

BCCBA League Rules

Winter Season (U10-U14)



Divisions are based on September 1st birthdate.

U13 – In Grade 7 this September, or any Grade 8's born after Sept 1st

U12 – In Grade 6 this September, or any Grade 7's born after Sept 1st

U11 – In Grade 5 this September, or any Grade 6's born after Sept 1st

U10 – In Grade 4 this September, or any Grade 5's born after Sept 1st

Each parent will be required to complete an online fillable waiver form for their child to participate in the BCCBA league, which has been sent to you by email.

GAME RULES FOR U10-U14 WINTER LEAGUE:

There are no zones, zone presses or intentional trapping at the U10-U12 level, only at the U13 level and higher. Examples include:

- There will not be 2 players guarding a player with the ball in the full court. That is a trap (and will be whistled dead by the officials)
- You cannot have one player guarding the ball in the full court, and any other players on that side of half (unless their check is also on that side of half).
- In the half court, you cannot have players guarding an area (away from the their check). That is a zone, and will also be whistled dead by the officials.
- If a player drives to the hoop, you can have helpside rotate over to contest a shot, or stay with the shooter if there is an offensive rebound. But they must return to their check if the ball is kicked out and/or reversed.

Regardless of the division, you cannot pickup in the full court (either man or zone) once the score difference is greater than 20 points. Get back and work on your half court defense.

We will be playing FIBA rules with tournament modifications, and we will be using the narrow key.

All games will consist of two 16-minute stop-timed halves. Overtime periods will be three (3) minutes long. Running time last 5 minutes if the score differential is greater than 20 points.



Other Game/League Rules

OTHER GAME RULES:

- A team can start the game with only 4 players, but must have 5 players within 5 minutes of the schedule start time. Otherwise, officials may declare a default.
- 5 personal fouls before disqualification.
- Bonus: 2 shots on the 10th foul, each half.
- Two timeouts per half. Unused timeouts do not carry over.
- Overtime will be 3-minutes, with one additional timeout to carryover. Team fouls carry over to overtime.
- Second overtime will be sudden death (regular season only)
- An adult/coach must be present on the bench at all times.

OTHER LEAGUE RULES:

- **A player cannot play on two teams in the same division, unless approved.**
(Some do this innocently, as they may train/practice/ have friends in different clubs and think it is okay). However they could play on different teams in different divisions. (a talented U12 player, they could play U12's for VanCity AND U13's for Elevate.)
- There are 10 games in the regular season. Each player needs to play in 5 or more games in order to be eligible for the playoffs.
- Player of the Game T-shirts will be given out periodically through the season.
- Size 6 ball for all girls divisions
- Size 6 ball for boys U10-U13.
- Team coaches are responsible for the conduct and supervision of their players as well as their fans/parents, including approaching the officials and scorekeepers.
- Any other situations are handled on an individual basis by the League Convenor