



## Boomer Basketball League Procedures & Rules

### ADMISSION

### DAY PASS

Adults

\$8.00

Children (17 & Under)

FREE

Players

FREE (Roster Players Only)

1 Coach, 1 Assistant, 1 Scorekeeper

FREE (Roster Coaches Only)

### FOOD & DRINK ITEMS PERMITTED / NOT PERMITTED

Fans, coaches, and players are permitted to bring food and drink items into Boomer tournaments provided that these items are individual serving sizes. Coolers and/or picnic-like baskets of drinks / food **shall not** be permitted inside the tournament venues. These are fundraising events; so fans, coaches, and players are encouraged to support JCC by purchasing items at the Concession Stand. Your support in this area is greatly appreciated and will permit Boomer Basketball to continue to provide the best tournaments & leagues possible.

### HOME TEAM / JERSEY COLOR

The team listed first on the schedule or on the top line of the bracket is considered the home team. The home team must have an alternate-colored jersey available and be prepared to change, if in the opinion of the game officials, there is a color conflict.

### GAME START TIMES

All game officials shall be expected to start the games on time. If a team is late, the game officials will notify the League Director. The League Director has full authority to declare a grace period, to declare a forfeit, or to adjust the length of the quarters, depending on the league schedule requirements. Only the League Director may declare a forfeit. This decision is not subject to protest. Game referees do not have the authority to declare a forfeit.

### EQUIPMENT

Teams must provide their own equipment including basketballs for practice and warm up. All girls divisions and 2nd thru 6<sup>th</sup> grade boys divisions shall use an Intermediate size ball (28.5) ball. 7<sup>th</sup> and 8<sup>th</sup> grade boys divisions shall use an Official size ball.

### SCORER & TIMERS

Each team shall provide the Scorekeeper/Clock runner for all tournament games. Both teams will be responsible to cover these duties each game. Only one scorekeeper shall receive free admission into the tournament.

## BOOMER LEAGUE EXPECTATIONS

- All players, coaches, and spectators are expected to show respect toward game officials, players, fans, and tournament volunteers and staff. Verbal and/or physical abuse, including profanity, shall not be tolerated. **Any misconduct may result in disqualification from the tournament for the individual(s) and/or team involved.**
- All youth teams must have an adult coach whom shall be on the bench during all game situations, including warm-ups, post-game, and medal presentations. Jay Community Center believes that all youth players should have responsible adult supervision to enforce sportsmanlike attitudes and behaviors.
- Further, it is expected that all adults, family members and fans in a team's delegation set an example of good sportsmanship, and if necessary, enforce a spirit of good sportsmanship and respect among their team and its supporters.

## BOOMER LEAGUE GAMEPLAY RULES

**Unless otherwise specified below, all Boomer Basketball Leagues & Tournaments shall be played under the rules of IHSAA.**

- A team cannot start a game with less than four players.
- Games shall be played with 18 minute halves.
- Leagues games should take 50 to 55 minutes. Games are scheduled to start every 55 minutes.
- Clock only stops for the last 2 minutes of the 2<sup>nd</sup> half and for timeouts.
- Halftime intermission - 3 minutes. Time allotment may be adjusted due to time constraints
- Each team shall receive two 30-second timeouts per half and one 30-second timeout per overtime period with no carry over of timeouts.
- If a team is winning by 20 or more points, they must cease all full court pressure.
- A 20 point mercy rule shall apply at any time of play. Should a team be up by 20 or more points at any time, then a running clock shall be used (except during timeouts). Should the second half margin then fall below 15 points, standard timing shall be utilized.
- If a team is winning by the number of points specified below, they must cease all full court pressure:
  - 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade divisions —> winning by 10 or more points
  - 5<sup>th</sup> grade and up a winning by —> 20 or more points
- Overtime periods shall be sudden death during league play.
- During bracket play, 1st overtime periods shall be 2 minutes in length. 2nd overtime shall be sudden death. Each team receives one time out and foul totals carry over to the overtimes.
- No more 1 and 1's, 2 free throws will be awarded after 5 fouls in a half (IHSAA change)

**All decisions by the League Director shall be final.**

**\*\* Please Email All League Requests to [Mwaters@JayCC.org](mailto:Mwaters@JayCC.org) & Billing/Payment Questions to [Administration@JayCC.org](mailto:Administration@JayCC.org)\*\***