

AVIATOR Basketball League Rules.

1. Two (2) twenty (20) minute halves.
2. Running clock. Except last two minutes of game, an injury, or timeout.
3. Three (30 sec) timeouts per game. One each for overtime, no carry over.
4. One overtime period of two minutes per contest. Tie score = Tie game.
5. Mandatory wholesale substitutions every 5 minutes for first thirty minutes. Free substitutions for the last 10 minutes of game.
6. High school rules apply on fouls and free throws, and all other situations not noted.
7. Players in grades 6th and 5th may use alternate (closer) free throw line.
8. Teams allotted 3 min. pre-game and 3 min. half time to warm up.
9. No pressing in first half. (Players must be allowed to advance the ball through timeline).
10. Officials may assess a technical to any player/ team intentionally violating rule 10.
11. Pressing allowed in 2nd half. (unless score differential is 15 points or greater).
12. League encourages teams to play man2man defense, but is not mandatory.
13. Boys 8th / 7th grade use 29.5 basketball. Boys 6th / 5th use 28.5 basketball.
14. League will not tolerate unsportsmanlike behavior (verbal or physical) towards officials, scorekeepers or opponents, from fans, opposing teams, or opposing coaches. Two examples; A player committing a flagrant foul, and a coach officiating while coaching his team. Coaches are expected to be leaders and role models for their players regarding protocol for interacting with officials. (respect and compassion are encouraged). A technical foul resulting from unsportsmanlike behavior is considered serious and when assessed: a player is removed from game for 2 minutes, a coach must "sit" on the bench and refrain from engaging the officials. A second technical issued results in removal from contest, and player or coach, must leave the premises.
15. League reserves the right to terminate a game for fans, coaches, or players that display, encourage or incite unsportsmanlike behavior.