



TIDEWATER CATHOLIC BASKETBALL LEAGUE MIDGET DIVISION TOURNAMENT INTEREST RULES

I. GAME TIME / SCORING

- Regulation games will consist of four (4) seven-minute quarters with a running clock for the first 6 minutes. During the last minute of each quarter, the clock will stop for all whistled plays. Clock will also stop for all free throws throughout the period.
- One (1) full time out (one minute) will be allowed per quarter - no carryover. Clock will stop for all time-outs.
- If a game is tied at the end of regulation, teams will play 2-minute overtime periods until a winner is determined. For the Tournament Championship game, if the game remains tied at the end of the first two-minute overtime period, the result will be a tie and the teams will be declared Tournament Co-Champions.

II. PLAYING TIME

- Teams with eleven or more players will be required to play each player one full quarter. The coach has the right to determine which quarter each player will play. No player may play more than two (2) quarters.
- Teams with ten players or less will be required to play each player two full quarters. The coach has the right to determine which quarter each player will play. No one player plays additional quarters until all players play the same number quarters.
- Substitutions will not be permitted once a period starts unless a player is injured or otherwise unable to complete a period.
- Every parish/school must have a scorebook with all the players' names and numbers entered for each game. If a player cannot play in a game, it must be noted.

III. FOULS/FREE THROWS

- Normal calls will be made regarding fouls.
- Five (5) team fouls will result in a bonus situation for the opposing team during each half.
- Free throw line markings: The Midget free throw line will correspond to the top hash marks on the free throw lane.
- Non-shooting fouls prior to the bonus situation will be dead ball fouls and the ball will be in bounded by the offended team at the sideline hash mark on their offensive end of the court.

- Free throw lane occupation: During a free throw, lane space may be occupied by a maximum of four defensive and three offensive players (which includes the shooter). The second slots to the right and left of the shooter may be filled by defensive players, the third (middle) slots will be filled by offensive players and the fourth (bottom) slots will be filled by defensive players.

IV. GAME PLAY

- League play will be governed by the current National Federation of State High School Association (NFHSA) rules, with the following exceptions:
No full court press. Man to man, defense may be played by only two (2) players outside the three-point arc, while the remaining three (3) players must play below the three-point arc. "Double teaming" the ball outside the three-point arc will result in an "illegal defense" call. The second "illegal defense" violation and all subsequent violations will result in a technical foul assessed against the bench.

- When a team gains possession of the ball because of a stolen pass, rebound, blocked shot, jump ball, or made basket, they may not advance the ball until all defensive players have retreated across the half court line. Also, no fast breaking.

- Any made shot outside the 3-point arc will count as a 2-point basket.

- With 30 seconds or less remaining in any period, the team with possession of the ball may call time out (if they have any available) and receive the ball at the half court line regardless of where the ball was when the time out was called.
This is an option to the offensive team.

- Coaches and/or Parish/School representatives will not adjust any game rules prior to the game.

THIS IS A SHORT SUMMARY OF THE RULES; PLEASE REFER TO THE MIDGET DIVISION RULES FOR ANY FURTHER GUIDANCE.