

PALOS VERDES BASKETBALL ASSOCIATION

PLAYING RULES GIRL'S DIVISION 2017-18

1. **PVBA GIRL'S DIVISION PHILOSOPHY** The PVBA girl's division is a recreational basketball league for players of all athletic abilities to have an equal opportunity to learn basketball fundamentals, teamwork, and good sportsmanship in a fun and supportive environment created by coaches, parents, families, and friends. The division's rules are consistent with this philosophy and will be strictly enforced.
2. **CONDUCT OF COACHES** Coaches have the following expectations.
 - Know and follow the division's philosophy and rules
 - Inform their players and their player's parents of the division's philosophy and rules
 - Be a role model by treating their players with respect and courtesy, using appropriate language when addressing players, opposing coaches, referees, parents and spectators
 - Be an role model of good sportsmanship for their players, players on the opposing team, parents of both teams, spectators and referees
 - Create a fun and supportive environment wherein their players can thrive, learn, and grow as players and individuals

Coaches not meeting these expectations will not be asked to return as a coach for the girl's division.

3. **CONDUCT OF PARENTS & SPECTATORS** Parents and spectators are expected to demonstrate the highest level of sportsmanship and courtesy towards their children, their children's teammates, their children's teammate's parents, players & parents of the opposing team, spectators, coaches and referees.
4. **CONDUCT OF SCOREKEEPERS** The scorekeeper sits at the scorer's table and records the pertinent game information. Scorekeeper have the following expectations.
 - Do not to coach
 - Do not address the coach or players of the opposing team
 - Do not address the referees unless it is to ask for a repetition or clarification of information or unless it is to inform the referee of game information, e.g., number of personal or team fouls
5. **ADOPTED RULES** CIF rules adopted in their entirety except as modified below.

6. **PRACTICES** The PVBA girl's division is a recreational basketball league, and team practice schedules should reflect this status. The following rules govern practice schedules.
- **Pre-season practices** "Pre-season" is defined as the period of time starting with team formation and ending on the Saturday of the first girl's division game. During this period, a team may have as many practices as practical for the coach, players, and families.
 - **In season practices** The "Season" is defined as starting with the first girl's division game and ending with the final girl's division championship game. During this period, a team may hold **one (1)** practice with a duration not to exceed **two (2)** hours. A team may have an extended warm-up not to exceed **one (1)** hour just prior to their scheduled game.
7. **GAME START TIME** It is important all games start on time. Therefore, games must start by five minutes after the designated starting time. Any team unable to place five (5) players on the floor by this time will forfeit the game. This rule **will** be enforced.
8. **TIME PERIODS & TIMEOUTS** The duration of time periods by age group is as follows.
- **3rd & 4th Grade** Games will be played in four (4) 8-minute running quarters.
 - **5th & 6th and 7th & 8th Grade** Games will be played in four 10-minute running quarters.
 - **All Grades** 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.
- All games have one (1) minute between quarters and three (3) minutes between halves.
- Each team has two (2) time-outs per half. 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.
9. **SHORTENED TIME PERIODS & COURT ACCESS** If the games do not run on schedule, the 10-minute running quarters will be shortened. Please abide by the one (1) minute between quarters and three (3) minutes between half rule. In addition, if a team is waiting for a game, players should stay off the court during these times as clearing the court unnecessarily add delay to the game.

In order to maintain an orderly game environment, no players or spectators 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 spectators 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 Division Commissioner; 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. Other suitable gathering spots exist inside and outside each of the gyms in which PVBA games are played.

10. **OVERTIME** In the event the score is tied at the end of regulation time, a three (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 (1) time-out per team per overtime period is allowed.
 - If the score is tied at the end of the first overtime period, a sudden death play-off will follow with the first team opening a two-point lead declared the winner. A one (1) minute break will be allowed every three (3) minutes of sudden death play-off.
11. **“THREE” SECOND RULE** The amount of time an offensive player may stay in the key is as follows.
- **3rd & 4th Grade** Players may be in the key for no more than five (5) seconds.
 - **5th & 6th and 7th & 8th Grade** Players may be in the key for no more than three (3) seconds.
12. **THE FIVE-SECOND CLOSELY GUARDED RULE** A five (5) second closely guarded violation may be called against an offensive player with the ball when that player is guarded closely for five (5) seconds or more and does not pass, shoot, or dribble within that time.
13. **THE TEN-SECOND RULE** The ten (10) second rule is in effect for the entire game. The backcourt count begins when a player legally touches the ball. The offensive team then has ten (10) seconds to cross the half court line. This rule is implemented as follows.
- **3rd & 4th Grade** The ten (10) second rule is in effect during the last three (3) minutes of the game ONLY.
 - **5th & 6th Grade** The ten (10) second rule is in effect for the entire game.
 - **7th & 8th Grade** The ten (10) second rule is in effect for the entire game.
- A timeout taken in the backcourt will not reset the ten-second time.
14. **FULL COURT PRESS** The following rules govern full court pressing.
- **3rd & 4th Grade** Full court press is not allowed at any time.
 - **5th & 6th Grade** Full court press is allowed in the fourth quarter only.
 - **7th & 8th Grade** Full court press is allowed for the entire second half only.
15. **DEFENSE** The following rules govern defense.
- **3rd & 4th Grade** Man-to-man defense is required for the entire game for the entire season.
 - **5th & 6th Grade** Man-to-man defense is required for the first half of the game. A zone or man-to-man defense is allowed in the second half of the game.
 - **7th & 8th Grade** Man-to-man defense is required for the first half of the game. A zone or man-to-man defense is allowed in the second half of the game.

16. **MAN-TO-MAN DEFENSE** 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.

When man-to-man defense is played, each player must be no more than 3 feet from an opposing player. Each player must always be guarding another player, not necessarily a specific player. Each individual player need not be guarded. Double or triple teaming of any opposing player (even a player without the ball) is allowed. No defensive player needs to 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 feet of an offensive player. 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 opinion to the referees and expose the zone. At the time of the first violation of this rule, the referee will issue a warning. From the second and subsequent violations, technical fouls will be assessed. This violation is a Team Foul not a Personal Foul.

17. **SUBSTITUTION RULE** Unlimited substitution will be allowed, but within the limits stated below. Substitutions must enter the game by reporting to the scorer's table.
- A. **The coach is responsible to make sure each player starts, plays continuously, and finishes at least two (2) full quarters of every game.** The only exception to this rule will be if a player fouls out or is injured and cannot play.
- B. **Every player must sit out one complete quarter.** In a case where either team has only five players, the rule is waived for BOTH teams. Each player must start, play continuously, and finish at least two (2) full quarters.
- C. In an effort to maintain fairness, if one of the teams has six (6) players but the other team has six (6) or more players 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.

D. 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) = 3½ quarters

Maximum Playing Time (5 players on ONE team) = 4 quarters

**Any violation of these rules NEED TO REPORTED TO THE
GIRL'S DIVISION COMMISIONER within three (3) days AND will
result in a forfeit of the game.**

18. **GUESTING** "Guesting" is defined as borrowing a player from one team to play a game for a different team. The following rules govern guesting.
- Guesting may only be done with PVBA players. No outside players may guest.
 - Guesting may only occur within the age group divisions. No guesting is permitted across age groups.
 - The opposing coach is to be informed and must approve a guesting player before the start of the game. Failure to obtain approval of the opposing coach before the start of the game will result in forfeit of the team with the guesting player.

- A guest player may be used only when the host team has four (4) or fewer players.
- The maximum number of guest players is two (2).

19. **PERSONAL FOULS** Each player is allowed **five (5) 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 (5) players in attendance, or no more than five (5) players **still eligible to play** because of player absences, previous player foul disqualifications or injury during a game, the following rules apply.

- A. When a player has reached five (5) personal fouls, that player will be allowed to remain in the game until that player's seventh (7th) 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 (4) players; no previously disqualified players will be allowed to reenter the game. (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.)
- B. After a player is charged with his/her seventh (7th) foul, the player is disqualified and that player's team must finish the game with its remaining four (4) players. A team must be able to field a minimum of three (3) players in order to complete a game. Should disqualifications/injuries result in a team being left with only two (2) available players, the game will be declared a forfeit in the favor of the opposing team.
- C. The fifth (5th) 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 (5th) 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 (2) technical foul free throws. As such, there are a maximum of four (4) free throws that can be taken in these situations.
- D. After the two (2) shot technical foul, the ball remains in possession of the shooting team, and is awarded out-of-bounds immediately inside the half (1/2) court line.
- E. In the event a player(s) fouls out of the game with a fifth (5th) personal foul prior to the "five (5) player eligible" rule stated above, that player(s) will not be allowed back into the game for any circumstance, i.e., five (5) fouls and the player(s) is out of the game.

20. **TEAM FOULS**

The following rules apply to team fouls.

- A. The "one and one" rule applies when the seventh (7) team foul is committed in each half.
- B. If a Coach is called for a Technical Foul, it counts as a Team Foul. If a coach is called for a second Technical Foul during the same game, he or she 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 privileges, at the discretion of the Division Commissioner.

21. **FOUL LINE** Foul shot will be taken from the following locations.

- **3rd & 4th Grade** Players will take foul shots from a distance one (1) foot closer to the rim from the regulation foul line. may be in the key for no more than five (5) seconds.
- **5th & 6th and 7th & 8th Grade** Players will take foul shots from the regulation foul line.

22. **CHAMPIONSHIP** The winner of the regular season will be determined based upon final league standings. Trophies will be handed out to the top two (2) teams of each division.

- In the event two (2) teams tie in position standings, the team that won the game(s) played during the "head-on" season competition shall be the winner of the tie.
- In the event more than two (2) 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 the winners.
- Point differentials of games will not be used to break ties.

23. **TOURNAMENT** A final season tournament will be held. Division Commissioners will determine seeding for the tournament.