

Faith Baptist Church

6-7 Basketball Rules

Faith Baptist Church is committed to lifting up the name of Jesus and reaching people throughout the community for Christ. Our mission is to:

- 1 To share the love of Jesus Christ in our community.
- 2 To have a first-class, organized, evangelistic athletic ministry.
- 3 To promote character and integrity, the understanding of sportsmanship and a respect for authority.

Though we do keep score in this league, **this is a recreational league**. The focus is on learning, sportsmanship, and participation. We hope that each team will win at least one game and lose at least one game.

Special Rules

- Each player will shoot one free throw during halftime. Each successful free throw will count as one point and the total points will be added to the team's score. For example, if one team has 10 players and the other team has 7, then the total number of points available will be 10 for each team. The team that has 7 will need to have 3 players shoot twice.

Equipment and Uniforms

- The leagues will be governed by the National Federation of High School Basketball guidelines with the exception of the rules stated below.
- Basketball Size, Goal Height and Free Throw Distance
27.5" ball 8 ft goal 7 ft free throw
- The host church will furnish the game ball.
- Three-point baskets do not count as three in this league.
- Uniforms must match and have legal numbers on the front and back
- T-shirts under a jersey should not match the shirt color worn by the other team. Officials have the right to ban a color if it is similar to opponent's jersey color.
- Jewelry is not allowed. It must be removed before playing. If a player had a recent piercing, a band-aid can be worn if it completely covers the piercing.

Length of Game and Playing Time

- Game times are 4 periods of 8 minutes. This is a running clock.
- Each team must have a minimum of 5 players physically in attendance at game time to play the game. In the event of a forfeit, the court will be available for a scrimmage game and the referees are expected to stay and officiate the scrimmage. The scrimmage will end after 50 minutes or 10 minutes before the next scheduled game start time.
- The game (and any overtime periods) will begin with a jump ball. Alternating possession arrows will be used afterwards.
- There will be a 5-minute break at half time and 2-minute breaks between quarters.
- Coaches will have 3-time outs to use during the game – 1 short (20 second) and 2 long (one minute).
- Substitutions - Players entering the game must remain at scorer's table until beckoned onto the court by the official.
- In an event of a tie score at the end of regulation play, there will be 1 three-minute overtime period. Coaches will be allotted 1 time out for the overtime period (unused time outs from regulation cannot be carried over).
 - If the score is still tied at the end of the first overtime period, the game will be called as a tie.

50% Play Rule

- Each player in uniform at the game is expected to play approximately 50% percent of the game, unless he/she becomes sick, injured, fouls out, or is being disciplined. The coach is responsible for reporting to the referee and scorekeeper any player participation exceptions.

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❖ **Since this is a church league, it is expected that all players have the same opportunity to contribute to the game regardless of their level of talent.**

- The coach must make a good faith effort to keep up with his players' playing time to ensure compliance with the rule.
- Failure to play all players the designated playing time will result in notification of the respective church representative and counseling for the coach.

Pressing/Backcourt Defense

- No backcourt pressing is allowed in this league. Specifically, this means a defensive player shall not engage an offensive player until that player AND the ball has crossed the half-court line.
- If a team is up by 10 or more points, they will be required to play defense in the lane.
- If the team continues to press after it has been warned not to, the coach will be charged a technical foul.

Personal, Technical Fouls and Free Throws

- Players foul out after the fifth personal foul.
- Teams shoot 2 shots on the 7th team foul of each half.
- The free throw distance is 7 feet and players (except the shooter) are allowed to move as soon as the ball leaves the shooter's hand. The shooter cannot enter the lane until the ball hits the backboard or rim.
- All technical fouls will result in 2 shots and possession of the ball.
- Technical fouls on players will count as both personal and team fouls.
- Two technical fouls on a player or coach will result in being ejected from the game and player or coach cannot remain on the team bench. The player or coach will be ejected and not allowed to participate in another game until after they have been counseled by their church basketball director.

Sportsmanship and Appropriate Conduct

- It is imperative that everyone involved in our basketball program demonstrates Christian behavior at all times. It is our intention to provide the best playing atmosphere possible and to prevent or correct any errors or problems that may hinder a positive sports experience.
- Coaches will be responsible for their conduct and that of their players and any assistant coaches. In addition, coaches are responsible for their fans. Coaches are expected to control any spectator determined to be associated with their team for displaying unsportsmanlike behavior.
 - If a team's spectators are displaying inappropriate behavior, the referee will warn the team's coach. If the behavior continues, the referee will call a technical foul on the coach and the spectator will be asked to leave. If the spectator does not leave promptly, the spectator's team will forfeit the game immediately.
 - For any coach or player who receives a technical foul for inappropriate behavior or actions towards the referee, another player or coach, the first occurrence will result in a technical (as stated above). The second will result in a technical foul with the other team receiving 3 shots and possession. The player or coach will be ejected and not allowed to participate in another game until after they have been counseled by their church basketball director.
- All ejections will be reviewed by the Faith Basketball League Director and reported to the recreation committee. After review and a consensus decision by the administrative churches, the player or coach may be ejected from the league for the rest of the season.

Inclement Weather

- In the case of potentially dangerous driving conditions, check the weather line at 901-213-2936 or our Facebook page Faith Baptist Recreation Ministry