

Conqueror Basketball League Rules:

National Federation Rules will apply with the following exceptions:

A game will consist of two twenty-minute halves with a running clock. The clock will stop on all dead balls in the last minute of each half. In the second half, if the score differential is 15 points or more in the last minute, the clock will run continuously. There will be one overtime period of 2 minutes, if needed. If score is still tied after the first overtime, then the first team to score in subsequent overtimes will be declared the winner. All subsequent overtimes will be 3 minutes in-length, unless a team scores to end the game. Halftime length: Three minutes.

Other rules applicable:

Each team will receive 2 time-outs per half (One full 60-second timeout, and one 30-second timeout). There is no carryover of timeouts to the second half or overtime. In all overtime periods, each team will receive one 30-second timeout. A coach or player may call a time-out. If the coach does not signal a 30 second time-out initially, they will be charged a full.

On a 30 second time-out, players may not leave the playing court.

Coach may use a time-out to keep a bleeding player in the game (player must be ready to go at completion of time-out).

Excessively swinging elbows will result in a violation (not a technical) unless contact occurs, then it is a foul/flagrant/intentional.

On a free throw attempt only 6 players are allowed along the free throw lane, no players are allowed in the spaces closest to the free throw shooter.

Free throw restriction: players lined up along the free throw lane may enter the lane upon release of the free throw shot. There cannot be contact on the free throw shooter until the ball has hit the rim.

Must have coach/parent present in order to play a game. If coach is dismissed from the game, an assistant coach or parent must assume coaching responsibilities, this coach will be suspended for the next game.

A game may start with 4 players.

The official score book is at the score table. Fouls are reported to score table. Each team will be responsible to supply one person to help at the score table.

A game may start early. If a court is running behind, the officials are responsible for getting the game started as soon as possible.

A team must wear uniforms that match and have the appropriate numbers clearly displayed on both the front and back of the jersey. Non-compliance = Forfeiture of game.

Shorts must be pulled up over hips, shirts must be tucked in, no jewelry of any kind. No Earrings! Not even with tape on them.

No complaints about the officials are allowed. No badgering/mocking of the officials is allowed during the game. Do not "help" the officials with their calls (this is inappropriate behavior).

Teams may full court press to a 20-point lead. If a team repeatedly plays defense in the backcourt, after a 20-point lead is obtained, the referee's may issue a warning, which could be followed by a team technical if there is further non-compliance.

A 5th thru 8th grade team may only full court press to a 20-point lead.

2nd Grade - 9' rims will be used for this grade level with a 27.5" youth basketball. No half-court or full-court pressing, or trapping, is allowed. A 12' free throw line will be utilized. Stealing is only permitted on a pass. There is no stealing off of the dribble.

3rd & 4th Grades - 10' Rims will be utilized for both grades, however, 3rd grade will utilize a 27.5" youth basketball versus a 28.5" ball utilized for all other grades. A 12' free throw lines will be utilized for 3rd grade boys & girls and 4th grade girls. For 3rd grade boys, 3rd grade girls and 4th grade girls, no half-court or full-court pressing is allowed. For 4th grade boys, they will utilize a 15' free throw line. For 4th grade boys, half court pressing is allowed, however, full court pressing is only allowed the last 10 minutes of the second half and overtimes, to a 20-point lead.

5th thru 8th Grades: 10' rims, 15' free throw lines, 28.5" basketball, except for 8th Grade Boys will use a 29.5" men's basketball. Full-Court pressing is allowed to a 20-point lead.

Coach Conduct & Expectations: No more than three coaches are allowed on the bench (this includes a score/stat keeper, who will be counted as a coach). ONLY the head coach can make comments to the referees or workers at the score table. If the assistant coach(s) do not comply, the referee is instructed to call a technical foul on the bench. Please understand that we are striving to provide a positive competitive environment for growth and development for the player. We have worked to assign highly qualified officials for each game played. We recognize that these games may get quite competitive and some calls always seem to go the other way, but in spite of this, we expect proper etiquette and display of sportsmanship from coaches AND parents/fans. The referees will be given full license to eject coaches and fans who exhibit improper behavior.

Consequences of an ejection from a game:

A coach is inevitably responsible for the behavior of themselves, their assistants, their players and their fans.

If a player is ejected from a game, they must sit out the remainder of the game and the next game.

If this player is ejected again within the season, this player is expelled from the league.

If a coach is ejected from a game - that coach must leave the facility. The coach is also suspended from the next game. If this coach is ejected from another game the coach will be expelled from the league.

If a parent is removed from a game, they must leave the facility and are prohibited from attending the next game. If this same parent is removed from a second game, that parent is permanently unable to attend league games.

A single technical foul on a coach or player does not result in ejection from a game unless it is deemed flagrant. Normal federation rules will apply when dealing with technical fouls and subsequent disqualifications.

Expulsions/suspensions from the league will be handled by the league director.

Inappropriate behavior that does not result in ejection from a game but is brought to the attention of the League Director will be dealt with on an individual basis -suspension/ejection is possible.

The Conqueror League Site Coordinator has the final decision in all instances that occur at the site.