

## **JAGUAR BASKETBALL RULES FOR ALL GRADE LEVELS**

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

### **Game Length:**

- 8 five 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 5<sup>th</sup> grade thru High School
- 1<sup>st</sup> grade thru 4<sup>th</sup> grade are only permitted to play a 2-3 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 7<sup>th</sup> thru High School can a full court press can be utilized during the last 2 minutes of the game

### **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 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> team fouls, the one and one rule is in effect
- On the 10<sup>th</sup> 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 5 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:

<b>Number Players</b>	<b>Equal Playing Time</b>
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 5 minute periods because he did not get (4) 5 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) five 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) five 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:**

- 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 (5) 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 in overtime
- The clock will stop on all whistles during overtime