

**Specific Rules of Play**  
**2019-20 PSAA BASKETBALL RULES AND REGULATIONS**

## FAIR PLAY

- Coaches** need to make certain that their players, assistants, and players' parents also respect the decisions made by the on field observers.
- Comments** made from the sideline should be positive, constructive, and encouraging.
- Comments** by players on the field should be positive and encouraging and relating to the play.
- **We are expecting** that everyone will use appropriate, non-threatening, cordial language, and will speak in a tone and manner that is non-confrontational nor condescending.
- **Players** are not to shout/scream in a manner to unsettle a player in order to gain an advantage.
  
- Referees** will address the players and coaches cordially. Will know these rules and will apply them fairly. Will attempt to maintain good position on the field in order to make the proper call.
  
- Coaches** need to be supportive of the calls the referee makes. The key is that the referee makes consistent calls. If an official needs to be corrected about a rule, both coaches of the teams playing must be in agreement that an error in the understanding of the rule needs to be corrected and may together bring this to the official's attention. This is not about whether you agree or not regarding who gets called out, or whether a foul or violation should have been called or not.
- Following the game**, this information should be directed to the tournament convenor to make certain the correction made was accurate.

Remember, we should model the behaviour we expect.



## 1. EQUIPMENT

### **1.1 Uniforms:**

- a) Brings bibs/pinnies in case of duplication in shirt/jersey color.
- b) Standard numbered shirt is a necessity.

### **1.2 Players:**

- a) NO jewelry is allowed.

### **1.3 Ball:**

- a) U-12 Girls and Boys use a size 5
- b) U-14 Girls and Boys use a size 6

### **1.4 Dimensions:**

- a) A regulation high school basketball court has been halved to make our size courts possible.
- b) Nets will be set at 12 feet for all divisions

## 2. ROUND ROBIN PLAY

### **2.1 Time:**

- a) Game length is 23 minutes, running time.
- b) One "time out" per game – 1 minute in length, team must have possession to call a "time out".

### **2.2 Possession:**

- a) Five (5) seconds to inbound the ball.
- b) Five (5) seconds to take free throw – once official gives the shooter the ball.
- c) If closely guarded and not advancing the ball, player must pass or shoot the ball within 5 seconds.
- d) Ten (10) seconds to get the ball over the half court line.
- e) Three (3) seconds in the key for U-14 is EXTENDED to 5 seconds at the U-12 division

### **2.3 Positions:**

- a) A maximum of 5 players on the court.
- b) Substitution is unlimited.

c) You CANNOT CHANGE ON THE FLY/RUN but you must get permission from the referee. Usually after a whistle.

## **2.4 Defense:**

a) U-12 division defense: man-to-man and "half-court" only (defensive team must wait until at least half-court to pick up check).

b) U-12 division half-court defense applies only on inbound plays. On a turn-over or rebound, with the ball still in play, players may defend immediately.

c) U-14 division defense: man-to-man or zone (no half-court restriction, but please use discretion).

d) U-14 division if score is 15 points or more, no pressing other team

## **3.1 Turnovers: Walking or Traveling**

a) Taking more than 'a step and a half' without dribbling the ball is travelling. Moving your pivot foot once you've stopped dribbling is traveling.

## **3.2 Turnovers: Carrying or Palming**

a) When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball.

## **3.3 Turnovers: Double Dribble**

a) Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.

## **3.4 Turnovers: Held Ball or Jump Ball**

a) Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis. [possession arrow]

## **4.1 Results of Personal Fouls:**

**NOTE\*** Rebounders can enter the key/lane after the ball hits the rim

a) If a player is shooting while being fouled, then they gets two free throws if the shot doesn't go in, but only one free throw if the shot does go in.

b) If fouled while not shooting, the ball is given to the team the foul was committed upon. They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.

#### **4.2 Personal Foul: Charging**

a) An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.

#### **4.3 Personal Foul: Blocking**

a) It is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.

#### **4.4 Personal Foul: Flagrant**

a) Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of the ball after the free throws.

#### **4.5 Personal Foul: Intentional**

a) When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.

#### **4.6 Personal Foul: Technical**

a) A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups.

#### **4.7 Results of Team Fouls:**

a) If the team committing the foul has seven (7-9) to nine fouls in the game, then the player who was fouled is awarded one free throw. If they make the first shot, then they are awarded another free throw. This is known as "Bonus."

b) If the team committing the foul has ten (10) or more fouls, then the fouled player receives two free throws. This is known as "Double Bonus."

### **5.0 PLAYOFF QUALIFIERS**

- 3 points for a win; 1 point for a tie
- We do not keep track of the final scores!

**\* Should a team demonstrate superior play it is not necessary to convey that information on the scoreboard**

a) Tie breaking procedure for playoff seeding: HEAD TO HEAD WON/LOSS RECORD

HEAD TO HEAD against next seeded team [**continue down rankings until tie is broken.**]

b) If a tie needs to be broken and a team will be eliminated from playoff play,– then go to 2 player three (3) free throw shoot-out.

1. Any 2 players from a team's roster may be used for the shootout. [Max of 6 shots]
2. Tied after the team shootout: continue with the same shooters (one shot at a time) until one team has the advantage after equal number of attempts.
3. If 3 teams tied: all three teams will be involved in a 3 player shoot-out at the same time. Same as above. **Top goal scoring team earns top spot!**

## **5.1 PLAYOFFS**

a) The last two minutes are stopped time (timeout may be taken if stopped time).

**If there is a tie at the end of regulation, the following will be used to break the tie:**

b) Immediately play an additional 2 minutes of stop-time of 5 on 5

### COMMITMENT

- Teams are expected to remain on site for all scheduled matches.
- Each Coach is asked to bring his/her own First Aid Kit.

We are all responsible for leaving the Host School clean. Please make certain that garbage is disposed of in the appropriate receptacles throughout the day and not left to the end of day clean-up. Make certain your team picks up after itself.

