

JAGUAR BASKETBALL RULES FOR ALL GRADE LEVELS

Traditional WPIAL High School Rules will be followed with the following exceptions:

Game Length:

- 8 four minute periods
- Games begin at 5 minutes past the hour
- Games end a 55 minutes past the hour
- Half time is 3 minutes

Time Outs:

- 1 time out per half
- 1 minute in length
- Coach must call time out

Substitutions:

- The referee will call for subs at the end of each period
- No individual substitutions are permitted during each period unless an injury has occurred

Defense:

- Any defense may be played 5th grade thru High School
- 1st grade thru 4th grade are only permitted to play a 2-3 or 2-1-2 zone defense
- Players cannot defend the ball until it crosses the half court line
- Double teaming will only be permitted in the key or paint

Press:

- Only in grades 7th thru High School can a full court press can be utilized during the last 2 minutes of the game

Trapping:

- Only in grades 5th thru High School will teams be permitted to double team individuals once they pass the half court line.

Fouls:

- Five fouls per player
- If a player fouls out and you have less than five players on your team, that player may then continue to play. Should that player foul again, a technical (2 shot) penalty will be assessed along with the possession of the ball.
- On the 7th, 8th, and 9th team fouls, the one and one rule is in effect
- On the 10th foul and thereafter, 2 shots are awarded

Referee:

- Players, coaches, and parents will respect the referee's calls.
- Referees will be paid by the coordinator

Playing time:

- Each player must play an equal amount of playing time
- Splitting of the 4 minute periods is not permitted
- If a player is injured causing the clock to stop, the coach is called out onto the floor, and the player has to be assisted off the court; the player must sit out the rest of the period. If there is less than 2 minutes remaining in that period, he or she must also sit out the next period
- This also includes overtime play in tournament games. The following chart must be utilized for the playing time:

Number Players	Equal Playing Time
5	5 players – 8 periods each
6	2 players – 6 periods 4 players – 7 periods
7	2 players – 5 periods 5 players – 6 periods
8	8 players – 5 periods
9	4 players – 5 periods 5 players – 4 periods
10	10 players – 4 periods
11	4 players – 3 periods 7 players – 4 periods
12	4 players – 4 periods 8 players – 3 periods

Late Arrivals:

- A player arriving late may not play any more extra 4 minute periods because he/she did not get (4) 4 minute periods of playing time
- The players playing time will begin when he or she is ready to step forth on to the court
- For example, if the player arrives at half time he or she will be permitted to play (2) four minute periods unless there is a deficit of players and or injury
- Likewise, if a player has to leave at half time or early, that player is only permitted to play (2) four minute periods per half unless there is a deficit of players

Zero Tolerance Policy:

- Inappropriate behavior by the players, coaches, fans, or anyone in attendance at games will not be tolerated. Examples of inappropriate and unacceptable behavior are as follows:
 - Arguing/fighting between coaches, referees, fans, and or players
 - Loud heckling or yelling at coaches, referees, fans, coaches, and or players
 - Vandalism of school property
 - Small children and siblings must be seated in the bleachers
- Consequences for inappropriate behavior will include one or several of the following items:
 - Suspension from game or games
 - Dismissal from the building
 - Dismissal from the PHARA league
 - Police notification and prosecution

Gyms:

- The gyms will be closed on any days school is not in session
 - Snow days
 - Holidays
 - Any early dismissal
 - Emergency situation
- You will not be notified by PHARA of these closures

Basketballs:

- Basketballs must be kept in the gym
- Running and playing in the hallways is not permitted
- Appropriate shoes must be worn on the gym floor

Clock Usage:

- The clock may be used during any games throughout the year
- The clock must be locked up in the designated file cabinets by the coach after each use
- A responsible adult from each team must be the operator of the clock

Tournament Play:

- A regular game of 8, four minute periods will take place
- Games tied at the end of regulation will be decided by a 2 minute overtime period
- If additional overtime(s) is (are) needed they will also be 2 minutes
- No additional time-outs will be awarded in any overtimes
- Carry over time outs from regular game will not be permitted
- If a team did not use their allotted time outs during the 8 four minute periods of regular play, then the time outs are lost
- Any 5 eligible players may play in the first overtime
- All eligible players who did not play in the first overtime must play in the second
- If a third overtime is needed, it will be a sudden death situation. The coach may elect to use any of his or her players in a sudden death play off situation. The winner will be the first team to score a basket.
- Grade 7/8 and HS (9-12) will be permitted to press last 2 minutes of game and in overtime
- Grade 7/8 and HS (9-12) the clock will stop in last 2 minutes of game
- For all age groups the clock will stop on all whistles during overtime