

2022-2023 Bridgeport Catholic Academy Youth Bitty Basketball League Rules

- 1) Teams may consist of both enrolled students and children actively participating in CCD/RE at their represented school (each school's discretion if they allow this or not). CCD/RE participants MAY NOT comprise of more than 20% of any team. Recruitment from outside sources is discouraged.
- 2) Teams must have a minimum of 5 players, no more than 14 players. Teams may consist of both girls and boys.
- 3) **Safety is first!** Therefore, all shoes must be tied, all shirts are to be tucked into the shorts and no jewelry of any kind is allowed during the games.
- 4) At the end of each game, all team members must show sportsmanship by shaking hands.
- 5) The games will be played with (2) 12 minute halves with running clock.
- 6) Players must be substituted as evenly as possible.
- 7) Rookie League consists of grades 1 and 2 regardless of age.
- 8) Junior League consists of grades 3 and 4 regardless of age.
- 9) The basket height for Rookie shall be 8 feet.
- 10) The basket height for Junior shall be 9 feet.
- 11) All boundary lines for out of bounds applies
 - a) The sides of the backboards are inbounds
 - b) The top of the backboards are out of bounds
- 12) **Two (1) minute timeouts per half.** No carryovers. One additional timeout for overtime.
- 13) Defense's feet must be behind the three (3) point line at all times, except in the last minute of the second half. **A half court press may be**

- applied in the last minute of the second half for both divisions(full court press is allowed in the last 30 seconds of the 2nd half for the junior division only).** If a team is up by (10) points or more, then that team cannot press.
- 14) Forfeit time is five (5) minutes after the game time.
 - 15) Regular three (3) point lines apply.
 - 16) The leading team must place their defense inside the paint if ahead by ten (10) points or more.
 - 17) Free throw line is designated for all players.
 - 18) **Dribbling:** (a) Rookie players should make every attempt to dribble. If traveling occurs, the referee may stop the game and instruct the player to dribble and hand the ball back to the offending team. If it continually occurs, a turnover may result. (b) Junior players should make an effort to always dribble. Traveling will be called.
 - 19) Only players and coaches are allowed on the bench. Coaches(max of 4, 2 on the bench and 1 on each baseline).
 - 20) **Coaches, players and fans are expected to show sportsmanship during the game. If a coach, player and/or fan don't show sportsmanship on the court, the head coach will be warned. If the unsportsmanship conduct continues, the team will be penalized with a technical foul. In addition, the unsportsmanship conduct will not be tolerated and the coach, player and/or fan may be asked to leave the gym.**
 - 21) IHSA rules apply for all other areas of the game.
 - 22) **Stalling:** Stalling is not a part of basketball at the levels included in the BCA League. In order to halt stalling, the following rule is applied: The offensive team must engage the three point area within (30) seconds of crossing the half court line. The referee has complete discretion of the above. If a team is unable to enter the three point area due to a good defensive team, this is not stalling. If the referee feels a team is stalling, he has the ability to call the stalling rule and award the defensive team the ball.
 - 23) **No non-players on the court during timeouts and halftime.**

- 24) As a coach, you are responsible for your bench. Please make sure you leave the bench clean after the game.
- 25) To keep the gym floor clean, all players should bring a clean pair of gym shoes inside the gym.
- 26) **Flagrant Foul:** If a flagrant foul is called, two (2) free throws and possession of the ball will be given to the shooting team. If a second flagrant foul is called on the same player, he/she will be ejected from the game. **This rule applies to the Junior League.**
- 27) **FIGHTING WILL NOT BE TOLERATED.** If a player is involved in a physical altercation with another player and he/she is determined to be the initiator of the altercation, he/she will be ejected from the game.
If this same player is involved in physical altercation during another game, he/she will be removed from the league! This applies to both leagues.
- 28) The clock stops on all whistles in the last 30 seconds of the 1st half and in the last minute of the 2nd half for both divisions.
- 29) **Overtime:** All overtimes are 2 minutes. If a second overtime is needed, the first team that scores will win.
- 30) A player may only play on one team and that being the team that he/she is listed on the roster.
- 31) The bonus(7/10) is in effect for the junior division only. There are no foul outs for either division.
- 32) All healthy and present players for all games(playoffs included) must play at some point in both halves(OT is excluded).