

PENINSULA PARISHES/SCHOOLS LEAGUE

SECTION 6: BASKETBALL RULES

- 6.1 GOVERNING RULES:** The National Federation of State High School Association Rules shall apply with the exceptions listed below.
- 6.2 LOCATIONS:** All league basketball games must be played in an indoor gym.
- 6.3 GAMES:** All teams will be guaranteed at least seven (7) league games.
- 6.4 STARTING:** The starting time for all games will be the scheduled game time; or no more than five (5) minutes after the end of the preceding game. All participants must be present and listed by last name and jersey number in the official score book at the start of a game. Players arriving late may not participate in a game that has begun. There will be no exceptions to this rule.
- 6.5 DISCIPLINARY ACTIONS:** Before the start of any game a coach must notify the opposing coach when any player in attendance is not eligible to participate in a league game due to disciplinary action imposed by their school sports policy.
- 6.6 REFEREES:** If PPSL assigned referees are not present, teams may use volunteer referees. Both teams must agree to use the volunteer referees and the game may not be protested due to a decision or a call made by the volunteer referees.
- 6.7 PREVENTING FORFEITS:** A player may fill in only once per season per team, a season shall include playoffs and all championship games. Athletic Directors must report to the league commissioner the name of each player pulled up. A coach must notify the opposing coach when pulling up a player. “Pulling up” players to prevent a forfeit must be done in accordance with ***General Rule 3.7 (FORFEITURE PREVENTION)***. Players may be “pulled up” to make six (6) to prevent a forfeit as follows:
- See ‘Section 3: Pg. 6, General Rules’; (Table Reflecting Pull-Up order) shall be used for all league games. See ‘Section 7: Pg. 2, Appendix; Playoff Rules’; (Table Reflecting Pull-Up order) shall be used for all Volleyball and Basketball playoff and championship games.
- 6.8 UNIFORMS:** Uniforms must have numbers on the fronts and backs of jerseys. No technical foul will be called on a player for wearing illegal numbers. If there is a conflict of colors, the home team will have the obligation to change to an acceptable color. All players on a team shall wear matching colored uniforms consisting of shirts and shorts. Tee shirts may be worn under uniform shirts and must be of a like-color or white only. Like-color is defined as the predominate color of the uniform. All team members who choose to wear tee shirts under their uniform must wear the same color tee shirts. They must all be white or must all be the predominate color of the uniform. Tee shirts of different shade of the same color will be permitted. New this year, (2016) All head bends, wristbands, sleeves and tights must be black, white, beige or the predominate color of the uniform.

Players shall not wear undergarments or tights, which extend below the uniform shorts unless they have written permission from a principal, a pastor, or a licensed

medical practitioner. Biker shorts or compression shorts may be worn. They must be worn under the uniform shorts unless the biker or compression shorts are the official team uniform. The biker or compression shorts must be the same color as the predominate color of the uniform shorts.

6.9 PLAYERS' RESPONSIBILITIES: Players cannot wear jewelry, barrettes, pins, friendship bracelets or piercing appliances. Players may not chew gum. Fingernails must be trimmed to a length acceptable to the referees. Long hair must be tied back. Players must wear shoes with non- marking soles.

6.10 COACHES: Coaches are representatives of the school/parishes and must wear appropriate clothing while coaching. Coaches may enter the court during time outs and between periods of play. Head coaches may be off the bench in front of his/her seat within the confines of the designated coaching box, within three (3) feet of the team bench, to give instructions to his/her players. Two coaches, one scorekeeper, and rostered players are the only persons allowed on a team bench. All persons on a team bench must wear shoes with non-marking soles.

(NFHS rule book) The coach shall avoid the use of alcohol and tobacco products when in contact with players.

6.11 HOME TEAM RESPONSIBILITIES: The home team book is considered the official score. Whenever a discrepancy occurs between the official scorer, the visiting scorer or the visible scoreboard, the official book shall be considered the official score. Should the referee(s) determine that the home team scorer is unqualified to keep the book; the visiting scorer will assume the duties of the official book and become the official scorer.

- The home team must provide a visible scoreboard, a qualified scorekeeper, a qualified timer, a scorebook, a horn and a directional arrow.
- **GAME BALL:** The home team must provide the game ball. All girls' teams and boys' Training, Cubs and 5th Lions teams will use the girls' WBL leather ball (girls' size). A list of approved balls is printed in the Official High School Rule Book. The boys Varsity, Junior Varsity, Sharks and 6th Grade teams will use a regular men's' size leather ball. A list of approved balls is printed in the Official High School Rule Book.
- **REPORTING SCORES:** Home team Athletic Directors or Sport Commissioners must report all scores and the names of all pull-ups and absent players, of games played during the preceding week, no later than midnight on Monday of the following week. *PENALTY:* Forfeiture of all games played that week by the home teams that failed to report scores.

6.12 THREE POINT PLAY: The three point play rules are in effect.

6.13 CLOCK RULES: There will be no thirty (30) second clock. The ten (10) second rule and the backcourt rules will be in effect.

6.14 COMPETITION RULES: The Varsity, Junior Varsity, 6th Grade, Cubs and 5 Lions divisions will be subject to the PPSL Competition Rules.

- This rule shall be invoked when one team achieves a lead of 15 or more points.

- This rule shall remain in effect until the point differential has been reduced to 10 points or less.
- While the Competition Rule is in effect, the team with the lead shall:
 - a) Discontinue the use of any press on any in-bound pass past the 3-point arc.
 - b) Upon a loss of ball control, must not attempt or establish any defense at or beyond the 3-point arc.
- When the team with the lead does not abide by Rule 3 above, the referees will issue a warning, and on subsequent violations will call a technical foul on the bench and award two (2) free throws and possession of the ball to the opposing team. Alternatively, when the team with the lead does not abide by Rule 3 above, the referees will issue a warning and on subsequent violations will call a technical foul on the defensive player violating the Competition Rule and award two (2) free throws and possession of the ball to the opposing team. A technical foul called on a player for violation of the Competition Rule shall count only as a personal foul.

6.15 CUBS AND 5TH LIONS: No pressing will be allowed on any inbound pass taken in the backcourt. Once possession of the ball is established, the defensive players must position themselves behind the mid-court line on the side of the court that they are defending. If this rule is violated, the possession of the ball will be returned to the in bounding team at the place where the play started. A warning will be given to the defense. One warning will be allowed per team per quarter. Any subsequent violations of this rule in the same quarter will be called as technical fouls on the defense. Exception: This rule will not be in effect for: the final minute of the fourth (4th) quarter of regulation play, the final minute of a first over-time period, or during any part of a sudden death overtime period.

6.16 CHANGE OF POSSESSION: All games will begin with a jump ball at center court. All overtime periods will begin with a jump ball at center court. At all other times during a game, the possession of the ball will alternate. The official scorekeeper will be responsible for seeing that the ball is being alternated correctly.

6.17 LENGTH OF QUARTERS: The Varsity teams (all Divisions) shall play seven (7) minute quarters. The Junior Varsity (all Divisions), The 6th Grades (All Divisions), shall play six (6 minute) quarters. The Fifth (5th) Grade Cubs and the Lions teams shall play five (5) minute quarters. The length of the half time break for all games will be five (5) minutes. The time between games will be five (5) minutes.

6.18 PLAYING TIME: All players must play one complete quarter. A complete quarter is defined as the time from the start of a quarter through the end of the same quarter. It will be the responsibility of the official scorer to notify the coaches and referees at half time of the players who have not yet played their complete quarter. The remaining playing time of a player, who is removed from the game due to an injury and is able to re-enter the game, will be left to the discretion of his/her coach.

6.19 TIME OUTS: Each team will be allowed three (3) time outs per regulation game. A two-minute time out will be allowed for an injury and will not be charged to a team. Each team will be allowed a one (1) minute time out in overtime. Any time outs remaining to a team after regulation play is completed may be used during the

overtime periods. One (1) additional one (1) minute time out will be allowed during a “sudden death” overtime period.

6.20 TIE GAMES: If any game has a tie score at the end of regulation play, one overtime period shall be played. An overtime period shall be two (2) minutes long. If a game is still tied at the end of the first overtime period, “sudden death” overtime will take place and the first team that scores two (2) points will be the winner.

6.21 ENDING THE GAME: At the end of the game, the referee will verify the score by signing the official scorebook. The game will become official when the scorebook is signed. No change of score shall be made after the referee signs the scorebook. Teams shall not be required to remain on the court during the referee’s verification of the final score.

The above rules were adopted by ALL 16 member schools and approved by the PPSL Executive Board. The penalty for ANY infractions of the above rules will be an automatic forfeiture of game(s).

PENINSULA PARISHES/SCHOOLS LEAGUE
SECTION 6: BASKETBALL RULES
FOURTH GRADE TRAINING

- 6.22 RULES:** The National Federation of State High School Association Rules and PPSL Girls and Boys Basketball Rules for the Cubs and Fifth (5th) Grade Lions shall apply with the exceptions listed below.
- 6.23 SCORING:** This is an instructional league. No scores or standings will be kept by anyone.
- 6.24 PLAYER PLAYING TIME:** On teams composed of ten (10) players or less, each player will play a minimum of two (2) complete quarters. On teams composed of eleven (11) players or more, each player will play a minimum of one (1) complete quarter. A complete quarter shall consist of that period of time from the start through the end of the same quarter. Remaining playing time should be shared as equally as possible among all players.
- 6.25 MOVING PLAYERS:** Training teams can only pull from other training teams and shall be done only in order to make six (6) players on a team. Schools that have two (2) or more training teams may move a player only once per season to make the sixth (6th) player on another training team. A player may be pulled more than once only if all other available players have been pulled at least once.
- 6.26 GAME LENGTHS:** A game shall consist of four (4) quarters of eight (8) minutes length each and shall be played with a “running clock”.
- 6.27 FREE THROWS:** Players will be allowed to shoot free throws from a point no more than three (3) feet closer than the regulation free throw line. The clock will be stopped for the first free throw of each game. The clock will be restarted when the player completes his/her first free throw.
- 6.28 BACK COURT PRESSURE:** No backcourt pressure will be allowed. Once a ball is rebounded, the defense must return inside the 3 point ARC on the side of the court that they are defending.
- 6.29 BALLS REQUIRED:** A woman’s size WBL leather ball will be used.
- 6.30 REFEREES.** The PPSL will assign one referee.
- 6.31 COACHES:** Only two (2) coaches will be allowed on the team bench.

The above rules were adopted by ALL 16 member schools and approved by the PPSL Executive Board. The penalty for ANY infractions of the above rules will be an automatic forfeiture of game(s).