

Coaches	Elementary Boys
3-Point Approval Process	1.) National Background Check 2.) Concussion Training 3.) President's Pledge
FANS Advocate	Coaches will be held to the personal conduct verbiage they agreed to in the President's Pledge. Being a positive role model and showing respect for league officials is critical to keeping a Fun, Accommodating, Nurturing and Safe environment.
Chaperone Policy	Coaches should be accompanied by at least one other adult at all times. Having a Berkley Hoops approved assistant coach is always the recommended option.
Player Handoff	Coaches are responsible for their players until they are picked up by a guardian. Responsibility for players is only released once a handoff is made from coach to guardian.
Schedules	Coaches are responsible for ensuring their players are aware of all practice and game times and to notify them of any changes to those schedules in a timely fashion.
Concession Stand	Coaches are responsible for running the concession stand at least once per season. This includes staffing with parent volunteers and brining in baked goods and pop. Due to game day responsibilities it's recommended that the coach assign a parent to coordinate these activities.
Team Scorekeeper	Coaches should provide a scorekeeper for each game to keep a team scorebook.
Dave Howe Award	Coaches will be asked to nominate one player from their division for consideration for the Dave Howe Award. Nominees should be from the top grade level playing in that division, and meet the following criteria: <ul style="list-style-type: none"> • Player strives to be the best they can be while being considerate and helpful to others. • Player exhibits a good nature in games as well as practices. • Player is respectful of teammates, referees, coaches, and opposing team players. • Player shows a consistent sportsmanlike attitude.
Game Management	Elementary Boys
Game Length	32 Minutes <ul style="list-style-type: none"> • Game time is forfeit time but may be played with four players. • On arrival of a fifth player, they may enter the game on the next stoppage in play.
Game Time Intervals:	<ul style="list-style-type: none"> • Pregame Warm-Up – 5 Minutes (Time Permitting) • Between Quarters – 1 Minute • Half-Time – 5 Minutes • Timeouts – 1 Minute 45 Second First Horn = Players Return to Floor 15 Second Final Horn = Resume Play

Quarters & Substitution Periods	<p>8 Minute Quarters Substitutions Every 4 Minutes (8 Total Periods) Substitutions will only be made at the beginning and mid-point of each quarter.</p> <p>Additional substitutions can be made under the following Coach Request Clauses</p> <ol style="list-style-type: none"> 1.) Player is injured or becomes ill. 2.) Player is ejected or fouls out. 3.) Player commits 3 or more personal fouls in the first half (1 time per game). 4.) Player is not respecting the rules of sportsmanship, being disrespectful to the coach or others, or is endangering others through their play. <p>Players entering the game under a Coach Request clause due to fouls, injury/illness, or un-sportsmanlike conduct, must be the player with the least amount of playing time. The extra period does not count toward the playing time requirement of the replacement player as it has already be counted towards the player being replaced.</p>
Clock Stoppages	<p>Running Clock with the Below Exceptions:</p> <ul style="list-style-type: none"> • Substitutions • Timeouts • Shooting Free Throws • Player Injuries • All whistles in last minute of 10 point game • All whistles in last minute of overtime
Equal Time Rule	<ul style="list-style-type: none"> • All Players Must Play an Equal or Near Equal Number of Periods Based on Team Size that Game: <p>5 Players = 8 Periods Each 6 Players = 6 or 7 Periods Each 7 Players = 5 or 6 Periods Each 8 Players = 5 Periods Each 9 Players = 4 or 5 Periods Each 10 Players = 4 Periods Each 11 Players = 3 or 4 Periods Each</p>
Late Arrival	<p>Players that have not arrived and checked in with the scorekeeper by the end of the first quarter forfeit their equal time rule and playing time will be at the discretion of the coach.</p>
Rim Height	<p>10.0'</p> <ul style="list-style-type: none"> • Free-throws will be approximately three feet closer than standard distance.
Ball Size	<p>28.5"</p>
Jewelry	<ul style="list-style-type: none"> • Players will not be allowed to wear jewelry, a cast, hard hair accessories such as beads and barrettes or any other equipment deemed dangerous by league officials. • Players wearing glasses must have unbreakable lenses and are advised to wear glass guards to prevent accidents. • New earrings may be left in if covered with tape.
In-Game Fouls/Infractions	<p>If not specifically addressed or altered in the Berkley Hoops Rule Book, we follow the rules set forth by the National Federation of State High School Associations, which can be found at: https://www.nfhs.org/activities-sports/basketball/</p>

Defense	<p>Both Man to Man and Zone Defense are allowed.</p> <ul style="list-style-type: none"> • Zone defense is defined as a player guarding an area of the court, rather than guarding an opposing player on the court. • No double teaming allowed against a player without the ball. The rule applies during the entire game, even in circumstances where full-court press is allowed. Each team may receive two warnings, and a technical foul will be assessed to the team for each additional violation. • Full court press is only allowed during the last two minutes of the game, or in overtime, if the score spread is 6 points or less. Otherwise a defensive player may not actively guard an offensive player until the offensive player has crossed the ten-second line (if in possession of the ball, an offensive player has not crossed the line until the ball and both his/her feet are across the line). A warning will be issued for the first violation by each team. A technical foul will be assessed to the team for each additional violation.
Overtime	<ul style="list-style-type: none"> • One 2–Minute Overtime Period will be played. • The Team Ahead at the End of the 2–Minutes will be Declared the Winner. • If a Tie Still Exists, it will be Recorded as a Tie for Both Teams. • During Playoffs Additional Overtime Periods will be Played to Determine a Winner
Tie-Up/Jump Ball	<ul style="list-style-type: none"> • Jump Ball to Start the Game • On the Next Jump Ball Situation, the Team Not Winning the Initial Jump is Awarded the Ball • Possession Then Alternates Throughout the Game at Jump Ball Situations • A New Jump Ball will be Used to Start Overtime and Alternate as Stated Above
Timeouts	<ul style="list-style-type: none"> • Each Team is Allowed 2 Timeouts Per Half • Timeouts Do Not Carry Over if Not Used • 1 Timeout Per Team is Allowed for Each Overtime Period • You Must Have Possession to Call Timeout.
Technical Fouls	<p>If a player receives two technical fouls in the same game, the player is to be ejected and will also be suspended for the next game. Although the player may not participate in the next game, the player is expected to attend the next game and sit on the bench in street clothes. The player is also still expected to participate in practice.</p>
Season Standing Tie-Breakers:	<ul style="list-style-type: none"> • In the event two or more teams are tied at the end of the regular season, head-to-head meetings will be used as the first tie-breaker for final ranking and playoff seeding. • If that does not resolve the tie, the second tie-breaker will be points allowed in the games played against the other team(s) tied for that position. • If that does not resolve the tie, the third tie-breaker will be points scored in the games played against the teams involved in the tie. • If that does not resolve the tie, the fourth tie-breaker will be points allowed in all the games played in the regular season. • If the tie is still not resolved, the final tie-breaker will be a random draw among the teams involved in the tie.
Disclaimer	<ul style="list-style-type: none"> • These Rules are Subject to Change • Berkley Hoops Board Officers Hold Final Say in Rule Interpretation and Enforcement