

FREEDOM BASKETBALL



Game Play / Playing Time Rules

Each role shall be filled by **different individuals**. Failure to do so will result in a no-contest, with no game being played. If a league provided volunteer is not available, the expectation is that one adult from each team shall occupy one each of the Time Clock or Scorebook.

Start of Game

- Regulation games will consist of 4 'running clock' quarters of nine (9) minutes each.
- **Line-Up exchange Procedure to be followed (grades 3-8).**
- A forfeit will be declared if a team is unable to field 5 eligible players within 5 minutes after the scheduled start of the game.
- **We no longer use the pre-quarter mid-court match-up process for grades 5-8**

Timeouts

- Each team will be allowed **4 timeouts (with huddle)**, 60 seconds in length, during regulation time.
- Each team will be allowed **1 opportunity per game to 'Stop the clock' (no huddle).** **Only during a Free Throw.**

The clock stops ONLY:

- For Injuries
 - In the timeout scenarios mentioned above
 - When the 4:30 substitutions are excessively long
 - When a ball exits the court to a location where rapid retrieval is not possible (*Hallway or under bleachers*)
 - **On each whistle in the last :60 seconds of each quarter**
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Overtime

Clinic Divisions (B34/G34)

- No overtime is necessary as win/loss records are not counted.

(G56) / (B56) / (B78) / (G78) / (G912)

- One 'sudden death' period. The first team to score wins the game. **3-minute time limit.**
- Overtime shall start with a jump ball.
- **No timeouts permitted.**

Senior Boys (B912)

- Visit www.fablshowtime.com for Senior Boys Division Rules
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Playing Time and Substitutions

Pre-K/Kindergarten & Instructional Divisions ONLY

Playing Time has flexibility in K-2. Players are not always interested in participating. The goal is to play your roster evenly based on who is available to participate. Avoid having the tallest or 'best' player in the entire time. This is counterproductive.

All other divisions (Clinic – Senior)

**Playing time is applied evenly based on the number of players available.
Violation of this rule will result in forfeiture of a game.**

10 Players
Each player receives 2 Full Quarters

- Playing ½ of each quarter **does not meet** the 2-quarter requirement.
 - It **MUST** be **uninterrupted**, meaning the entire 9-minute period.
- The uninterrupted quarters do not need to be consecutive.

A player cannot appear/compete in all 4 quarters, unless only 5 or 6 players are available

When there are fewer than 10 players available, time shall be allocated as follows:

9 Players
Each player receives 2 Full Quarters; 4 players receive an extra 4:30

8 Players
Each player receives 2 Full Quarters, AND an extra 4:30

7 Players
5 players receive 3 Full Quarters, 2 players receive 2.5 quarters

6 Players
Once all players have 2 complete quarters, you can sub at-will

Injured Player Removal:

- An injured player must return for the player who replaced them.
 - If an injured player cannot return in the same quarter the injury occurred, they are ruled out for the remainder of the game.
 - An injury CANNOT be leveraged as a reason for a player to compete in all 4 quarters. Only if a team is reduced to 4 players, may the injured player attempt to return.
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When there are fewer than 10 players on either team there will be a mandatory stop clock at the 4:30 mark of each quarter for substitutions.

If a player arrives late, the following rules apply:

- If arriving before the end of period 1 = required to play 2 full uninterrupted quarters.
 - If arriving after the start of period 2 = required to play in 1 full quarter in the second half.
 - If arriving after the start of period 3 = required to play the entire 4th quarter.
 - If arriving after the start of period 4 = no playing time requirement.
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	Player	Qtr.	10 Players			
P1	Kermit	2	Each Receives 2 Full Quarters			
P2	Piggy	2				
P3	Scooter	2				
P4	Gonzo	2	Q1	Q2	Q3	Q4
P5	Fozzie	2				
P6	Beaker	2	P1 1	P6 1	P1 1	P6 1
P7	Animal	2	P2 1	P7 1	P2 1	P7 1
P8	Chef	2	P3 1	P8 1	P3 1	P8 1
P9	Statler	2	P4 1	P9 1	P4 1	P9 1
P10	Waldorf	2	P5 1	P10 1	P5 1	P10 1

	Player	Total Qtrs.	9 Players			
P1	Kermit	2.5	Each Receives 2 Full Quarters, 4 receive extra 4:30			
P2	Piggy	2.5				
P3	Scooter	2				
P4	Gonzo	2	Q1	Q2	Q3	Q4
P5	Fozzie	2	Sub		Sub	
P6	Beaker	2.5	Kermit 1	Beaker 1	Kermit 1	Beaker 0.5 Animal 0.5
P7	Animal	2.5	Piggy 1	Animal 1	Piggy 1	Chef 1
P8	Chef	2	Scooter 1	Chef 1	Scooter 1	Statler 1
P9	Statler	2	Gonzo 1	Statler 1	Beaker 1	Gonzo 1
P10	Waldorf	Out	Fozzie 1	Kermit 0.5 Piggy 0.5	Animal 1	Fozzie 1

	Player	Total Qtrs.	8 Players			
P1	Kermit	2.5	Each Receives 2 Full Quarters, AND an extra 4:30			
P2	Piggy	2.5				
P3	Scooter	2.5				
P4	Gonzo	2.5	Q1	Q2	Q3	Q4
P5	Fozzie	2.5	Sub		Sub	
P6	Beaker	2.5	Kermit 1	Kermit 0.5 Piggy 0.5	Piggy 1	Kermit 1
P7	Animal	2.5	Scooter 1	Scooter 0.5 Gonzo 0.5	Scooter 1	Piggy 1
P8	Chef	2.5	Beaker 1	Beaker 1	Gonzo 1	Gonzo 1
P9	Statler	Out	Animal 1	Chef 1	Animal 0.5 Beaker 0.5	Animal 1
P10	Waldorf	Out	Chef 1	Fozzie 1	Fozzie 0.5 Chef 0.5	Fozzie 1

	Player	Qtr.	7 Players			
P1	Kermit	3	5 players receive 3 Full Quarters, 2 players receive 2.5 quarters			
P2	Piggy	3				
P3	Scooter	2.5				
P4	Gonzo	2.5	Q1	Q2	Q3	Q4
P5	Fozzie	3	Sub			
P6	Beaker	3	P1 1	P2 1	P1 1	P1 1
P7	Animal	3	P2 1	P3 0.5 P4 0.5	P4 1	P2 1
P8	Chef	Out	P3 1	P5 1	P3 1	P4 1
P9	Statler	Out	P5 1	P6 1	P5 1	P6 1
P10	Waldorf	Out	P6 1	P7 1	P7 1	P7 1

	Player	Total Qtrs.	6 Players			
P1	Kermit	2	Once all players have 2 complete quarters, you can sub at-will			
P2	Piggy	2	In this scenario, Players 5 & 6 CANNOT be subbed in Q3			
P3	Scooter	2				
P4	Gonzo	2	Q1	Q2	Q3	Q4
P5	Fozzie	2				
P6	Beaker	2	Kermit 1	Beaker 1	Piggy 1	
P7	Animal	Out	Piggy 1	Kermit 1	Scooter 1	
P8	Chef	Out	Scooter 1	Piggy 1	Gonzo 1	
P9	Statler	Out	Gonzo 1	Scooter 1	Fozzie 1	
P10	Waldorf	Out	Fozzie 1	Gonzo 1	Beaker 1	