

DuPage Parochial Basketball Association

Significant Game Rules

2011-12

1. **Length of Quarters** (By-Laws, Article III, Sections 2 and 2.1)

- 1.1. 8th Grade and 7th Grade play 6 minute quarters
- 1.2. 6th Grade and 5th Grade play 5 minute quarters
- 1.3. All grades play 2 minute overtimes (during the regular season after two overtimes, the game is declared a tie)

2. **Pressing Rules** (By-Laws, Article III, Sections 10 and 10.1)

- 2.1. No press rule - defense must return to its backcourt when offense gains clear possession of the ball. Offensive team loses protection of this rule if it fails to let the defense return to its backcourt before attempting to advance the ball (i.e., the defense can defend against a fast break while returning to its backcourt).
- 2.2. No press rule is in effect:
 - a. when 7th/8th grade team has a 15 point lead
 - b. when 5th/6th grade team has a 10 point lead
- 2.3. DPL ("A") Conference additional limitations:
 - a. 7th and 8th grades no timing restriction
 - b. 6th grade may press only in the 4th quarter (and overtimes)
 - c. 5th grade may press only during the last 1 minute of the 4th quarter (and overtimes)
- 2.4. DPL West ("B") Conference additional limitations:
 - a. 7th and 8th grade may press only in the 4th quarter (and overtimes)
 - b. 6th grade may press only during the last 2 minutes of the 4th quarter (and overtimes)
 - c. 5th grade may press only during the last 1 minute of the 4th quarter (and overtimes)

Note: Coaches should confer with the referees before each game to make sure that everyone understands the pressing rules in effect for that game.

When a defending team regains possession (control) of the ball after a missed shot or turnover and the ball is not being advanced (i.e., it is dribbled or passed laterally or backwards, or simply held) the referee should always consider this as the appropriate action of the team gaining possession of the ball and should always enforce protection against the opposing team defending in the backcourt.

When a defending team regains possession (control) of the ball after a missed shot or turnover and the ball is being advanced, it shall be the referee's judgment as to when protection under the no press rule is forfeited, and that judgment will be based on whether the referee believes that the team gaining possession of the ball is "attempting" to reach the half-court line with the ball before the defense can get back to the half -court line. That judgment will be based on the manner in which the ball is being advanced.

3. **Game Ball** (By-Laws, Article V, Section 17)

- 3.1. 5th grade boys, 6th grade boys and all girls use a junior size (28.5 inch) basketball.

4. **Free Throws** (By-Laws, Article III, Sections 9 and 9.1)

- 4.1. All 5th grades shoot free throws from a temporary line one foot closer to the basket.
- 4.2. For ALL grades, free throws for common fouls will be shot in accordance with IHSA rules (i.e., one and one beginning with the 7th team foul in a half, and double bonus starting with the 10th foul in a half).

5. **Time-outs** (By-Laws, Article III, Section 8)

- 5.1. Teams are limited to 3 full time-outs per game, and no 30 second time-outs.

6. **Forfeits for Late Arrival** (By-Laws, Article III, Section 4)

6.1. Teams must be ready for tip-off by 5 minutes after the scheduled starting time of the game.

7. **Referee Late Arrival** (By-Laws, Article III, Section 5)

7.1. Should one referee not arrive by 5 minutes after the scheduled starting time of the game, first use a qualified replacement (if available), then, if a qualified replacement is not available, the game should be started with one referee (provided he/she meets the most senior requirement).

8. **Eligibility & Non-Rostered Players (Call-ups)** (By-Laws, Article V, Sections 10.4, 10.4a, 11 and 11.1)

8.1. In addition to playing with his/her assigned team:

- a. One lower level ("A" or "B") player may play in (appear in) up to 2 quarters of an upper level ("A" or "B") regular season game for which that upper level team has five or fewer of its rostered players in attendance.
- b. Two lower level ("A" or "B") players may play in (appear in) up to 2 quarters of an upper level ("A" or "B") regular season game for which that upper level team has four or fewer of its rostered players in attendance.
- c. Replacement non-rostered players must meet both the minimum playing time rule (i.e., 5 minutes for 5th, 6th, and 7th grade and 6 minutes for 8th grade) and the maximum playing time rule (i.e., court appearance in no more than two quarters).

8.2. Lower level players may serve as a substitute only twice during the season. Also, there is no player movement permitted during the league post season tournament.

8.3. Coaches are required to report to both the official scorer and the opposing coach the name and number of each non-rostered player (e.g., "B" player to play in an "A" level game or lower grade player to play in an upper grade game) who will be playing in the game. This declaration must be done prior to the opening tip-off in order for that player to be eligible to play. Failure to make the proper declaration will result in the forfeiting of the game if that player subsequently enters the game, and a one game suspension of the head coach.

Note: If it is necessary to use more than the legal number of substitute players in a game, the game will automatically be a forfeit, but the coach must still declare those players; accepting the forfeit but avoiding the suspension that goes with failure to declare non-rostered players.

8.4. Players may appear in no more than 6 quarters per day (overtime is an extension of the 4th quarter), when combining their team's DPL game with DPL games of other teams they may play on.

8.5. Players who dress for a game must play at least the equivalent of one quarter of that game (see exceptions for large squads).

9. **Uniforms** (By-Laws, Article V, Sections 15 and 15.1)

9.1. If two teams have similarly colored uniforms, the team with fewer players must wear pullovers provided by the host school. If both teams have the same number of players, a coin flip should be held.

9.2. Players wearing illegal numbers or otherwise illegal uniforms (e.g., t-shirts of the wrong color worn under the jersey or compression shorts of the wrong color under the shorts) will not be permitted to play. Game officials should not make exceptions, except as noted below.

Note: The *only two exceptions* to the rule which allows only t-shirts of the same color as the principal color of the jersey are 1) teams that are required to wear pullovers provided by the host school, or 2) if *all* (100%) of the players have the same colored and sleeve length t-shirt (e.g., If two of eight green jersey'd players are wearing green t-shirts, then both are acceptable under IHSA rules. If seven of eight green jersey'd players are wearing white t-shirts, that is not acceptable and the white t-shirts must be removed. If *all* 8 players are wearing white t-shirts under their green jerseys, they are considered "uniform" and are an acceptable exception.)

10. **Delays** (By-Laws, Article IV, Section 6)

- 10.1. In order to maintain the scheduled starting times of League games, if starting times are running behind schedule, pre-game warm-ups should be suspended (players can loosen up on the sidelines during the previous game), and the half-time break should be reduced to two minutes.
11. **Warm-up Basketballs** (By-Laws, Article IV, Section 1, Article V, Section 16)
 - 11.1. The host school should provide three basketballs to each team for warming up. If less than three basketballs are available, each team is to share any available basketballs equally (including those belonging to either team).
12. **Game Administration** (Point of Emphasis)
 - 12.1. Official scorers are required to put both the number and last name of each player in the official scorebook. Coaches should provide this information at least 5 minutes before the scheduled starting time of the game.
13. **Protests** (By-Laws, Article V, Section 13)
 - 13.1. Games may not be protested. However, rule violations (such as insufficient playing time for individual players) should be reported to the Association.
14. **Suspensions** (By-Laws, Article V, Section 7.2 and 7.4a)
 - 14.1. Head coaches are totally responsible for the proper serving of suspensions, including themselves, their assistant coaches, and their players. Coaches and assistant coaches serving suspensions are not permitted in the gym before, during, or after a game in which a suspension is being served.
15. **Conduct** (By-Laws, Article V, Section 7.5 and 7.5a)
 - 15.1. Head coaches are responsible for the behavior of not only their players and bench personnel, but for the school's fans as well. Coaches will be expected to address behavior problems, especially if requested by the referees or host school representatives.
 - 15.2. Gym administrators are responsible for reporting any fan who misbehaves to the Athletic Director of the school owning the fan, even if that fan is not directly confronted at the gym site.
16. **Non-Players on Bench** (By-Laws, Article V, Section 18)
 - 16.1. Non-players (e.g., coaches, parents, volunteers) allowed to sit on the bench is limited to a maximum of three.

For more detailed explanations of the rules, see the official League Rules (Association By-Laws) which are maintained by the host school and should be at the scorer's table.

Points of Emphasis

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The items below are not necessarily rule-related, but are listed as “points of emphasis” to be aware of from a game operations perspective.

1. For any rules not listed in our by-laws, we fall back to IHSA rules.
2. Chain of command for issue resolution will have coaches notifying their AD, who in turn engages the Association Vice-President. Under no circumstances should a coach contact a league officer directly.
3. Referee/Opponent Evaluation Forms are to be used for reporting ALL issues with opponents or referees (fill out completely), and transmitted via email to the Association VP and Secretary with 24 hours of the incident. Also, recommend coaches (using the form) identify one game during the season to help the league evaluate our officials.
4. Wearing of any jewelry during games is strictly prohibited (IHSA rule).
5. Team cleanup after games. Coaches instruct their teams pick up any water bottles, etc. from behind and around benches.
6. Only during “deadball situation” should anyone approach or address the scorer’s table, and that person should only be the team’s head coach.
7. As part of managing our league games, gym administrators should prohibit other teams, students and siblings to run on the court during halftime or between games.
8. Coaches need to adhere to the “coaches box” rule.
9. Coaches need to be timely with reporting of their games scores to their respective Assistant Secretary. Scores should be reported by Sunday night of the weekend of their game.