

**2018-2019**

**Alabaster/Calera/Helena/Montevallo/Pelham**

**Basketball  
Rules and Regulations**

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**SECTION 1- OFFICIAL RULE BOOK**

The AHSAA Basketball Rule Book shall be the official rules for all Pelham Youth Basketball games with the exception(s) of the following supplemental rules:

1.1 SAFETY FIRST - The safety and well being of our players is always PYB's main concern. Referees may stop games at any time to investigate the condition of a player who may be hurt and shall resume play as soon as reasonable. Coaches on the court for injuries are not required to remove the player. The player may remain in the game at the discretion of his coach and the referee. The player's safety is the determining factor.

1.2 FORFEIT TIME is ten (10) minutes after scheduled game time. If requested, referees are required to remain at game site and work an organized practice game or controlled scrimmage, allowing adequate time to start the following game on schedule.

1.3 PRE-GAME CONFERENCE - Coaches and referees shall meet prior to tip-off.

1.4 COACHES MUST SIT RULE- All coaches shall remain seated on their team bench during the contest. Coaches are permitted to stand temporarily to cheer a play or instruct players but must then return to their seat. The head coach is responsible for all conduct of the team, the bench and the spectators. Excellent sportsmanship is required.

1.5 Coach Ejection Rule- The following penalties will be enforced to all Coaches who are ejected from any league game.

1st Ejection- Coach must sit out at least a half, but can be extended by his/her park or by the league.

2nd Ejection- Coach must sit out at least one game, but can be extended by his/her park or by the league.

3rd Ejection- Coach is done for at least the season, but can be extended by his/her park or by the league.

## **SECTION 2 - LENGTH OF PLAYING PERIODS**

2.1 All age groups will play four (4)—6 minute periods.

2.2 There will be one (1) minute allowed between periods.

## **SECTION 3 – CLOCK**

The time clock will run according to AHSAA rules.

## **SECTION 4 - HALF TIME**

The 1st and 2nd periods shall constitute the 1st half. The 3rd, 4th, and overtime periods shall constitute the 2nd half. Half time shall be five (5) minutes in duration for all divisions.

## **SECTION 5 - OVERTIME**

Overtime periods shall be two (2) minutes in duration. A regulation game clock will be used for the overtime period. Additional overtime periods shall be one (1) minute with a regulation clock. Teams are limited to one time-out in each overtime period.

## **SECTION 6 - TIME-OUTS**

Time-outs will be 45 seconds in duration. Each team will be allowed two (2) timeouts in each half and one (1) for each overtime period. Unused time-outs cannot be carried over to the second half or into overtime. They must be used or they will be lost.

## **SECTION 7 - FREE THROW BONUS**

Penalty free throws will be shot on the 7th team foul in each half. Bonus free throws are 1 and 1. On the 10<sup>th</sup> team foul in each half, the bonus free throws will be a 2-shot bonus situation. See section 8.1 for free throw rules with 4 remaining players.

## **SECTION 8 – Player Rules**

8.1 A team must start a game with 4 players. If an injury occurs to a player and that player cannot continue, the team can finish the game with 3 players. If a player fouls out with 4 players remaining, he will stay in the game and the penalty will be a 2 shot free throw on the 6<sup>th</sup> foul and each additional foul that player commits, and the ball will remain in possession of the team shooting the free throws.

LATE PLAYERS - If a player arrives late to the game, that player's participation begins at the start of the next full period.

8.2 SICKNESS, INJURY, OR HEALTH PROBLEMS - A player temporarily removed from a game for injury or health reasons may re-enter at the discretion of the coach and the referee. If there is blood, the player will be removed from the game until the bleeding stops and the wound bandaged. A uniform saturated with blood must be changed for a blood-free uniform.

8.3 FOUL OUTS AND EJECTIONS – A player will foul out after that individual player has committed 5 fouls. Players may be ejected for fighting or other violations deemed inappropriate by the referee.

8.4 DISCIPLINE - If a player misses consecutive practices without an excuse, the coach will notify the player's parents. If this continues, the coach may notify the Park and Recreation Director and the player may not be eligible to play the next scheduled game. The local board of directors must approve this.

## **SECTION 9: Miscellaneous Rules**

9.1 3<sup>rd</sup> & 4<sup>th</sup> grade will use a 28.5-inch ball. The 5<sup>th</sup> & 6<sup>th</sup> grade will use a standard size basketball.

9.2 The home team will supply someone to keep the book and the visiting team will supply someone to work the clock.

9.3 Each team must pick up the gym after each game.

9.4 3<sup>rd</sup> grade teams will shoot free throws at the first hash mark from the free throw line. 3<sup>rd</sup> grade teams will line up for foul throws beginning at the 2<sup>nd</sup> block under the goal. **A FULL COURT PRESS WILL NOT BE ALLOWED IN THE 3<sup>RD</sup> GRADE DIVISION. A HALF-COURT PRESS WILL BE ALLOWED IN THE 3<sup>RD</sup> GRADE DIVISION**

**9.5 A player may be pulled up from a division or across a division to fill the original number of players on the roster. The maximum allowed to be pulled up or across is 2 per game. Example: Team A has 7 players on the original roster. 3 players become ill leaving Team A with 4 players. Team A can play with 4 players or pull up or across a maximum of 2 additional players for a total of 6 players. Pulling up or across can only take place if you have less than 5 original players available for the game. You must play with 5 players if you have 5 players available from your original roster without the option of pulling players up or across. The player pulled up or across can only play for each team 1 time during the season.**

**9.6** A player who registers after the deadline will be placed on the team that is decided on by the basketball board.

9.7 Home jerseys are the lighter color and Visitors jerseys are the dark color.

9.8 A single elimination tournament will be held at the end of the regular season. Each team will be seeded according to the win/loss record. Due to the number of teams in the league, we are unable to play a round robin schedule during the regular season. Because of this, a coin flip or drawing of lots will determine the seeding of teams if two or more teams or tied at the end of regulation.

