

# NORTHWEST PAROCHIAL SCHOOL BASKETBALL LEAGUE

## RULES AND REGULATIONS

(Last revision Oct 2014)

### PHILOSOPHY

The purpose of the league is to provide an opportunity for all interested parochial school students to participate in the basketball program. We should emphasize the recreational aspects of the sport, and not overemphasize winning games. Coaches should present a positive role model for their team by not arguing with referees, other coaches, or publicly reprimanding their players. Every effort should be made to avoid embarrassing opponents by an excessive point differential. The recognized ideal is to seek a balance of playing time amongst a team's players.

**Copies of these rules and regulations should be provided to all coaches AND reviewed with them.**

### TEAMS

The league is made up of six divisions, as listed:

3 <sup>rd</sup> and 4 <sup>th</sup> Grade Boys	3 <sup>rd</sup> and 4 <sup>th</sup> Grade Girls
5 <sup>th</sup> and 6 <sup>th</sup> Grade Boys	5 <sup>th</sup> and 6 <sup>th</sup> Grade Girls
7 <sup>th</sup> and 8 <sup>th</sup> Grade Boys	7 <sup>th</sup> and 8 <sup>th</sup> Grade Girls

For schools entering more than one team in a division, teams must be drafted (or selected) in such a way that they are split evenly by grade, size, and talent! Each school Director should ensure that all such multiple teams are balanced in terms of playing ability.

Players can play in any amount of regular season games and be eligible to play in the playoffs.

Students who transfer into a school after the season has begun are eligible to play immediately in any remaining games. In the case of multiple teams in the same division, the school director and coaches will decide which team to assign the new player so as to minimally disrupt the previously established balance created during the draft/selection process. This rule DOES NOT apply to existing students who decide they might want to play AFTER the registration deadline. These can only be accommodated prior to the draft/selection process.

**Important Note: Repeat 8<sup>th</sup> Graders who are NEW to the school are ineligible to play in this league.**

For any game, a team may choose to bring up players from a lower division in order to achieve a maximum team size for that game of 8 players. A 3<sup>rd</sup>/4<sup>th</sup> grade team may pull a third grader from another 3<sup>rd</sup>/4<sup>th</sup> grade team or a 3<sup>rd</sup> grade clinic, if applicable. The School Director should be notified about players being "called up" to ensure that individual players are not being brought up on a regular basis.

With the exception of an injury or physical handicap, each player listed in the scorebook and present at a game MUST play one continuous, complete quarter in that game. Any team not complying with this rule will forfeit the game. If a player leaves the game and is not eligible for reentry (for example, injured, or disqualified due to fouls), but has not yet played a complete quarter, there is no penalty. Note: In accordance with league philosophy, coaches should strive to allow each player more than the one complete quarter of game time. Eligible players on a team roster should be encouraged to participate in every league game, and no player should be asked not to play in any particular game.

Enforcement of the one-quarter "Playing" Rule:

1. Each team must have a scorekeeper present to keep the book. The home team book is still the official scorebook.
2. Before the game begins the scorebooks should have the names and numbers of all eligible players for that game. All the eligible players must play a continuous quarter.
3. At the end of each quarter, the two scorekeepers should make sure the books agree and then inform the coaches which players have not yet satisfied their playing requirements. The scorekeepers should not allow the third and fourth quarters to begin until all issues are fully understood and/or resolved.
4. If a coach feels the opposing team has not met the responsibilities of the rule, they should advise the referees and MUST forward a copy of the scorebook and the pertinent information to the School Directors of their respective schools. The Directors shall inform the League Commissioner. The League Committee on Conduct will determine if the game is a forfeit.

### **COMMISSIONER**

The league Commissioner for the season shall rotate on an alphabetical basis. It is recommended that the Commissioner serve as a school Director for at least one year prior to running the league. **The Commissioner for the 2014-2015 season is Tom Diverio of St Paul.**

### **REFEREES**

The Commissioner will contract and coordinate with a referee association to provide officials for all games. The Directors shall approve the costs associated with the referees at the beginning of each year. The Home facility school will be responsible for paying the officials, unless otherwise determined prior to the game.

### **GAME CANCELLATIONS**

#### **INDIVIDUAL COACHES MAY NOT CANCEL GAMES**

Games should only be cancelled due to inclement weather or official school/church functions. Unavailability of a specific coach or player is not sufficient reason to cancel a game.

When inclement weather is an issue, the home team director will make the decision and then inform the Commissioner (who will cancel the referees) and involved coaches. This should be done as early as possible in the day. If teams that are traveling feel a safety issue is involved, the games should be rescheduled through the directors.

### **PROTESTING A GAME**

In seeking the protest of a game, the coach of the protesting team must inform the other team's coach AND call their own school's Director, who will register a formal protest with the Commissioner. This call to the School Director should be made as soon as practical after the conclusion of the game. The Commissioner will consider the rule interpretation and make a ruling. In the event that the protest alleges the use of an ineligible player or failure to meet the playing requirement then the issue shall be referred to the League Committee on Conduct.

## **LEAGUE COMMITTEE ON CONDUCT**

The League's Committee on Conduct is charged with addressing questionable behavior during games. The Committee shall consist of all the directors except for the director from the school to be reviewed. The director from the school to be reviewed may be present. The committee will need at least three members to make a ruling. The committee shall issue suspensions, expulsions, and overturn game results only with unanimous decisions. The Commissioner shall report any findings of the Conduct Committee to all school Principals in writing.

## **COACHES AND PLAYERS**

The referee will have authority over all conduct issues during the game. The first violation may result in a warning, loss of possession and/or a technical foul. The second violation will result in ejection from the game and building. If a coach and/or player do not leave the building, an automatic forfeit of the game will result.

**Technical Fouls:** If a player or coach receives 2 technical fouls in the same game, they are immediately disqualified from that game and the next game. The player or coach must also leave the gym. In addition the school director and the league will keep track of technical fouls cumulatively for the season. If a player or coach receives 3 technical fouls during the season. The coach or player is disqualified from participating in the next game. This includes playoffs. Once they sit out a penalty game, we will start the count over.

Continuous misconduct and/or blatant and obscene gestures or language will result in automatic forfeit of the game and dismissal or suspension from the league. These decisions will be made by the school Director or by the League Committee on Conduct. Misconduct will be:

1. Reported to the coach's/player's School Director
2. The Director must report the incident to the Commissioner and the action taken.
3. The Commissioner will decide if further action is necessary.
4. If the Commissioner's school is involved, he/she must immediately refer the matter to another Director, or call for a Committee on Conduct hearing.

Coaches will go over the rules with the referees before the start of the game. Only the referee can stop the clock. Home team scorebook will be the official scorecard, but both teams should have a scorekeeper and a book.

Players may not participate in any game while wearing jewelry. Players should be in the uniform supplied by each school.

## **CHEERLEADERS**

Proper game etiquette should be followed—no cheering during foul shots, etc.

Between quarters and during half time, cheerleaders will have use of the court for an appropriate time to perform their routines.

## **FANS**

It is the responsibility of school directors and coaches to make sure the fans from their school act in a responsible, sportsmanlike manner. There will be no bells, whistles or any distracting sounds at any time during the course of the games.

## PLAYING RULES

High School rules are in effect except as noted below:

**Each team should have one designated Head Coach. Only the Head Coach should be standing during play. All other coaches should remain seated during play.**

Clock:

- 8 minute running time
- Clock stops on all foul shots
- Clock stops on every whistle during the last two minutes of EVERY quarter and the entire overtime (Exception: For 3<sup>rd</sup>/4<sup>th</sup> Grade games, the clock will stop during the last two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters (not the 1<sup>st</sup> and 3<sup>rd</sup> quarters) and the entire overtime.)

Basketballs—All Girls Divisions use the high school regulation girls' basketball (28.5"), the 3<sup>rd</sup> and 4<sup>th</sup> grade Boys will also use the 28.5" ball. Boys 5<sup>th</sup> through 8<sup>th</sup> grades will use the 30" regulation size boys' basketball.

Overtime—3-minute periods (3<sup>rd</sup> and 4<sup>th</sup> Grade Division is limited to 2 overtime periods)

Foul Line—3<sup>rd</sup> and 4<sup>th</sup> Grade Division: Foul line will be moved 18 inches closer to the basket and players will be allowed to go over the line during follow-through. 5<sup>th</sup> and 6<sup>th</sup> Grade Girls and Boys **will** also be allowed to go over the regular foul line on the follow through.

Pressing allowed- 3<sup>rd</sup> and 4<sup>th</sup> Grade: last 1 minute of the fourth quarter and last 1 minute of overtime.  
5<sup>th</sup> and 6<sup>th</sup> Grade: last 4 minutes of the fourth quarter and entire overtime.  
7<sup>th</sup> and 8<sup>th</sup> Grade: entire fourth quarter and entire overtime.

No pressing (ALL divisions) with a lead of 15 points or more.

Violations of the no-press rule: 1<sup>st</sup> offense: Warning                      2<sup>nd</sup> offense: Technical foul  
(Team only)

NOTE: "Inadvertent" violations of the no-press rule (e.g. a ball happens to hit a defender in the backcourt) will not count as a "violation."

"DEFENSE" RULES FOR 3<sup>rd</sup>/4<sup>th</sup> Grade games: Defense **MUST** remain inside the three point arc until after the first pass by the offense inside the arc. If the offense does not pass the ball inside the arc within 10 seconds after crossing half court, the ball is turned over to the other team. If a team is ahead by more than 10 points in a game, it **MUST** set up its defense **INSIDE** the three point line area. Two warnings will be issued, followed by a technical foul on the third team violation of a game.

Substitutes are sent in at a whistle only. If there is a two-shot shooting foul, they are sent in after the first shot. Subs must check in with timekeeper.

Three point shots—Counted only in the 7<sup>th</sup> and 8<sup>th</sup> Grade Divisions.

Home teams **MUST** wear light/white jerseys. Visiting teams **MUST** wear dark/blue jerseys. The only **EXCEPTION** to this policy is to accommodate St. Anthony's 3<sup>rd</sup>/4<sup>th</sup> boys' team, which does not have reversible jerseys. For **ALL** games (home or away) versus St. Anthony 3<sup>rd</sup>/4<sup>th</sup> Boys' team, their opponents **MUST** wear light/white jerseys.

Uniforms should have numbers on the front and back of the jerseys

## **REFEREE(S) MUST PRINT THEIR NAME(S) IN THE OFFICIAL BOOK!**

### UNPLAYED REGULAR SEASON GAMES:

If the Directors of BOTH schools decide that a game cannot be rescheduled prior to the start of the playoffs, the commissioner will flip a coin to determine the winner and loser of each such regular season game. EVERY GAME SCHEDULED FOR THE REGULAR SEASON WILL BE GIVEN A RESULT, WHETHER THE GAME IS PLAYED OR NOT!

NO PREFERENCE SHOULD BE GIVEN TO ANY COACH'S (OR HIS/HER STAFF'S) AVAILABILITY TO COACH THE MAKEUP GAME. If the coach cannot make the game, then assistants or other coaches from the school should "cover" for the coach and the game should be played. It is the Director's responsibility to ensure that this occurs and is understood by all coaches, assistant coaches and parents.

### PLAYOFF TIE-BREAKER PROCEDURES FOR SEEDING PURPOSES:

At the conclusion of the regular season, the schedule-maker shall determine (with the help and input of each Director) the order of finish (standings) in each division for tournament "seeding" purposes. For any division that concludes with two or more teams having identical records, the following procedures will be utilized:

- Two teams have an identical record: If they played only one head-to-head game, the head-to-head result will determine seeding order. If they played two head-to-head games and the same team won both games, the team that won both games will be given the higher seed. If they split two head-to-head games, an independent third party will conduct a "flip of the coin" to break the tie for seeding purposes (NOTE: Total score differential of the two games WILL NOT be used as a tie-breaker for seeding purposes.)
- Three or more teams have an identical record: The following process will be utilized:
  - The league will first look to see if there is a clear order of seeding, based upon overall results among the teams—to avoid an illogical conclusion BEFORE going to further tiebreaker steps
  - If there is no clear seeding from the prior step, the commissioner will conduct a "draw from a hat" to break the ties for seeding purposes. The first team drawn out of the hat will have the highest seeding, with each successive team drawn having the next lower seeding position.