

# PSA BASKETBALL RULES

## I. General Rules (All Leagues)

**A. Game Rules:** All games scheduled by the PSA Basketball Program are played under the National Federation of High School (NFHS) rules except where modified by the PSA Basketball Rules.

**B. Coaches:** Each team is allowed a Head Coach and an Assistant Coach. They must be an adult, 21 years or older, with a current contract with PSA. The Head Coach is responsible for the conduct of all persons connected with their team (Assistant Coach, players, parents and fans). In the event that neither coach is available, a parent may act as the stand-in Head Coach.

**C. Players:** Only players listed on the official roster maintained at the PSA office are eligible to participate in games. Guest players are not authorized at any time or under any circumstances. A player may only play on one (1) team per grade. Players may play in their grade or higher.

**D. Rosters:** Teams are limited to 12 players on their roster. Under special circumstances, teams may petition the Basketball Director for an exemption to the 12-player limit. Additional players may be added to the official roster prior to the 3<sup>rd</sup> week of the season. After the 3<sup>rd</sup> week, coaches may petition their League Coordinator for an exception to the rule.

**E. Game Lineup Cards:** PSA Game Lineup cards are distributed at the coaches meeting and are available for pickup at the PSA office. Coaches must exchange the PSA Game Lineup cards prior to the start of every game. In the event that a team does not have their PSA Game Lineup cards at game time, a two (2) shot technical foul, and ball out of bounds will be assessed by the referee to begin the game. The coach must then provide the first and last names of all players and their numbers to both scorekeepers.

**F. Scorekeepers:** Both teams must provide scorekeepers for every game. The first team listed on the schedule is the home team. The home team provides the official scorekeeper and keeps the official scorebook.

1. Scorekeepers are required to sit on either side of the timekeeper. Scorekeepers may not sit in the stands or on the team bench.
2. The scorekeeper must list all players on each team by full name and number.
3. Record individual scoring, personal fouls, team fouls, time-outs and player participation.
4. Scorekeepers must compare their scorebook at the end of each quarter to ensure no discrepancies.

**G. Forfeits:** A team must have a minimum of 4 players and 1 coach in order to start the game. If a team is unable to field a team (4 players and 1 coach) within 10 minutes of the scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.

**H. Bench:** Only eligible players and coaches (limit 2) on the official roster are permitted on the bench. During the game, coaches are not permitted on the court and must stay within the bench area. Referees may require that coaches remain seated. Failure to follow the referees' instructions may result in a technical foul.

**I. Game Time:** Games are four (4) six-minute quarters. The time clock stops on the Referees whistle for out of bounds, fouls and timeouts.

**J. Ten Second Clocks:** Teams have ten (10) seconds to get the ball over the half court line. Timeouts taken prior to crossing the half court line will reset the ten (10) second clock. When back court pressure is restricted the ten (10) second clock will not be reset.

**K. Mandatory Playing Time Requirements:**

1. Coaches are responsible to ensure that all players meet their League specific mandatory playing time requirements. There are no mandatory playing time requirements for teams playing in a Select division.

2. A coach who has a dispute over playing time must bring the infraction to the attention of the referee and opposing coach in time for it to be resolved during the game. If a team does not provide a scorekeeper or notify the referee and opposing coach of apparent violation, there is no basis for a protest.

**L. Jump Ball:** Games will start with a center jump ball. Thereafter, teams will alternate throw-ins on jump ball situations. The timekeeper will maintain the possession arrow.

**M. Substitutions:** Prior to entering the game, all players must report to the scorers table. Failure to do so may result in a technical foul.

**N. Time outs:** Each team is allowed four (4) forty-five (45) second timeouts per game and one (1) forty-five (45) second time out in overtime. Time outs do not carry over from regulation into overtime.

**O. Fouls:**

1. Individual Fouls: A player must leave the game after receiving five (5) fouls.

2. Teams Fouls: Every foul counts as a team foul, including offensive and technical fouls. On the seventh (7<sup>th</sup>) foul, the team will be in the bonus (1 and 1) situation. On the tenth (10<sup>th</sup>) foul, the team will be in the double bonus (2 shots).

3. Fouls Shots: No player may enter the key until the ball hits the rim. If the ball does not hit the rim, it will be a change of possession with the ball taken out under the basket.

4. Technical Fouls: Result in two (2) free throw and loss of possession. Two (2) technical fouls against a player or coach will result in ejection from the game. The player or coach must immediately leave the playing area. Technical fouls assessed for inappropriate behavior by the fans or bench will be assessed to the Head Coach.

**P. Overtime:** If the game is tied at the end of regulation, a three (3) minute overtime period will be played (except in the mini league). If the game remains tied at the end of the first overtime, a sudden death overtime period will be played. In the sudden death overtime period, the first team scoring any combination of two (2) points wins. Overtime periods start with a center jump ball.

**Q. Uniforms:** All uniforms shall have numbers on the front (4") and back (6"). Numbers may be up to 2 digits (0-5). Reversible uniforms are recommended but not required and new uniforms should have the PSA logo on the front. When possible, the Home Team should wear light colors.

**R. Disciplinary Action:**

1. Disciplinary action may be taken against a coach/player for violation of the Rules. Depending on the severity of the infractions, a recommendation may be made to suspend the coach/player for the remainder of the season or ban the coach/player from all PSA sponsored events.

2. Fighting will not be tolerated. Players or coaches who fight, start or attempt to instigate a fight will be expelled from further league play. There are no refunds to players expelled from the league.

3. Violation of playing time rules is not tolerated. League coordinators will investigate all suspected playing time violations. If it is determined that a coach violated the playing time requirements then the coach will be counseled on the rules and given a warning. Any further violation will result in an automatic one (1) game suspension. A coach, who continues to violate the playing time rules, will be brought to the attention of the Basketball Board for disciplinary action. Disciplinary action may result in additional suspension or immediate replacement of the coach.

4. Two (2) technical fouls against a player or coach will result in ejection from the game. Any ejection also carries an automatic one (1) game suspension. The suspension will be served in the next scheduled game (regular season, tournament or playoff).

5. Any spectator who demonstrates rude or abusive behavior will be required to leave the game site immediately. They may cause their team to be assessed one or more technical fouls.

**S. Protests:** The only protests heard by the Basketball Board are for ineligible players and mandatory playing time violations. Coaches may not protest a referee's judgment call. During the regular season, all protests must be submitted to the Basketball Director in writing within 48 hours of the game in question. A protest fee of \$50.00 must accompany all protests. The fee will be forfeited to PSA if the protest is not allowed. A protest will not be allowed if the protesting coach did not inform the Referee and opposing coach of the infraction in time for it to be resolved during the game. During playoffs and tournaments, the time between games does not allow for the normal protest process.

The Basketball Director in conjunction with the League Coordinator or other Basketball Board members will have the authority to rule on the protest.

## **II. Mini League: Kindergarten, 1<sup>st</sup> and 2<sup>nd</sup> Grade Specific Rules**

**A. Basket Height:** 8 ft

**B. Ball Size:** Junior Ball

**C. Mandatory Playing Time Requirements:**

1. Teams with ten (10) or less players: Each player must play at least one (1) full quarter from start to finish in each half.
2. Teams with more than ten (10) players: Each player must play one (1) full quarter from start to finish in the game and no player may play in more than one (1) quarter in each half.
3. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the second half, the coach must play the player one (1) full quarter from start to finish in the second half and is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the second half, the coach is not obligated to play the player.

**D. Defensive Pressure:**

1. No defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
2. Initial defensive pressure is not allowed until the ball passes an imaginary line at the top of the key (the yellow line will be used for games at the PSA Star Center). The team on offense must make a timely attempt to advance the ball across the line at the top of the key, or the referee will call a held ball and award the ball to the other team. After the initial penetration, defensive pressure is allowed to continue until change of possession.
3. Defensive pressure violations will result in the ball being given back to the offensive team.

**E. Foul Shots** are taken from the bottom of the key.

**F.** Three-second lane violations are not called.

**G.** Technical fouls are not called on players. They may be called on coaches and spectators.

**H.** No overtime games.

### **III. Junior League: 3<sup>rd</sup> and 4<sup>th</sup> Grade Specific Rules**

**A. Ball Size:** 3<sup>rd</sup> Grade: Junior Ball and 4<sup>th</sup> Grade: Intermediate Ball

**B. Mandatory Playing Time Requirements:**

1. Each player must play at least one (1) full quarter from start to finish and participate in both halves.

2. These rules may be waived under the following circumstances.

a) If a player arrives after the start of the game but before the start of the second half, the coach must play the player one (1) full quarter from start to finish in the second half and is not obligated to play the player in the first half.

b) If a player arrives after the start of the second half, the coach is not obligated to play the player.

**C. Defensive Pressure:**

1. 3<sup>rd</sup> Grade: No defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.

2. 4<sup>th</sup> Grade: Full court defensive pressure is permitted only in the second half of the game.

3. 4<sup>th</sup> Grade Select Division: Full court defensive pressure is permitted for the entire game

4. When a team is ahead by fifteen (15) or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.

5. Defensive Pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a technical foul, one (1) free throw.

**D. Foul Shots:**

1. 3<sup>rd</sup> Grade: Foul shots are taken halfway between the bottom of the key and the regulation free throw line.

2. 4<sup>th</sup> Grade: Foul shots are taken from the regulation free throw line.

**E. Three-Second lane violations:**

1. 3<sup>rd</sup> Grade: Three-second lane violations are not enforced.

2. 4<sup>th</sup> Grade: Three-second lane violations are enforced.

F. Shots made behind the three-point line will count as three (3) points.

## **IV Intermediate League: 5<sup>th</sup> and 6<sup>th</sup> Grade Specific Rules**

### **A. Ball Size:**

1. 5<sup>th</sup> Grade Boys, 5<sup>th</sup>& 6<sup>th</sup> Grade Girls: Intermediate Ball
2. 6<sup>th</sup> Grade Boys: Official Regulation Ball

### **B. Mandatory Playing Time Requirements:**

1. Each player must play at least one (1) full quarter from start to finish and participate in both halves.
2. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the second half, the coach must play the player one (1) full quarter from start to finish in the second half and is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the second half, the coach is not obligated to play the player.

### **C. Defensive Pressure:**

1. 5<sup>th</sup> Grade: Full court defensive pressure is permitted only in the second half of the game.
2. 5<sup>th</sup> Grade Select Division and 6<sup>th</sup> Grade: Full court defensive pressure is permitted for the entire game.
3. When a team is ahead by fifteen (15) or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
4. Defensive pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a team technical foul, one (1) free throw.

D. Foul shots are taken from the regulation free throw line.

E. Three-second lane violations are enforced.

F. Shots made behind the three-point line will count as three (3) points.

## **V. Senior League: 7<sup>th</sup> through 12<sup>th</sup> Grade Specific Rules**

### **A. Ball Size:**

1. Girls: Intermediate Ball
2. Boys: Official Regulation Ball

### **B. Mandatory Playing Time Requirements:**

1. Each player must play at least one (1) full quarter from start to finish and participate in both halves.
2. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the second half, the coach must play the player one (1) full quarter from start to finish in the second half and is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the second half, the coach is not obligated to play the player.

### **C. Defensive Pressure:**

1. Full court defensive pressure is permitted for the entire game.
2. When a team is ahead by fifteen (15) or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
3. Defensive pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a team technical foul, one (1) free throw.

**D.** Fouls shots are taken from the regulation free throw line.

**E.** Three-second lane violations are enforced.

**F.** Shots made behind the three-point line will count as three (3) points.