CONDUCT**

Coaches shall be totally responsible for the conduct of their bench and on-court Players at all times.

Coaches can be very positive role models for their Players. This opportunity should be taken with great enthusiasm. If a Coach uses inappropriate words or actions, Players will act accordingly. If a Coach treats the Referees, and other Teams with respect, the Players will usually do likewise.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

The boys report that it is upsetting to them when either team's adults (coaches, assistant coaches and fans) get angry about the game. They are there to PLAY and have fun. We ask you to create a fun, safe environment for them!

Riding, derisive remarks or abuse of Referees, officials, other Players will not be tolerated, and will be dealt with harshly by Referees and/or directors. It is tempting to "guide" the referees by commenting from the bench. Don't. Go talk with them - quietly - about your concerns during a time out.

## **RESPECT**

It is critical for everyone involved with the program to respect others, school facilities and equipment. Intentional verbal or physical damage is not acceptable.

- The riding, derisive remarks or abuse of Referees or other BAA officials by Players, Coaches or fans will not be tolerated and will be dealt with harshly by Referees and/or directors.
- Depending on the specific behavior or actions, a warning may be given. However, the consequences may include immediate ejection from the game and/or gym.

## **PROFANITY**

- Profanity or racial or ethnic slurs will not be allowed at any time.
- Players, Coaches, or fans using profane language shall be assessed a technical foul, with no warning, by the Referee. Any further offense shall be cause for immediate expulsion from the game or gym.
- The Basketball Committee shall deal with Referees using profanity.

## **FIGHTING**

- First offense - immediate removal from the game, plus a one-game suspension to be imposed the next game.
- Second offense in same season - immediate removal from the game, suspension for the remainder of the season, and review by the Basketball Committee.

## **SHOUTING AT SHOOTER**

A technical foul will be called when the Coach, team, or fans shout or otherwise attempt to disrupt when an offensive Player is about to shoot. Coaches and parents should advise visitors of this rule.

## **BLOW-OUT GAMES**

The BAA attempts to create teams that are reasonably equal in talent and height. However, on occasion, two teams will meet to compete and one team is clearly superior.

This may be a season-long situation, or one team may just be having a very good game. In either case, unnecessarily running up a lopsided score is not in the best interest of anyone. The confidence of the losing team is greatly eroded; the momentary elevation in confidence of the winning team is basically undeserved.

The parents of the losing team become disenchanted with BAA; the Coaching staff wonders why they can't extract a higher level of performance from their team. The

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

parents of the winning team usually are divided into two groups: those that want to win at all costs, and those that feel quite uneasy at the lopsided game.

Whenever a game becomes a blowout, with a 20-point spread, the Coach whose team has a higher score should adjust their offensive strategy. Some options are to ensure that the ball is passed around 3-5 times prior to a shot, no fast breaks, have players that normally do not shoot much to do so, and rotate the point guards. Players on both teams get to develop more - which benefits all.

The National Federation of State High School Associations has enacted the basic rules under which the BAA operates. Below is their perspective on running up the score.

***SPORTSMANSHIP STATEMENT:***

"The National High School Records Committee is pleased to recognize outstanding achievements by teams and individuals. Although it is impossible to determine intent when marks are established, the committee strongly encourages recognition of performances in the true spirit of interscholastic competition. Running up scores or embarrassing an opponent for the primary purpose of inclusion in the Record Book is not consistent with the ideals of good sportsmanship."

**Casts on arms**

A brace, guard or cast made of leather, plaster, pliable (soft) plastic, metal or any hard surface- even though covered with a cloth or padding- may NOT be worn on the finger, hand, wrist or elbow. If properly padded, hard substances may be worn on the upper arm or shoulder. Exposed hinges must be covered on knee and ankle braces.

**REGISTRATION & ELIGIBILITY**

**PLAYER REGISTRATION**

- A. Any boy who is a member in good standing with BAA is eligible to participate.
- B. Each boy must complete a BAA Basketball registration form, be measured for height, attend all mandatory meetings and clinics, and pay the current sports fee.
- C. BAA will adhere to the Minnesota State High School League rules regarding players that participate with a varsity, traveling, or other basketball programs. These usually only affects players in grades 10 and above. It is up to the parent or guardian to determine the appropriate balance between sports, school and other activities to ensure a healthy and well-rounded child. *(This section updated on 1/7/07, but will apply for the entire season.)*
- D. The use of an ineligible Player will lead to automatic forfeiture of all games in which the ineligible Player participated, regardless if a protest was made or not.
- E. If both teams used ineligible Players in a scheduled game, both teams will be charged with a loss and the game will not be replayed.
  - Any Player using an assumed name, giving an incorrect age/grade, or playing with a team other than the one with his registration, will be suspended for the season.
  - A Coach who knowingly uses ineligible Players will be barred from Coaching B.A.A. Basketball. This action will be forwarded to the B.A.A. Executive Board.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

## **SCHOLARSHIPS**

Full and partial scholarships are available (based on the ability to pay, not the willingness to pay) and should be coordinated through an appropriate social services agency whenever possible. The agency should then contact the City Director prior to Player registration. Scholarships are available only to Bloomington residents.

Other situations are reviewed on a case-by-case basis, and will be handled discreetly, so please contact the City Director prior to the registration session. Registration sessions are usually quite busy and hectic! As part of the process the family will be required to volunteer to help with scorekeeping, timekeeping or other positions available during the season.

## **SPORT FEE REFUND POLICY**

The sport fee for BAA Boys' Basketball reflects only a small portion of the actual cost of volunteer time, gym space rental, uniforms, referees, awards, etc. A great deal of work occurs prior to a player's first practice, and as such, refunds are available only in cases as identified below.

Refunds of the Sport Fee are available only under the following conditions:

- Player makes a school team, or
- Player moves out of the area, or
- Player has a medical condition preventing him from playing,
- And the request is made prior to team creation.

Submit a request in writing to the City Director, stating which above reason is applicable, and include your return address and phone number. If approved, the BAA Treasurer will issue the refund check, minus a \$40 administration fee, at the end of the season.

Requests for car-pooling or other team-assignment related issues are not guaranteed, and therefore are not valid reasons for a refund. Coaches should not be expected to provide transportation for any player.

## **COACHES**

The success of BAA is based on the people who volunteer, and coaches are an essential part of this program. Without sufficient coaches, the number of teams will drop, and the number of players per team rises. In that the maximum number of players should be 8 - 9, a lack of coaches could result in some players being left out. Players who register late will be the first to be eliminated.

### **Coaches' Meeting**

Several weeks before the start of the season, the Coaches' Meeting will provide you with the names of your players, rulebooks, schedules, and picture night information. Please contact your players immediately - they are very anxious to know who their teammates are, and when their first practice is! If you cannot contact a player, please contact your grade-level director for assistance.

### **Coaches' Clinic**

First-time BAA coaches must attend and returning coaches are strongly encouraged to attend our annual Coaches' Clinic to better understand how to positively and appropriately articulate how to develop and cultivate basketball skills in kids. It is a fun experience, and you will learn something!

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

**Team Equipment**

Each grade-level will be assigned a date and time to retrieve their team's equipment. Each team will receive a bag with 4 or 5 basketballs, a first aid kit and ice packs; these will be returned after the season. You will also receive your team's jerseys, so be on time for a good color selection! Updated BAA information may also be included. For questions on equipment, please contact the Equipment Director, at the number found in the Basketball Committee roster in this book.

**Behavior on the Bench**

Head Coach is the only person on the bench permitted to stand, and must remain in the coaching box (or bench area). The head coach may rise in certain situations (calling time-outs, conferring with table personnel for a correctable error, dealing with disqualifications). All other bench personnel must remain seated, except when a player is reporting to the scorer's table, during time-outs and intermissions, and to spontaneously react to a play.

Assistant Coach is to remain seated except during time-outs, intermissions, to attend to an injured player, and to spontaneously react to a play.

If Head Coach receives a technical, he/she must remain seated for the rest of the game. The rules for the Assistant Coach do NOT change, i.e. the Assistant Coach may NOT assume the Head Coach's permission to stand during the game.

**APPLICABLE GUIDELINES & RULES**

Unless otherwise noted in this document, High School rules apply at all grade division levels.

**Team Jerseys**

All Players will be issued a BAA approved jersey. There shall be no alterations of the jersey, issued to the player, including but not limited to cutting, tearing, ripping or removing any part of said jersey. The only alteration permitted will be the addition of the player's name on the back of the jersey. Any player who shows up to play with an altered jersey will not be allowed to participate in any game until they are wearing a jersey that complies with this rule. The referees will inform the player and coach of any determined violation of this rule and the player will be removed from the lineup for that game or until able to comply with the rule. If a player violates this rule and needs a new jersey to be able to participate, the player may contact the Director, and if a replacement is available then he may purchase a new jersey to comply with this rule.

**WEATHER-RELATED GAME CANCELLATIONS**

BAA contracts with the Bloomington Public Schools (BPS) for basketball court time. If BPS closes the schools due to weather or other circumstances, all affected basketball games will be canceled, and rescheduled as soon as practical. BAA does not make the decision to cancel the games; therefore the Grade Level or City Directors will not know that games will be canceled until the BPS makes their announcement. However, please use common sense; the safety of our kids is the ultimate goal.

School closing announcements may be monitored on a variety of local radio and television stations, or the BAA web site:

<http://www.baaonline.org/weather.htm>



**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

## **BASKETBALL COURT & BALL SIZE**

All BAA basketball games are played with a ten (10) foot basket. Every attempt is made to match the court size with the assigned team division level

Each grade level uses a size-appropriate basketball. The 2<sup>nd</sup> through 6<sup>th</sup> grade divisions will use an intermediate size ball; 7<sup>th</sup>/8<sup>th</sup> grade, Bantams and High Schools players will use a full-size ball.

## **BAA USE OF SCHOOL GYMS**

BAA contracts with the Bloomington Public Schools for the use of school gyms. However, this privilege can be rescinded by irresponsible acts by Coaches, Players, fans and others. Any damages caused during our games will be charged to BAA.

### **Hall Monitors**

Due to past problems, each Team is required to provide a Hall Monitor to monitor the doors of the gym. Hall Monitors are not to allow unaccompanied children to leave the gym. Hall monitors are not responsible for taking siblings to the restroom. Games shall not start until Hall Monitors are in position. The referee shall ensure compliance prior to the first jump ball, and at the beginning of the second half. This does not apply to the Activity Centers.

### **Basic BPS School and Gym Use Rules:**

For safety's sake:

- Other than water bottles, no food, snacks or liquids - *and* reduces trash.
- No running in the hallways. Everyone must stay in the immediate area of the gym.
- No playing on stages that may be in the gym.
- No unaccompanied children in the hallways; please help to protect them.

To help maintain the facility's cleanliness and order:

- No smoking, use of alcohol or controlled substances.
- No ball playing (passing or dribbling) in the hallways.
- If you take out chairs from the school storage area, return them.
- Remove all of your trash when you leave.
- Any help that you offer or provide to the custodian will be appreciated.

The School Custodians are the ultimate enforcer of these rules, so please respect them, and obey the rules. They can and have stopped games in progress due to infractions. This results in a double forfeit that will not be made up.

## **PRACTICE TIME REQUESTS**

If a Coach wants additional practice time, please call the league's Director, and provide your Team name, grade level, and desired date and time. Open gym time will be provided on an as-available basis, and will be distributed as evenly as possible. If you receive court time and cannot use it, you must notify the gym reservation contact as soon as possible. BAA pays for these reserved gym times whether the courts are used or not.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

## **RESTRICTED TEAM AREAS**

From the start of the game, to its conclusion, only the coaches and players from a team can be in the players' bench area. Parents, fans and other spectators are restricted from visiting this area.

## **TIMEKEEPER**

### **Game Clock**

The visiting team shall provide the Timekeeper. The Timekeeper must be a responsible person, closely watching the Referee to determine when to start or stop the game clock. The game (or the Skills Development Drills for 3<sup>rd</sup> or 4<sup>th</sup> Grades) should begin at the scheduled time.

The gym clock shall be used as the official time to determine the game start time.

Prior to the start of the game, the clock and air horn (if available) should be checked, with problems reported to the Referee(s) and Coaches. The BAA Basketball Equipment Manager should be contacted following the game.

The Timekeeper should allow one (1) minute between quarters and three (3) minutes at half time. This is important to keep the game moving and not to delay the start of the next game.

### **Starting the Clock:**

- Jump ball: when the ball is legally touched by a Player
- Pass-in: when the ball is touched by a Player on the court
- Free throw: when the ball touches a Player after a missed free throw, and the ball is to remain in play
- In cases where the signal is not given, clock should be restarted unless the Referee signals otherwise

### **Stopping the Clock:**

- Period end: when time expires for a period, half or the game, stop the clock and sound the air horn
- Referee signals:
  - A foul (for stop time only)
  - A tie-up (held ball, with two opposing Players having possession) (for stop time only)
  - To repair or adjust equipment (both stop & running time)
  - Time outs, injured Player, shoe-ties and questions on rules and procedures (both stop & running time)
  - Ball going out of bounds (for stop time only)
- 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> grade levels only:
  - Stop the clock only on shooting fouls (closely watch the Referee for a signal)
  - During the playoff and championship series, use 'stop time' as defined for the other grade levels.
- Stop Time during the last 5 minutes of the game for 6<sup>th</sup> - 12<sup>th</sup> Grade:  
When the score is more than 20 points apart, continue with running time. When the score is 20 or fewer points apart, use stop time. As the score changes during the last 5 minutes of the game, so will the time keeping.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

### **Possession Arrow**

The Timekeeper is also responsible for the "possession arrow" that will aid the Referee in determining which team should have the ball on the next possession change. In many cases, the Referees will track possession.

The possession arrow will change on a jump ball, tie-ups and the start of the second half. Except for the start of the second half, the team controlling the ball at the end of a period shall retain possession to start the next period.

### **SCOREKEEPER**

The home team shall supply the official Scorekeeper. The Scorekeeper should be a responsible person, closely watching the game to ensure that all scores are marked as to the Player and time period on the official (printed) scoresheet. In addition, the Scorekeeper should maintain the 'Running Score' chart on the official Score Sheet.

### **Before the game**

- Obtain Player rosters from both Coaches, with names, jersey numbers and colors ten (10) minutes before the start of the game.
- Have Coaches, the Referee and the Hall Monitors sign the Score Sheet.
- Review with the Referee any questions, such as direction of possession arrow, whether running time or stop time is being used, etc.

### **During the game**

- On the official Score Sheet, record (with 'hash-marks' or 'tick-marks') field goals (2 or 3 points each) and free-throws (1 point each) made by each Player in the appropriate quarter. If desired, each Player's total score by quarter may be noted by circling the total number in that period. Maintain the 'running score' summary chart and maintain the 'flip chart' scoring device or the electronic scoreboard.
- On the official Score Sheet, record personal & technical fouls on each Player (Referee will indicate this), team personal fouls per half, and time-outs per half (two). A team will shoot one-and-one on the seventh (7<sup>th</sup>) team foul, so closely monitor this and report this to the Referee when the 7<sup>th</sup> team foul is reached.
- Assist the Timekeeper with the possession arrow as needed.
- Ensure that all Players participating in the game check in with the Scorekeeper. As a Player checks in, a dot should be placed in the left side of the small line under the appropriate period's scoring block. If that Player finishes the period, draw a line from the dot to the right side of that quarter's scoring block to indicate that no substitutions were made for that Player. If a Player leaves prior to the end of the quarter, draw a line from the dot to the approximate time of departure. The Player substituting for the departing Player should have a dot placed at the same relative location under their scoring block. If the new Player finishes the period, draw a line from the dot to the right side of that quarter's scoring block to indicate that no substitutions were made for that Player.
- Player Rotation: The Scorekeeper must record the entry of each Player into the game, and total the number of half-quarters they play. Please refer to the Player Rotation section of this document for details. If players are not getting equal playing time, the scorekeeper is to bring this to the attention of the coaches during the game while it can still be corrected. When we keep it fair, we keep it fun.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

- Players who are the point guards in 2<sup>nd</sup> and 4<sup>th</sup> grade levels should identify themselves as such to the Scorekeeper. This is to ensure that the teams use a different point guard each quarter.

**Quarter End:**

- Verify the 'running score' summary with the total of the individual Players' scores, and verify these scores against the 'flip chart' or electronic scoreboard. The Score Sheet is the official record. If any issue arises, notify the Referee immediately or at the next dead ball.

**Game End:**

- Total each Player's total score and enter in the "Total Points" column on the Score Sheet. This total should match the 'Running Score' summary.
- Verify scores as above, and provide the signed Score Sheet to the Referee or winning Coach if no Referee is available.
- Clean the Scorekeeper's table for use by the next set of teams.

**OFFICIAL SCORE**

At the end of each period the Referees shall check the scoreboard against the running score (official score) on the printed scoresheet to ensure they are the same.

**REPORTING OF SCORES**

The winning Coach should report the score to the league Scorekeeper within 24 hours following the game. This will help to update the BAA web site standings. In the event of a tie, Coaches from both teams should call (to be sure score is reported).

Score reporting:

- E-mail the League Scorekeeper: taximom104@gmail.com

The official score sheet should also be scanned and e-mailed to the League Scorekeeper if possible.

You should provide the following information to the League Scorekeeper:

> Grade level  
> Team names (winning and losing)  
> Date of game  
> Actual score  
2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> Grade Sample Points Won: 25-25; 34-16; 26-24 etc.(always total 50)

Other grade level sample Game Scores: 49-34, 22-14, etc.

**ANY SCORES NOT REPORTED WITHIN ONE WEEK FROM THE DATE THE GAME IS PLAYED WILL RESULT IN A LOSS FOR BOTH TEAMS.**

**LEAGUE STANDINGS**

League standings will be used to determine the seeding for the end-of-the-year tournament.

Ties in the standings will be resolved by the results of that season's head-to-head competition. If a tie continues, a coin flip by the City Director will be used to determine the seeding.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

The top team at the end of the regular season in each grade-level will be announced in the Sun Current.

## **PLAYOFFS & CHAMPIONSHIP SERIES**

At the conclusion of the regular season, we will conduct playoff games that allow a winning team to advance to the finals of the grade-level Championship. A team is not eliminated until its second loss during the playoffs.

The top 2 or 4 places (depending on grade level and number of teams in the division) in each grade-level Championship series will receive a trophy, and their pictures may be published in the Sun Current newspaper. All other participants in grades 3 through 8 will receive a medal.

## **LIGHTNING COMPETITION & 3-POINT CONTEST**

During the time between each division's Championship and Consolation games, we conduct special competitions: Lightning or 3-Point.

The Lightning Competition provides the players with a fast-paced series of shots and rebounds that can be used during practice sessions to re-enforce the player's skills.

Lightning is played in the following manner. The entire team lines up at the free throw line. The first two boys have balls. The first kid shoots the ball; the second kid can shoot immediately following the first kid's shot. If he makes it, he gets the rebound and passes it to the next player in line without a ball. If he misses the shot he must get the rebound and put it in before the next player in line makes a shot of lay in. Any time a shooter (player 2) following a shooter (player 1) makes a shot before that shooter (player 1), that shooter (player 1) is out of the game. This sequence continues until there is only one player left. Teams should play lightning at the end of each of their practice sessions to get players used to the event. The team's championship round representative is selected based on whatever criteria the team desires (vote, competition results, etc.).

For 2<sup>nd</sup> through 6<sup>th</sup> grade, coaches should have the Lightning contest. Each team would select one representative to the lightning championship to be held at half-time of the grade level championship games. The team member should be selected one week prior to the Championship game, and turned into the grade level Director by that time.

For 7<sup>th</sup> grade, 8<sup>th</sup> grade, Bantams & High School coaches should have a lightning contest or a 3-point shooting contest. Each division can determine what format is desired. It should not take more than 15 minutes to determine a grade level champion (Between the grade level championship and the 3<sup>rd</sup>/4<sup>th</sup> place games).

## **PLAYER ROTATION SCHEDULE**

Equal playing time is critical to the development of skills in each Player, so we have strengthened the substitution rules, allowing for half-quarter Player substitutions. The Referee will stop the game at each half-quarter mark to allow for substitutions. The sequence of a player's half-quarters does not matter, only the total number of half-quarters.

**BEFORE A GAME STARTS, EACH COACH MUST DEMONSTRATE TO THE REFEREES THAT THE COACH HAS A WRITTEN ROTATION SCHEDULE. NO GAME SHALL START UNTIL BOTH**

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

**TEAMS HAVE SHOWN THE WRITTEN ROTATION SCHEDULE TO THE REFEREES. IF A COACH DOES NOT HAVE A WRITTEN ROTATION SCHEDULE BY THE SCHEDULED STARTING TIME, THEY SHALL PROVIDED A PERIOD OF NO MORE THAN TEN MINUTES TO COMPLETE THE ROTATION SCHEDULE. IF THE COACH FAILS TO COMPLETE THE ROTATION SCHEDULE WITHIN THE TEN PERIOD THE GAME WILL BE FORFEITED.**

The ultimate goal is to have each Player have equal court time. This will depend upon the number of Players on the roster. For grade levels using a 6-minute quarter, the same concept of the number of half-quarters would apply; only the total playing time would change.

Care must be taken at the end of the third quarter to make sure each boy has, or will play the required amount of time. Substitutions are allowed as described below. The Scorekeeper, Timekeeper and/or the Referee may advise the Coach of a potential conflict, however, Coaches are responsible to achieve equal playing time for all Players.

9 Player Roster: each player must play either 4 or 5 half-quarters.

8 Player Roster: each player must play 5 half-quarters.

7 Player Roster: each player must play 5 or 6 half-quarters.

6 Player Roster: each player must play 6 or 7 half-quarters.

Coaches are responsible for making sure equal playing time occurs throughout the season for teams with 6, 7, or 9 players. For example, on a 9-player team, the boys who played only 4 quarters will play 5 quarters in the next game.

The Coaches shall ensure approximately equal playing time for all Players. At the end of the 3<sup>rd</sup> quarter the Timekeeper, Referee and/or Coach should check to ensure that equal playing time will be achieved. Final responsibility is with the Coach. There are violation penalties for not complying with player rotation (equal playing time) rules.

## **PLAYER ROTATION VIOLATION PENALTY**

Failure to abide by BAA Rotation Rules will result in a technical foul, the opposing team will be allowed two free throws and given possession of the ball.

Subsequent violations in the same game will cause a game forfeiture.

## **SUBSTITUTIONS**

The Referees are to stop play at approximately the half-quarter mark to allow for Player substitutions. Neither team is charged with a time-out.

All players shall check-in at the scorer's table before going to the court, allowing the Scorekeeper the opportunity to correctly document (on the Scoresheet) the start of their playing time.

When a player is assessed with his 5<sup>th</sup> personal foul, the referee or timekeeper should stop the clock to allow for a substitution. No time-out is charged to the team. The new substitution must still adhere with Player Rotation Rules.

When a player is injured, the referee or timekeeper should stop the clock to allow for a substitution. No time-out is charged to the team. The new substitution must still adhere with Player Rotation Rules.

Other substitutions based on medical need or other emergency situation may be made when the ball is out of play: time-out, jump ball, free throw and dead ball

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

as signaled by the Referee. A time-out will be charged against the team requesting the substitution. The substitution must still adhere with Player Rotation Rules.

## **PLAYOFF ELIGIBILITY**

To be eligible for the playoff games, a Player must play in a minimum of 75% of the regular season games. Requests for exception to this should be made in writing to the City Director.

## **DELAY OF THE START OF THE GAME**

Game must be forfeited if team or teams do not have 5 (five) or more Players ready to play within 10 (ten) minutes after the published game start time.

Coaches usually request that Players arrive at the gym at least 15 minutes prior to game time for warm-ups and practice. If your son cannot participate in a game, or will be late, it is your responsibility - to the Coach, to your son and to his team - to contact the Coach to allow for a roster change.

The gym clock shall be used as the official time to determine the game start time.

If the prior game causes a subsequent game to be delayed from its original start-time, the referee will allow the new teams a five-minute warm-up time prior to initiating the delayed game.

## **JUMP BALL RULE**

- After the initial jump ball to start the game (overtime and sudden death as permitted), the teams shall alternate possession at mid-court, including the start of each successive quarter or half.
- The Scorekeeper's table is to monitor this and maintain the possession arrow.

## **TIME OUTS**

Each team shall have (2) two timeouts per half, and (1) one timeout for overtime. Timeouts not used are not to be carried over from the first half.

## **PLAYER INJURY**

In case of injury, the game is to be stopped immediately. If the boy is unable to continue, an eligible Player on the bench may replace him. The Player rotation schedule should be used when selecting the replacement Player.

## **THREE-POINT SHOTS**

This applies only to the 7<sup>th</sup> grade level and up. Three points will be awarded when a Player makes a shot from beyond the 19-foot 9-inch circle. If a court does not have the 3-point marking line, no 3-point shots can be scored. Coaches should ensure that players use the 3-point shot appropriately, and not as a means to avoid driving to the basket.

## **OVERTIME**

In case of a tie game, the teams will play one three-minute period to determine the winner, using Stop Time. If still tied, the teams will play a sudden death format, with the first team to score the winner.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

Player rotation restrictions are removed during this time. However, Players that have fouled out may not participate in the overtime sessions.

A jump ball will start the overtime period, and the sudden death period.

3<sup>rd</sup> and 4<sup>th</sup> grade games do not have overtime periods except during the play-offs.

## **ONE-ON-ONE ISOLATION OFFENSE**

- A team that moves four men to one side of the court and deliberately plays 'one-on-one' offense shall not be allowed. The Referee shall warn the Coach of the offending team to cease this type of play.
- If the team continues to play this offense, the Referee will call a technical foul on the coach. The 'one-on-one' offense will not be tolerated.

## **FOUL SHOTS**

On foul shots, Players may enter the lane after the ball has hit the rim for Grades 2 thru 8. In Bantams and High School, players lined up along the free throw lane may enter upon release of the shot.

When Team A is shooting 2 free throws, and the second shot is missed, but Team B enters the lane too soon, Team A will receive another shot. If the second shot is made, and Team B enters the lane too soon, no foul is charged.

### **3<sup>rd</sup> and 4<sup>th</sup> Grade Division**

The 3<sup>rd</sup> grade division will shoot foul shots from four feet closer, and the 4<sup>th</sup> grade division will shoot from three feet closer. The shooter cannot cross the line until after the ball has hit the rim.

## **FOULING OUT**

For Grades 3-6<sup>th</sup>: When a Player receives his fifth personal foul, he must leave the game with the following exceptions:

- If the team has only five eligible Players left and a Player should receive a sixth personal foul, the Scorekeeper shall notify the Referee and both Coaches. The Referee shall then assess a technical foul in addition to a personal foul. The personal foul shall be shot first (if needed), and then the technical shot shall be taken. The ball shall then be given to the offended team out of bounds at mid-court.
- The Player committing the sixth foul shall then be allowed to remain in the game. All subsequent fouls of this nature shall receive the same penalty.

For Grades 7-12<sup>th</sup> - When a player receives his fifth personal foul, he must leave the game. If there are not enough players to replace the one fouled out, the team must play short-handed.

## **COMMON FOULS**

On the seventh (7<sup>th</sup>) common team foul per half, the fouled Player receives a one (1)-and-one (1) free throw, meaning if the Player make the first shot, he can take the second shot.

On the tenth (10<sup>th</sup>) common team foul per half, the fouled Player receives two free throws, regardless if he misses the first.



**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

## **TECHNICAL FOULS**

- All technical fouls are two (2) shots except 2<sup>nd</sup> and 4<sup>th</sup> grade where a technical foul will result in awarding one point.
- The offended team shall then receive the ball out of bounds at mid-court.
- When a technical foul is called on any floor or bench player, coach, assistant coach, scorekeeper, timekeeper or fan associated with a team, the head coach must remain seated for the rest of the game. The rules for the Assistant Coach do NOT change, i.e. the Assistant Coach may NOT assume the Head Coach's permission to stand during the game.

## **Additional Foul Descriptions**

The following descriptions are paraphrased from the wonderful book, "Coaching Youth Basketball: A Baffled Parents Guide", by David G. Faucher and published by McGraw-Hill Trade. Please don't assume that your son knows all of the terms used in basketball.

**Personal Fouls** - Illegal contact such as slapping, holding, pushing or hitting another Player.

**Charging** - offensive foul where illegal contact is made by pushing or moving into an opponent's body (usually by the ball handler when he is driving to the basket).

**Blocking Foul** - defensive foul where illegal contact is made by blocking or impeding the progress of an opponent (usually by the defender when the ball handler driving to the basket).

**Reaching In** - a defender tries to steal the ball, but make contact with the ball handler.

**Over the Back** - a Player jumps over the back of an opponent on a rebound.

**Illegal Pick** - a Player sets a pick or screen, but moves either his feet or throws an elbow that makes contact with the opposition.

**Flagrant Foul** - violent contact with an opponent.

**Intentional Foul** - illegal contact when the Player is not directly going for the ball.

**Technical Foul** - a violation by a Player, Coach or spectator (usually vulgarity, profanity or obscene gestures).

**Held Ball** - when the possession of the ball cannot be determined or obtained without undue roughness. Usually, the Team on defense will be given possession; the possession arrow on the Scorekeeper's table may determine this.

**3-second Rule** - an offensive Player cannot remain in the lane, key or paint for more than 3 seconds; a violation will result in the ball changing to the defense.

**Carrying or palming** - when the ball handler dribbles the ball so it momentarily rests in the palm of his hand.

**Double Dribble** - if a Player stops dribbling, he cannot begin to dribble again, or if a both hands touch the ball simultaneously; a violation will result in the ball changing to the defense.

**Traveling** - once a Player stops dribbling, he can only move one foot; the other foot, the pivot foot, can allow the Player to rotate around as long as the pivot foot remains on the floor. The pivot foot can be lifted if the Player is attempting a pass or a shot, but it cannot return to the floor. A Player can use a two-foot stop after catching a pass or dribbling, where both feet hit the floor at the same time; the first foot moved is legal, and the other foot becomes the pivot foot. Otherwise, the first foot that touches the floor becomes the pivot foot.

**Backcourt Violations** - once the offense brings the ball across the midcourt line, it cannot go back (or a portion of the ball) across the line; a violation will result in the ball changing to the defense. In younger age groups, this is not a violation.

**Foul Shots** - the number of foul shots permitted depends upon the situation:

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

If an offensive Player is fouled while shooting, he will awarded 1) one free throw if the basket is made, 2) two free throws if the basket is missed, 3) three free throws if the shot was behind the 3-point line and the basket is missed. If the offensive Player was not attempting a shot, the ball is given back to the offense on either the sideline or end line. However, if the defensive team has more than 7 total team fouls, the fouled Player gets a 'one and one', which means that if his first free throw is made, he is given another free throw.

### **REFEREE DECISIONS**

- A. The Referee will be the decision maker on all questions and disputes arising during the course of the game.
  - Any decision involving the Referee's judgment cannot be questioned.
  - Any decision involving the Referee's interpretation of a basketball rule may be questioned for clarification.
- B. Referee respect:
  - The riding, derisive remarks or abuse of Referees or other BAA officials by Players, Coaches or fans will not be tolerated and will be dealt with harshly by Referees and/or BAA directors.
  - Depending on the specific behavior or actions, a warning may or may not be given. However, the consequences may include immediate ejection from the game or gym.
- C. Discussing your concerns with referees.
  - If coaches are concerned about how a ref is calling a game (i.e. seems to be over-focusing on one team or certain kids or game seems to be getting out of control & therefore unsafe), coaches can call a time out and go talk quietly to the refs. Respectfully express concerns and stay open-minded about the refs' perspective. Even if there is no agreement, respectful communication improves overall relationships and keeps it fun for the boys.

For questions concerning game management by a Referee, rules' interpretation, or other Referee-oriented issue, please contact Rick Zilka [drzand3@netscape.net](mailto:drzand3@netscape.net), our Head Referee.

### **COMBINATION OF GRADE LEVELS**

**If any grades are combined, the rules for the higher grade level shall be used and in effect at all times during the season.**

### **2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> GRADE SPECIFIC RULES**

Minnesota High School rules prevail at all grade levels, except as follows:

#### **PERIODS**

Four (4) six (6) minute periods. The clock should only be stopped when:

1. A shooting foul has been called
2. A time-out is called
3. Any whistle is blown in the last minute of each quarter

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

## **REFEREES**

BAA will attempt to provide paid Referees, but on occasion, a parent or other appropriate volunteer may be needed. BAA does provide a Referee Clinic prior to the start of the season to help parents and others to understand the rules.

## **OFFENSE & DEFENSES NOTES**

### **Defense**

Man-to-man defense is required - zone defense is prohibited.

Zone traps are prohibited, one warning per half. One scored point, and possession if second infraction. Description - Flagrant, deliberate double-teaming of the ball by the defense (zone trap) is not allowed. However, incidental momentary double-teaming such as reaching for the ball as the man goes by, or by picking up a Player who has beaten his man, will be allowed by the Referee. The defensive man that has been beaten must attempt to cover the open man. Double-team shall not be called when the ball is loose and possession has not been established.

### **Advancing the Ball**

The offensive Player with the ball must be allowed to cross the mid-court line before the defensive Player may pick him up. If necessary, the Referee shall whistle for the defensive team to fall back of the mid-court line.

Half-court rule (ten seconds) will be enforced, but there will be no over-and-back violation. Once the offensive team has crossed the mid-court line, the line becomes invisible. The offensive team may return to the backcourt, and the defensive team may continue to guard them into the backcourt.

Defensive possession shall be allowed when a defensive Player shall intercept a pass, steal a ball, or get a rebound and have full possession of the ball.

### **Point Guard Rotation**

Teams must use a different point guard every quarter (4 different point guards per game). The point guard is defined as the Player who advances (passes or dribbles) the ball across half court after a dead ball, an opponent's made basket, or a live-ball change of possession (e.g. rebound, steal) that does not result in a fast-break situation. (Intent: Allow multiple Players to have primary ball-handling responsibilities. The intent is not to prohibit fast breaks. Any Player may advance the ball across half court during a fast break resulting from a live-ball change of possession (e.g. rebound, steal).) In an overtime period, a Player who has played point guard in a previous quarter may play point guard again in overtime.

### **Fouls**

Players will foul out after five (5) fouls.

Coach, Player, or spectator intimidation of game officials and violation of game rules will result in either a technical foul, ejection from the game or gym, or game forfeiture. The decision of game officials is final in all cases.

Technical fouls will result in awarding one point and ball out of bounds to the opposing team.

### **Free Throws**

Free throws will be taken on shooting fouls, and after the seventh and subsequent common foul of each half. The third grade will shoot from four feet closer, and

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

the fourth grade will shoot from three feet closer. The shooter cannot cross the line until after the ball has hit the rim.

**Overtime**

There will be no overtime period except during playoffs.

**PLAYER ROTATION**

Coaches shall assign playing time on an approximate equal and proportionate basis. Refer to the "Player Rotation Schedule" section for suggestions on Player rotation.

**2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> GRADE SKILLS DEVELOPMENT COMPETITION**

Skills Development competition will precede the actual game and will last approximately twenty minutes. It is imperative that all Players and Coaches are on time and prepared to participate at the published game time.

**PURPOSE**

The purpose of the Skills Development Program is to improve the individual skills of each Player, to ensure that all Coaches are stressing skills in practices, and to provide a competitive situation to improve skills. Team play is also emphasized, with each Player sharing equally in the competition.

**SKILLS EVENTS SCORING**

There are five distinct skills events. Three of the five skill events are competitive. Two points will be awarded to the team winning each skill event. In the event of a tie, each team will be awarded one point for that skill. Each team will be awarded one point for dribbling and defensive shuffle skills. A total of ten points will be awarded for the total skills competition. The two teams' scores added together will equal ten points.

Each Player must participate at least once in each Skills Development event.

In the event that a team does not have all of their Players, a Player can double-up in a Skills Development event, but in only one of the events.

Some teams prefer to silently count during the skills events, and not publicly announce their scores until the end.

**GAME SCORING**

Based on the actual point total at the end of each quarter, the winning team will be awarded eight points and the losing team two points. In the event of a tie, each team will be awarded five points. The score reverts to zero-zero at the beginning of each quarter. The Scorekeeper should ensure that the 'flip board' or the electronic scoreboard reflect a "0/0" at the beginning of each quarter.

The actual game points achieved are not part of your reported score.

The team earning the majority of the fifty points available each game will be awarded a "win" in the league standings. In the event of a twenty five - twenty five point split, each team will be awarded a "tie" in the league standings.

When you play a team, each team's total score (points awarded for skills events + points awarded for scoring during game portion), when added with the other

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

team's total score (points awarded for skills events + points awarded for scoring during game portion), will always equal fifty points. The final scores can be tied (25 -25), or final scores could be 40 - 10.

Home Team Score	Skills Event Points	Game Results' Points
Visiting Team Score	Skills Event Points	Game Results' Points
Sub-total	10	40
Total	50	

## **TOURNAMENT SCORING**

No skill drills are done during the tournament games. Scoring will be kept the same as 5<sup>th</sup> Grade.

## **REPORTING OF SCORES**

The winning Coach should report the score to the league Scorekeeper within 24 hours following the game. In the event of a tie, Coaches from both teams should call (to be sure score is reported).

League Scorekeeper: Sue Larson [taximom1004@msn.com](mailto:taximom1004@msn.com)

The official score sheet should also be scanned and e-mailed to the League Scorekeeper if possible.

You should provide the following information to the League Scorekeeper:

- > Grade level
- > Team name
- > Date of game
- > Actual score (25-25; 34-16; 26-24; etc.).

This confirms that the skills' events and the game are being scored correctly. When standings are computed, your team will receive a win (2 points), loss (0 points) or tie (1 point).

## **2<sup>nd</sup>/3<sup>rd</sup> GRADE TEAM SKILLS DEVELOPMENT COMPETITION**

### **1. DEFENSIVE SHUFFLE**

Players line up at one corner of the baseline in a single line. Players assume a good defensive position. On the signal from the Referee, Player shuffles across the baseline, up one side of the free-throw lane, across the free-throw line, and down the other side of the lane, and continues to shuffle across the baseline until he reaches the opposite corner. He must touch the corner with his foot, then retrace his steps, going back to the corner from which he started. When the first Player has completed his turn, the next Player in line goes.

There is no time limit for this event. Emphasis is placed on execution, not speed.

Adjustment for an uneven number of Players is not necessary in this skills event.

Each team will be awarded one point for this drill.

### **2. PASS AND CATCH**

Team members line up across from each other along their respective free throw lane, four or five per side at arms width apart. On the signal of the Referee,

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

the first Player passes across the lane to the first Player on the other side who passes across the lane to the second Player. Passes continue across the free-throw lane for one minute. A point is awarded for each pass that is caught.

There is a one-minute time limit for this event.

Adjustment for an uneven number of Players is not necessary in this skills event.

The team that completes the most passes is awarded two points. If tied, each team receives one point.

### **3. LAYUPS**

Team members line up to the right or left of the free-throw line. The first Player dribbles in and shoots a lay-up. One Coach may be in position to rebound. The Coach or the shooter shall rebound the shoot and pass the ball to the next Player. As the Players finish their turns, they should form a line on the other side of the free-throw line.

There is a three (3) minute time limit for this event.

Adjustment for an uneven number of Players is not necessary in this skills event.

The team that makes the most lay-ups is awarded two points. If tied, each team receives 1 point.

### **4. DRIBBLE RELAY**

Players line up along the free-throw line, facing the far end line. On the signal of the Referee, the first Player will dribble down to the far baseline with his strong hand and dribble back to starting point with his weak hand. The ball must be handed to the next Player in line. If a Player loses control of the ball, the Player must return to the point at which he lost control and continue from that point.

Adjustment for uneven team Player numbers is necessary in this skills event.

Each team will be awarded one point for this drill.

### **5. SHORT SHOTS**

Each Player will attempt two shots - one from each side of the free throw lane on the second hash mark. Time is not a concern, since the team that makes the greatest number of shots will be awarded two points. (If tied, each team receives one point.)

Adjustment for uneven team Player numbers is necessary in this skills event.

The team that makes the greater number of shots is awarded two points. If tied, each team receives one point.

## **4<sup>th</sup> GRADE TEAM SKILLS DEVELOPMENT COMPETITION**

### **1. PASSING**

Two Players will be passing the ball to each other while jogging from the baseline to half-court, and back.

**Bloomington Athletic Association**  
**Boys' Basketball Program Guidelines & Rules**

Begin with two lines of Players on the baseline, one on each side of the free throw lane. The first two Players in each line are going to jog down to half-court while passing the ball (four times) back and forth, stop and reverse their direction and jog back to the baseline while passing the ball (another four passes). A minimum of four (4) passes must be completed in each direction. The Players must run forward with no sliding, and stay outside of the lane area during both directions. The ball should never touch the floor; if it does, the Player pair must restart. The Players should switch lines after their turns, and the next two Players begin their turn.

Success is completing four passes in each direction, and the ball not touching the floor.

There is a two-minute time limit for this event.

Adjustment for an uneven number of Players is not necessary in this skills event.

The team that has the most pairs of Players successfully completing this skills event will be award two points. If case of a tie, both teams are awarded one point.

## **2. LAY-UPS**

All team members line up to the right or left of the free throw line. The first Player dribbles in and shoots a lay-up. The Coach rebounds the shot, handing the ball to the next Player in line. As the Players finish their turns, they should form a line on the other side of the free throw line, to await their next shot.

Each team will have three (3) minutes.

Adjustment for an uneven number of Players is not necessary in this Event.

The team that makes the most lay-ups is awarded two points.

## **3. FREE THROWS**

Each Player will attempt three (3) free throw shots, with no time limit. The 4th grade division will shoot from three feet closer than the official foul line.

Adjustment for an uneven number of Players is necessary in this skills event.

The team that makes the greater number of shots will be awarded two points.

## **4. DRIBBLE RELAY**

Players will line up on the left corner of the baseline, facing in towards the court. A Coach should stand on the far side of the free throw line, and another Coach should stand at the half-court line on the same side where the Players are lined up. On a signal from the Referee, the first Player will dribble, with his right hand, around the Coach on the free throw line and out towards the Coach at half-court. At this time the Player must switch to using his left hand to dribble around the Coach at half-court and then dribble across the half-court line to the opposite side of the court. The Player should use a jump stop at this point (landing on the balls of both feet simultaneously). The Player will then reverse pivot (turn the body backwards, turning the body 180 degrees). He will retrace his steps, using the right hand for the turn at half-court, and the left hand for the turn at the free throw line. The ball must be handed to the next Player in

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

line. If a Player loses control of the ball, the Player must return to the point at which he lost control and continue from that point.

Adjustment for an uneven number of Players is necessary in this skills event.

Each team will be awarded one point for this drill.

## **5. DEFENSIVE SHUFFLE**

Players line up on the baseline, with the first Player at the intersection of the free throw lane. The Player should assume a good defensive position. On signal from the Referee, the Player will shuffle forward, and continue to shuffle the pattern shown. The Player should always face the center court and must never cross his feet while maintaining his "sitting" position. Emphasis should be placed on the execution, not the speed in this skills event.

Adjustment for an uneven number of Players is not necessary in this event.

Each team will be awarded one point for this drill.

## **5<sup>th</sup> GRADE SPECIFIC RULES**

### **PERIODS**

Four (4) six (6) minute periods, using stop time.

### **DEFENSES ALLOWED**

If control of the ball is attained by the defense, the offensive team can attempt to regain control of the ball only until the ball has been passed once. Only at this point does the defensive team become the offensive team.

The offensive Player with the ball must be allowed to cross the mid-court line before the defense may pick him up. If necessary, the Referee shall whistle for the defensive team to fall back of the mid-court line.

No full court press is allowed except in the last thirty seconds of the game or the last thirty seconds of the overtime period and the scores no more than ten points apart. The sudden death period is also an exception.

Man-to-man defense is required, same as 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> grades. No zone defense, zone trap or zone press will be allowed.

A zone occurs when one or more Players are playing a specific area with no regard to the man that they are to be guarding. If an offensive man is kept out of the flow of play, the defense Player may play loosely off of this Player without being called for a zone defense. As long as the offensive Player remains in the flow of play, the defensive Player is expected to attempt to remain within arm's length of the offensive Player on the ball side of the court. If, in the opinion of the Referee, a zone is being played, he should stop the game; warn the offending Players and Coach not to repeat this. The offensive team then receives the ball at mid-court. The second time a zone defense is called (per game), a two-shot technical foul is awarded to the offended team and they receive the ball at mid-court.

Flagrant, deliberate double-teaming of the ball by the defensive (zone trap) is not allowed. However, incidental momentary double-teaming such as reaching for the ball as the man goes by, or by picking up a Player who has beaten his man,



**Bloomington Athletic Association**  
**Boys' Basketball Program Guidelines & Rules**

will be allowed by the Referee. The defensive man that has been beaten must attempt to cover the open man. Double-team shall not be called when the ball is loose and possession has not been established. The Referee shall call double teaming with the same penalty as is imposed for illegal zone. One warning and the second offense shall be a technical foul.

## **PLAYER ROTATION**

Refer to the "Player Rotation Schedule" section for details on Player rotation.

## **6th GRADE SPECIFIC RULES**

### **PERIODS**

Eight 5-minute periods, running time except for last 5 minutes of the 4th quarter which is stop time.

### **DEFENSES ALLOWED**

If control of the ball is attained by the defense, the offensive team can attempt to regain control of the ball only until the ball has been passed once. Only at this point does the defensive team become the offensive team.

The offensive Player with the ball must be allowed to cross the mid-court line before the defense may pick him up. If necessary, the Referee shall whistle for the defensive team to fall back of the mid-court line.

No full court press is allowed except in the last sixty seconds of the game or the last sixty seconds of the overtime period and the scores no more than ten points apart. The sudden death period is also an exception.

No zone defense, zone trap or zone press will be allowed.

A zone occurs when one or more Players are playing a specific area with no regard to the man that they are to be guarding. If an offensive man is kept out of the flow of play, the defense Player may play loosely off of this Player without being called for a zone defense. As long as the offensive Player remains in the flow of play, the defensive Player is expected to attempt to remain within arm's length of the offensive Player on the ball side of the court. If, in the opinion of the Referee, a zone is being played, he should stop the game, warn the offending Players and Coach not to repeat this. The offensive team then receives the ball at mid-court. The second time a zone defense is called (per game), a two-shot technical foul is awarded to the offended team and they receive the ball at mid-court.

However, double-teaming is allowed anywhere from the free throw line extended to the sidelines and below to the baseline. This provides for skills to transition from 5<sup>th</sup> grade rules to 7<sup>th</sup> grade rules. Once the ball goes above the free throw line there will be no double teaming. At that time each player should be only guarding their player and should be within four feet of their player until the ball advances below the free throw line.

Flagrant, deliberate double-teaming of the ball by the defense above the free throw line is not allowed. The Referee shall call double teaming above the free throw line extended with the same penalty as is imposed for illegal zone. One warning and the second offense shall be a technical foul.

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

**7th GRADE SPECIFIC RULES**

**PERIODS**

Eight (8) five (5) minute periods, running time except for last 5 minutes of the 4<sup>th</sup> quarter which is stop time.

**REFEREES**

If both paid Referees are fifteen minutes late for the game, the game will be rescheduled. One Referee may start the game alone, if the other Referee is known to be in-route.

**DEFENSES ALLOWED**

Once the defensive team gets a rebound, they must complete one pass before the other team (formerly on offense) has to fall back. Once the pass has been completed, the new defensive team cannot pick up the ball handler until the player and the ball have crossed the half court line.

Any half-court defense will be allowed (e.g., zone, trap, man-to-man).

Full court press of any type is only allowed the in last three minutes of the game except by a team which has a lead of 15 points or greater.

**8th GRADE SPECIFIC RULES**

**PERIODS**

Eight (8) five (5) minute periods, running time except for last 5 minutes of the 4<sup>th</sup> quarter which is stop time.

**REFEREES**

If both paid Referees are fifteen minutes late for the game, the game will be rescheduled. One Referee may start the game alone, if the other Referee is known to be in-route.

**DEFENSES ALLOWED**

Once the defensive team gets a rebound, they must complete one pass before the other team (formerly on offense) has to fall back. Once the pass has been completed, the new defensive team cannot pick up the ball handler until the player and the ball have crossed the half court line.

Any half-court defense will be allowed (e.g., zone, trap, man-to-man).

Full court press of any type is only allowed in the last three minutes of the game except by a team which has a lead of 15 points or greater.

**BANTAM / HIGH SCHOOL SPECIFIC RULES**

**PERIODS**

Eight (8) five (5) minute periods of running time, with the last 5 minutes of the 4<sup>th</sup> quarter being stop time. If a team is leading by 20 or more points, in the last 5 minutes of the 4<sup>th</sup> quarter there will be running time except for time outs. If the lead becomes less than 20 points in the last 5 minutes of the 4<sup>th</sup>

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

quarter it will revert back to stop time for that period of time when the lead is less than 20 points.

**REFEREES**

If both paid Referees (2) are fifteen minutes late for the game, the game will be rescheduled. One Referee may start the game alone if the other Referee is known to be in-route.

**DEFENSES ALLOWED**

Zone defense, full court press, zone press, and man-to-man press will be allowed at all times.

If a team is leading by 15 points or more, a full court press (of any type) is not allowed.

**BAA BOYS' BASKETBALL COMMITTEE**

The goal of the BAA Boys' Basketball Committee is to ensure a positive sports experience for all Players, Coaches, Officials and Fans. Please use the roster below discreetly to provide feedback, suggestions or to resolve issues.

Division	Name	Home Phone	Work Phone	Cell Phone	E-Mail
2 <sup>nd</sup> /3 <sup>rd</sup> Grade	Rick Zilka	831-8695			<a href="mailto:drzand3@netscape.net">drzand3@netscape.net</a>
4 <sup>th</sup> Grade	Rick Zilka	831-8695			<a href="mailto:drzand3@netscape.net">drzand3@netscape.net</a>
5 <sup>th</sup> Grade	Bonnie Berry			612-695-5468	<a href="mailto:Bonnie.Berry@gilbertmech.com">Bonnie.Berry@gilbertmech.com</a>
6 <sup>th</sup> Grade	Bonnie Berry			612-695-5468	<a href="mailto:Bonnie.Berry@gilbertmech.com">Bonnie.Berry@gilbertmech.com</a>
7 <sup>th</sup> Grade	Cheri Thurn			612-708-1088	<a href="mailto:thethurns@gmail.com">thethurns@gmail.com</a>
8 <sup>th</sup> Grade	Cheri Thurn			612-708-1088	<a href="mailto:thethurns@gmail.com">thethurns@gmail.com</a>
Bantams (9 <sup>th</sup> &10 <sup>th</sup> )	Pam Nieting	884-5450			<a href="mailto:nietboys@gmail.com">nietboys@gmail.com</a>
High School (11 <sup>th</sup> &12 <sup>th</sup> )	Nick Barten	835-2375	952-887-4567		<a href="mailto:Nick.barten@zieglercat.com">Nick.barten@zieglercat.com</a> <a href="mailto:Heybartens@netscape.net">Heybartens@netscape.net</a>
City Director	Rick Zilka	831-8695	612-371-1178		<a href="mailto:drzand3@netscape.net">drzand3@netscape.net</a>
Equipment Director	Floyd Getty		612-227-7726		<a href="mailto:gettyfloyd@hotmail.com">gettyfloyd@hotmail.com</a>
Referee Coordinator	Rick Zilka	831-8695			<a href="mailto:drzand3@netscape.net">drzand3@netscape.net</a>
Website Contact	Karen Aber	888-5890		952-649-1415	<a href="mailto:kaber1@comcast.net">kaber1@comcast.net</a>
Scorekeeper	Sue Larson				<a href="mailto:taximom104@gmail.com">taximom104@gmail.com</a>
Head Referee	Rick Zilka	831-8695			<a href="mailto:drzand3@netscape.net">drzand3@netscape.net</a>

**Bloomington Athletic Association  
Boys' Basketball Program Guidelines & Rules**

**HELPFUL WEB LINKS**

Coaching Links	<a href="http://www.baaonline.org/bball/coaching.htm">http://www.baaonline.org/bball/coaching.htm</a>
Umpire/Referee Links	<a href="http://www.nfhs.org/nfoa.htm">http://www.nfhs.org/nfoa.htm</a>
Impact Sports	<a href="http://www.atgrace.com/ministries/impactsports/index.htm">http://www.atgrace.com/ministries/impactsports/index.htm</a>
Minnesota Developmental Basketball	<a href="http://www.mdbball.com/">http://www.mdbball.com/</a>
NFSA Link	<a href="http://www.nfhsa.org/catalog/publications_cat01.htm#basketball">http://www.nfhsa.org/catalog/publications_cat01.htm#basketball</a>
Positive Coaching Alliance	<a href="http://www.positivecoach.org/index.html">http://www.positivecoach.org/index.html</a>
BAA Rule Book	<a href="http://www.baaonline.org/forms/html">http://www.baaonline.org/forms/html</a>
BAA Home Page	<a href="http://www.baaonline.org/">http://www.baaonline.org/</a>

**SCHOOL ADDRESSES**

School	Code	Address	Directions
Jefferson HS	JHS	4001 W 102 <sup>nd</sup> St	France & 102 <sup>nd</sup> St
Kennedy HS	KHS	9701 Nicollet Ave S	Nicollet & 98 <sup>th</sup> St
Indian Mounds	IM	9801 11 <sup>th</sup> Ave S	On Old Shakopee Rd (OSR), to 98 <sup>th</sup> St (2 <sup>nd</sup> right east of Portland) to school
Hillcrest	HC	9301 Thomas Rd	West on 93 <sup>rd</sup> St off Penn Ave to Thomas
Normandale Hills	NH	9501 Toledo Ave	2 blocks east of Normandale at 94 <sup>th</sup> St
Oak Grove Middle	OGM	1300 W 106 <sup>th</sup> St	Just west of I35 on 106 <sup>th</sup> St; On OSR turn south on Xerxes to 106 <sup>th</sup> , left to 106th
Oak Grove Elementary	OGE	1301 W 104 <sup>th</sup> St	Behind OGM
Olson Elementary	OLE	4501 W 102 <sup>nd</sup> St (closer to 102 <sup>nd</sup> )	On 102 <sup>nd</sup> St, between France and Normandale
Olson Middle	OLM	4551 W 102 <sup>nd</sup> St	On 102 <sup>nd</sup> St, between France and Normandale, south of OLE
Poplar Bridge	PB	8401 Palmer Ave S	On 84 <sup>th</sup> St, between France and Normandale
Ridgeview	RV	9400 Nesbitt Ave S	West of Normandale Blvd and 94 <sup>th</sup> St to Nesbitt Ave (use north entrance)
Southwood	SW	4901 W 112 <sup>th</sup> St	110 <sup>th</sup> St (between France and Normandale) to Quinn, south to SW
Valley View Middle	VVM	8900 Portland Ave S	North of 90 <sup>th</sup> St on Portland (park behind school/west side)
Valley View Elementary	VVE	351 E 88 <sup>th</sup> St	Just west of VVM
Washburn	WB	8401 Xerxes Ave S	84 <sup>th</sup> St and Xerxes Ave, between Penn and France on 84 <sup>th</sup>
Westwood	WW	3701 W 108 <sup>th</sup> St	South of Old Shakopee Rd on France to 108 <sup>th</sup> , go left (east) to school

# PARK & SCHOOL MAP

