



BREAKAWAY SPORTS BASKETBALL LEAGUE

SCORER'S TABLE SHEET

BSBL GAME OPERATIONS

GREENVILLE REC LEAGUE

K5 & 1ST GRADE CO-ED

THIS DIVISION IS SPECIALLY DESIGNED TO INTRODUCE THE GAME OF BASKETBALL TO OUR YOUNGER CHILDREN. IT USES THE TEAM COACH, DIRECTLY ON THE FLOOR, TO ASSIST AND REFEREE THE GAMES.

THE VISITING TEAM WILL HAVE FIRST POSSESSION OF THE BALL.

TEAMS WILL HAVE 1 TIMEOUT PER HALF. 15 MINUTE HALVES WITH A RUNNING CLOCK EXCEPT FOR TO/FOUL SHOTS. CLOCK WILL STOP FOR 15 SECONDS EVERY 5 MINUTES FOR SUBSTITUTIONS.

EACH PLAYER SHOULD BE GIVEN OPPORTUNITIES TO SHOOT, DRIBBLE, AND PASS EACH HALF.

NO SCORES WILL BE KEPT, NO FAST BREAKS, NO PRESSING, NO OVERTIME PERIODS, NO 3-POINT SHOTS, AND NO COUNTS (3, 5, 10 SECOND COUNTS) WILL BE OBSERVED AT THIS LEVEL.

DEFENSIVE PLAYERS MUST REMAIN WITHIN THE 3-POINT AREA. ONCE PENETRATION IS MADE BY THE OFFENSE, THE DEFENSE MAY REACT, BUT MAY NOT FOLLOW THE OFFENSE OUTSIDE OF THE 3-POINT AREA. OFFENSIVE PLAYERS HAVE 15 SECONDS TO PUT THE BALL INSIDE THE 3-POINT AREA. IF THE BALL MOVES BACK OUTSIDE, THEY MAY REGROUP AND BEGIN AGAIN, BUT CANNOT "CAMP" OUTSIDE THE 3-POINT AREA. VIOLATIONS ARE HANDLED IN AN INSTRUCTIONAL MANNER, AND DO NOT RESULT IN TURNOVERS. FOULS WILL BE CALLED AND SHOOTING FOULS WILL BE AWARDED WITH FREE THROWS.

2ND & 3RD GRADE CO-ED / 2ND & 3RD GRADE BOYS

TEAMS WILL PLAY BY THE FOLLOWING GAME RULES. HIGH SCHOOL REGULATIONS APPLY IN ALL OTHER SITUATIONS.

GAMES WILL START WITH A JUMP BALL AND USE ONE OFFICIAL. TEAMS WILL PLAY 15 MINUTE HALVES.

TEAMS WILL HAVE 3-60 SECOND TIMEOUTS PER GAME. RUNNING CLOCK EXCEPT FOR TO/FOUL SHOTS.

EACH PLAYER SHOULD BE GIVEN OPPORTUNITIES TO SHOOT, DRIBBLE, AND PASS IN EACH HALF.

SCORE WILL BE KEPT AND 3-POINT SHOOTING IS PERMITTED. HOWEVER, THERE WILL BE NO OVERTIME.

THERE WILL BE NO COUNTS (3, 5, 10 SECONDS) IN THIS DIVISION.

PLAYERS ARE ALLOWED TO PICK UP THEIR DRIBBLE, BUT THEY CANNOT GAIN AN ADVANTAGE OR SCORE WITHOUT DRIBBLING.

PLAYERS CANNOT FOUL OUT, BUT FOULS WILL BE CALLED. FREE THROWS WILL BE SHOT AT THE BOTTOM OF THE FOUL CIRCLE OR HALFWAY MARK BETWEEN BASKET AND THE FOUL LINE.

DEFENSIVE PLAYERS MUST REMAIN WITHIN THE 3-POINT AREA. ONCE PENETRATION IS MADE BY THE OFFENSE, THE DEFENSE MAY REACT, BUT MAY NOT FOLLOW THE OFFENSE OUTSIDE OF THE 3-POINT AREA. IF THE BALL IS STOLEN, THAT PLAYER MAY USE A FAST BREAK TO MOVE THE BALL DOWN THE COURT, UNLESS HIS/HER TEAM IS LEADING BY 20 OR MORE POINTS (SEE MERCY RULE.)

4TH & 5TH GRADE BOYS / 4TH - 6TH GRADE GIRLS

TEAMS WILL PLAY BY THE FOLLOWING GAME RULES. HIGH SCHOOL REGULATIONS APPLY IN ALL OTHER SITUATIONS.

GAMES WILL START WITH A JUMP BALL AND USE TWO OFFICIALS. TEAMS WILL PLAY 15 MINUTE HALVES.

TEAMS WILL HAVE 3-60 SECOND TIMEOUTS PER GAME. EACH TEAM WILL RECEIVE ONLY 1 TIMEOUT FOR AN OVERTIME PERIOD. RUNNING CLOCK EXCEPT FOR TO, FOUL SHOTS, DURING THE LAST 2 MINUTES OF THE SECOND HALF, AND OVERTIME PERIOD.

EACH PLAYER SHOULD BE GIVEN OPPORTUNITIES TO SHOOT, DRIBBLE, AND PASS IN EACH HALF.

NO PRESSING IN THE BACKCOURT AFTER A CHANGE OF POSSESSION.

PRESSING IS ALLOWED BY THE WINNING TEAM IN THE LAST 2 MINUTES OF THE GAME, ONLY IF THERE IS A 10-POINT OR LESS DIFFERENTIAL IN THE SCORE. THE LOSING TEAM MAY PRESS IN THE LAST 2 MINUTES, REGARDLESS OF THE SCORE.

FREE THROWS MAY BE SHOT AT THE BOTTOM OF THE CIRCLE, HOWEVER, AN ADVANCED PLAYER CAN AND SHOULD SHOOT FROM THE FREE THROW LINE.

6TH - 8TH GRADE BOYS / 7TH - 9TH GRADE GIRLS

TEAMS WILL PLAY BY THE FOLLOWING GAME RULES. HIGH SCHOOL REGULATIONS APPLY IN ALL OTHER SITUATIONS.

GAMES WILL START WITH A JUMP BALL AND USE TWO OFFICIALS. TEAMS WILL PLAY 15 MINUTE HALVES.

TEAMS WILL HAVE 3-60 SECOND TIMEOUTS PER GAME. EACH TEAM WILL RECEIVE ONLY 1 TIMEOUT FOR AN OVERTIME PERIOD. RUNNING CLOCK EXCEPT FOR TO, FOUL SHOTS, DURING THE LAST 2 MINUTES OF THE SECOND HALF, AND OVERTIME PERIOD.

EACH PLAYER SHOULD BE GIVEN OPPORTUNITIES TO SHOOT, DRIBBLE, AND PASS IN EACH HALF.

9TH & 10TH GRADE BOYS / 10TH - 12TH GRADE GIRLS / 11TH - 12TH GRADE BOYS

TEAMS WILL PLAY BY THE FOLLOWING GAME RULES. HIGH SCHOOL REGULATIONS APPLY IN ALL OTHER SITUATIONS.

GAMES WILL START WITH A JUMP BALL AND USE TWO OFFICIALS. TEAMS WILL PLAY 18 MINUTE HALVES.

TEAMS WILL HAVE 3-60 SECOND TIMEOUTS PER GAME. EACH TEAM WILL RECEIVE ONLY 1 TIMEOUT FOR AN OVERTIME PERIOD. RUNNING CLOCK EXCEPT FOR TO, FOUL SHOTS, DURING THE LAST 2 MINUTES OF THE SECOND HALF, AND OVERTIME PERIOD.

EACH PLAYER SHOULD BE GIVEN OPPORTUNITIES TO SHOOT, DRIBBLE, AND PASS IN EACH HALF.

ADULT I CO-ED (18 - 34 YEAR OLDS) / ADULT II CO-ED (35 AND OVER)

TEAMS WILL PLAY BY THE FOLLOWING GAME RULES. HIGH SCHOOL REGULATIONS APPLY IN ALL OTHER SITUATIONS.

GAMES WILL START WITH A JUMP BALL AND USE TWO OFFICIALS.

TEAMS WILL HAVE 3-60 SECOND TIMEOUTS PER GAME. EACH TEAM WILL RECEIVE ONLY 1 TIMEOUT FOR AN OVERTIME PERIOD. 18 MINUTE HALVES WITH A RUNNING CLOCK EXCEPT FOR TO, FOUL SHOTS, DURING THE LAST 2 MINUTES OF THE SECOND HALF, AND OVERTIME PERIOD.

ADULT LEAGUE GAMES BEGIN IN NOVEMBER. NO SPECIAL SCHEDULING CONSIDERATIONS WILL BE ALLOWED.

TOURNAMENT GAMES WILL BE SCHEDULED AND PLAYED AT THE DISCRETION OF THE LEAGUE, BASED ON OVERALL ATTITUDE AND BEHAVIOR OF THE TEAMS THROUGHOUT THE SEASON.