

# PALOS VERDES BASKETBALL ASSOCIATION

## PLAYING RULES BOYS DIVISION 2018-19

1. **C.I.F. RULES** will be played except as modified below.
2. **BALL SIZE** – K, 1<sup>st</sup>, 2<sup>nd</sup> Grades 27'5" 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> Grade – 28.5" Balls 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> Grade 29.5" Balls
3. **IT IS IMPORTANT THAT GAMES START ON TIME.** Therefore, games must start by five minutes after the designated starting time. Any team that is unable to place five (5) players on the floor by this time will have a choice of beginning the game shorthanded or forfeiting the game (in which case a "pickup" game is acceptable should both coaches agree). In the event that a team begins its game with fewer than five players present, playing time requirements for both teams will be governed by Rule 12e defining the number of players present at the end of the first quarter of play.

4. **TIME PERIODS.**

Kindergarten- games will be played in four (4) 8-minute running quarters.

1st and 2nd, 3rd, 4th, 5th and 6th grade games will be played in four 10-minute running quarters. If the game score is within 10 points, the ball is dead during the last three minutes of the fourth quarter only and the clock is stopped until the ball is put back into play.

7th and 8th grade games will be played in four 10-minute running quarters.

In all games the clock is stopped whenever the ball is dead during the last three minutes of the fourth quarter only, regardless of the score.

All grades have one minute between quarters and three minutes between halves.

Two time-outs per half are allowed. If the two time-outs are not taken in the first half, they may not be taken in the second. Time-outs are limited to one minute.

5. **SHORTENED TIME PERIODS and COURT ACCESS.** If the games do not run on schedule, the 10-minute running quarters may be shortened at the discretion of the game officials.

In order to maintain an orderly game environment, no players or fans are to enter the basketball court during stoppages in play, including timeouts and breaks between quarters and halves. This includes players awaiting their upcoming game on the same court; no team is allowed on a court until the immediately preceding game has concluded. It is the responsibility of each coach to be aware of and enforce this rule with both the players as well as the fans of his/her team. Failure to observe and enforce this rule on a repeat basis will result in a warning to the coach from the Grade Coordinator; repeated warnings can result in pre-game technical fouls being called in the judgment of the officiating crew, which cannot be appealed.

In addition to the rule above, all coaches of teams awaiting their upcoming game are instructed to keep their players away from the baseline area of games in progress so as

not to create a safety hazard for the players in the ongoing game. There are other suitable gathering spots inside and outside each of the gyms in which PVBA games are played. These gathering and waiting areas are to be used at all times.

6. **OVERTIME**. In the event the score is tied at the end of regulation time, a 3-minute overtime will be played with the clock stopped when the ball is out of play.

Time-outs are not carried over from regulation play. One time-out per team per overtime period is allowed.

Playing time rules are not applicable during overtime periods, as it is assumed that each player will have achieved their minimum required playing time during regulation play.

Team foul totals do carry over from the second half into the overtime period.

If the score is tied at the end of the overtime period, a sudden death play-off will follow with the first team opening a two-point lead declared the winner. A one-minute break will be allowed every three minutes of sudden death play-off.

7. **"THREE SECONDS" IN THE KEY RULE** applies to the 6th, 7th and 8th grades. The 1st and 2nd, 3rd, 4th and 5th grade have five seconds in the key.
8. **FREE THROW LINE** for 1st and 2nd, 3rd, 4th and 5th grades will be moved closer by one foot.
9. **FIVE-SECOND CLOSELY-GUARDED RULE** will be waived if the ball is being dribbled.
10. **TEN-SECOND RULE** to cross the half court line is in effect for all grades at all times. During the last 3 minutes of the game ONLY: a timeout taken in the backcourt will not reset the ten-second time.
11. **FULL COURT PRESS / BACK COURT DEFENSE**. 7th and 8th grade--allowed entire season. 5th and 6th grade—allowed during 3<sup>rd</sup> and 4th quarter and overtime only.

1st and 2nd, 3rd, and 4th grade—Full Court/Back Court Press is not allowed at any time. Violations of the “No Backcourt Defense” rule in 1st and 2nd, 3rd, 4th, 5th and 6th grade games will result in a whistle stopping play by the officials and a warning issued to the defensive team, with the ball returned to the offensive team out of bounds in the backcourt at the spot of the violation. A second violation, and all subsequent violations, occurring during the same game by the same team will result in a two-shot Technical Foul being called (which also counts as a Team Foul) and the ball awarded to the offensive team out of bounds in the backcourt at the spot of the violation.

12. **MAN-TO-MAN DEFENSE** 7th and 8th grade--must play man-to-man the first half of the game. A zone or man-to-man defense is allowed in the second half of the game. This rule applies to press defenses as well, i.e., no zone presses during the first half. 6th grade--man-to-man is required for the entire game the first half of the season. The second half of the season is the same as 7th and 8th grade, with the exception that no backcourt defense will be allowed throughout the season except as noted above in Rule 10. 1st and 2nd, 3rd, 4th and 5th grade--man-to-man is required for entire season.

When man-to-man defense is played, each player must be no more than 3-5 feet from an opposing player. In other words, each player must always be guarding another player, not necessarily a specific player. Since this is the definition, double or triple teaming of any opposing player (even a player without the ball) is allowed. Anything other than above is a zone defense.

If a coach believes that a zone defense is being played in the place of the required man-to-man, then that coach should express his feelings to the referees at an appropriate time and in an appropriate manner. At the time of the first violation of this rule the referee will issue a warning. From the second violation on, technical fouls will be assessed. This is a Team Foul not a Personal Foul.

The purpose of this rule is to teach the players to play man-to-man defense. The referee must not allow a zone to be played. It is also the responsibility of the coach to ensure that his team plays accordingly. However, it is not the intent of this rule to allow the offense to spread the defense so that only the stronger players are dominant. Therefore, each individual player need not be guarded. No defensive player needs to closely guard an offensive player who is outside the three-point arc or more than twenty feet from the basket where there is no arc on the floor, but they must be within 3-5 feet of an offensive player.

13. **SUBSTITUTION RULE.** Unlimited substitution will be allowed, but within the limits stated below. Substitutes must enter the game by reporting to the scorer's table, and are only allowed upon a stoppage in play as noted by a referee's whistle. The substitute is to be acknowledged by the referee during the stoppage in play and waved into the game by the referee.

The coach is responsible to make sure each player **starts, plays continuously, and finishes at least two (2) full quarters of every game.** If a player plays 5 minutes in the one quarter and 5 minutes in another quarter this will **not count as a full quarter.** The only exception to this rule will be if a player fouls out or is injured and cannot play.

Every player must sit out one complete quarter, **from start to finish,** unless one of the teams has only 5 players at the game, in which case this rule is waived subject to the clarifications below.

In an effort to maintain fairness, if one of the teams has 6 players but the other team has 6 or more available, BOTH teams will be limited to a 3½ quarter MAXIMUM playing time per player. In other words, every player must sit out at least one-half of a quarter. While it is not practical to stop play exactly halfway through a quarter to allow substitutions, coaches must make an effort to comply with the spirit of this rule. For example, a coach who sends a player to the scorer's table to check in for a player who needs to rest his required half-quarter at the 5:15 mark, but is unable to enter the game until a whistle at the 3:45 mark, is in compliance with this rule. Conversely, it is not appropriate for coaches to send a player to check back into a game after resting his half-quarter at the 6:30 or 5:50 mark of a quarter, for example.

**In summary:**

Minimum Playing Time (all games) = 2 complete start-to-finish quarters  
Maximum Playing Time (7 or more players on BOTH teams) = 3 complete quarters  
Maximum Playing Time (6 players on ONE team, 6 or more on other team) = 3½ quarters  
Maximum Playing Time (5 players on ONE team, 5 or more on other team) = 4 quarters.

**ANY VIOLATION OF THESE RULES NEED TO REPORTED TO THE BOARD  
WITHIN THREE (3) DAYS AND WILL RESULT IN A FORFEIT OF THE GAME,  
NO EXCEPTIONS**

14. **DEFINITION OF NUMBER OF PLAYERS.** The number of players shall be defined as the total in attendance, in uniform and able to play at the end of the first quarter.

A player who is unable to play in a game due to injury, but who chooses to sit on the bench and wear his jersey in support of his team will not be counted against this number; in such situation, that player's coach is obligated to inform the opposing coach prior to the start of the game of his player's inability to play due to injury.

Any player arriving after the horn signifying the end of the first quarter will be considered as "not in attendance" for purposes of the maximum playing time calculations described in d above. To illustrate, team a begins the game with 6 players in uniform while team b has all 8 players there. A 7th player for team a arrives 3 minutes into the game. Team a will be considered to have 7 players for this game, and will be bound by the maximum playing time of 3 complete quarters for each player, including the late arriving player. Should the 7th player for team a have arrived between the first and second quarters or sometime during the second quarter, then team a will be considered to have 6 players in attendance and both teams will be bound by the maximum playing time of 3½ quarters per player. Note: if a player arrives to the game after the second quarter begins, he is only required to play a minimum of one full quarter, start to finish.

15. **PLAYER INJURIES.** A player who suffers an injury during a game and is not able to continue playing may be removed from the game and be considered to have played a full quarter. If he is able to return to the game later in the same quarter, then he is eligible to reenter as a substitute and the coach is obligated to make every effort to get the player back into the game, so long as he is recovered and not at risk of further injury. Similarly, if the player is able to return to the game later, he is still eligible to reenter and will be expected to receive his minimum two quarter start-to-finish playing time (counting as complete the quarter in which he was injured). A player substituting for the injured player is still bound by the maximum playing time requirements noted in 12 above, regardless of the injury, unless the injury results in that player's team being reduced to only 5 healthy players for the duration of the game.
16. **VARIATIONS OF THE SUBSTITUTION RULE DUE TO ABSENCES.** At times during the season, teams may experience problems with a player(s) missing repeated practices, with or without valid reasons. In order to encourage team spirit and complete participation of all players, for the benefit of themselves and the team, the following steps must be taken if a coach believes action is warranted and his/her attempts to discuss with the player's parents have been unsuccessful:

1. Coach must contact Grade Commissioner at least one week prior to any disciplinary action being taken.
2. Grade Commissioner must obtain input from coach, player(s), and parents in an attempt to resolve the problem.
3. If the problem cannot be resolved, the Commissioner has the option of not allowing the subject player(s) to play more than one quarter of a game until the problem is corrected.
4. The decision of the Grade Commissioner is final.

The player designated to play no more than one quarter will be told prior to the action being taken. Also, the coach must notify the opposing team's coach before the game begins that a certain player will not play more than one quarter.

## 17. **FOULS**

Personal Fouls. Each player is allowed five personal fouls. A player is disqualified on the fifth personal foul and may not reenter the game.

In the event a team plays a game with no more than five players in attendance, or no more than five players still eligible to play because of player absences, previous player foul disqualifications or injury during a game, the following rule will apply:

1. When a player has reached five personal fouls, that player will be allowed to remain in the game until that player's seventh foul, at the discretion of that player's coach. This rule applies only to the player whose disqualification results in a team being faced with finishing the game with four players; no previously disqualified players will be allowed to reenter the game.
2. After the player in question is charged with his/her seventh foul, the player is disqualified and that player's team must finish the game with its remaining four players. A team must be able to field a minimum of three players in order to complete a game. Should disqualifications/injuries result in a team being left with only two available players, the game will be declared a forfeit in the favor of the opposing team.
3. The fifth foul (if the coach decides the player will stay in the game) and subsequent fouls charged to that player in a game shall result in both a personal foul and technical foul being called. When a fifth foul results in a disqualification and the player does not stay in the game, no technical foul will be called. Any free throws resulting from the personal foul are to be shot by the fouled player (either a two-shot foul in the act of shooting, a one-and-one if the foul occurs on the floor and the bonus is in effect, or no free throws if not in the act of shooting and the bonus rule is not yet in effect). Following the personal foul free throws, any player currently in the game may be selected by the offensive coach to shoot two technical foul free throws. As such, there are a maximum of four free throws that can be taken in these situations.
4. After the two-shot technical foul, the ball remains in possession of the shooting team, and is awarded out-of-bounds at the half court line.

5. In the event a player(s) fouls out of the game with a fifth personal foul prior to the "five player eligible" rule stated above, that player(s) will not be allowed back into the game for any circumstance, i.e., five fouls and the player(s) is out of the game.

6. Example: Team A has 6 players at the start of the game. Player 1, their best player, fouls out early in the 3rd quarter and is replaced by Player 6, a last round draft pick. Player 1 will not be allowed to reenter the game under any circumstances, including injury or future disqualifications. Later in the 3rd quarter, Player 2 draws his 5th foul. At this point, the coach of Team A must decide to continue playing with Players 2, 3, 4, 5 and 6 and accept technical foul calls on any future fouls by Player 2, or to finish the game with Players 3, 4, 5 and 6 only. Player 1 will not be allowed to return to the game in place of Player 2, nor will both Players 1 and 2 (who have both fouled out) be allowed to continue while Player 6 (who still has fouls to give) is put back on the bench.

### **Team Fouls.**

1. The "one and one" rule applies beginning with the seventh team foul committed by a team in each half, consistent with CIF rules. Similarly, the "double bonus" rule applies beginning with the tenth team foul committed by a team in each half.

2. If a Coach or Player is called for a Technical Foul, it counts as a Team Foul. If a Coach or Player is called for a second Technical Foul during the same game, he will be asked to leave the gym and banned from attending the next scheduled game. Failure to observe this rule will result in the revocation of coaching or playing privileges, at the discretion of the Board.

### **Intentional Fouls.**

Fouls committed "intentionally" in an effort to stop the clock must be committed with no intent to injure and in an attempt for the ball. Shoving a player with or without the ball, whether on the ground or in the air, is not a legitimate interpretation of this rule and may result in a flagrant foul call at the discretion of the game officials. The penalty for a flagrant foul is an automatic two free throws in addition to any other free throws resulting from the foul and possession of the ball by the offensive team out of bounds at the half court line. It is the responsibility of each coach to instruct all players in the proper interpretation of this rule, with a particular emphasis on making a play for the ball.

**17. CHAMPIONSHIP.** The winner of the regular season will be determined based upon final league standings. Trophies will be awarded to the top three teams of each grade level.

In the event two teams tie in position standings, the team that won the game played during the "head-to-head" season competition shall be the winner of the tie. In the event more than two teams tie in position standings, the team(s) that won the game(s) played during the "head-on" season competition shall be the winner of the tie. If a tie still exists then the teams remaining in the tie shall be declared co-winners.

1st and 2nd grade all teams will enter the playoffs, which will be single elimination games. The championship tournament seeding will be determined by the Grade Coordinator. All 1st and 2nd Grade players will receive trophies.

**18. TOURNAMENT**. A final season tournament will be held at each grade level. The Grade Coordinator will determine seeding for the tournament. Trophies are awarded to the top 2 finishers in the tournament.