



2010 BOYS BASKETBALL RULES (SCHOOL)

ELIGIBLE PLAYERS

1. No player can participate in a Think Detroit PAL sponsored game without having a completed registration form and birth certificate on file at Think Detroit PAL.
2. A team forfeits a game when an ineligible player participates (if a team is found to have had an illegal player on their team, they will forfeit all games that the illegal player participated in).
3. There shall not be any additions to a team roster after the 3rd game of the season.
Exception: A player who transfers to the school may be added up to the 3rd game for Motor, 4th for game for JV, and 5th game for Varsity. A team must provide paperwork showing this is a new kid to the school. A team can not add any transfers if they have already reached the capacity of 15 on their roster.
4. A player participating on a school team must be a current student at that school.
5. Players may play up (5th or 6th grader may participate in the Varsity Division); however, players may not play down (7th or 8th graders may not participate in the Junior Varsity Division)
6. Players cannot play on two different teams in the Think Detroit PAL school league.
7. Varsity (8th grade & under) players are ineligible if they turned 15 before September 1, 2009.
Junior Varsity (6th grade & under) players are ineligible if they turned 13 before September 1, 2009.
Motor (5th grade & under) players are ineligible if they turned 12 before September 1, 2009
8. It is highly recommended, but not mandatory that all players play in every league game.
9. If a child is academically promoted during the season, they are to remain on the team that they began with.

EQUIPMENT

1. All players must wear team uniforms (same color). Jerseys must be tucked into shorts.
2. All jewelry must be removed for each game. A technical foul will result if this rule is violated. This includes rubber bands.
3. All players are highly encouraged to wear mouth guards.

4. Ball Size
 - Varsity Division 29.5"
 - JV Division 28.5"
 - Motor Division 28.5"

TIME

1. Each half will be 16 minutes in length. The clock shall run continuously with the exception of time-outs, official time-outs, and technical fouls until the final 2 minutes of **each** half. Within 2 minutes, the clock will stop with every stoppage of play.
2. Overtime periods shall be 3 minutes in length. The clock will stop with every stoppage of play within 1 minute left in the overtime period. Each team shall receive 1 additional timeout per overtime.
3. There will be a 7-minute intermission at halftime. If both teams have cheerleaders, there will be a 10 minute halftime. Each cheer team can cheer a maximum of 3 minutes.

RULES OF PLAY

1. Each team must have 5 players to begin a game. A team forfeits a game if it lacks the minimum number of players 15 minutes after its scheduled game time (unless stated otherwise by the commissioner by the league).
2. Each team must play 5 players at all times, unless a teams eligible players are reduced due to injury or fouls, in which case the team may continue playing with 4 players.
3. Full-court pressing is ONLY allowed in the Motor Division in the last two minutes of regulation (and the last minute of overtime) if a team is not up by 20 points. Teams are allowed to press in the Varsity and JV Divisions unless they are leading by more than 20 points.
4. Each team is allowed 2 full timeouts (60 seconds) and 1 30-second timeout per half.
5. Teams may make substitutions only after the referee stops play and signals the player to enter.
6. Official score will be kept at the scorer's table. Each team is also responsible for keeping their own score to ensure uniformity with the official scorekeepers.
7. A player shall be disqualified from the game once he has his 5th foul (they can play in the next game).
8. If a player receives 2 technical fouls in a game he will be ejected, in addition, he is also disqualified from the next game (this includes playoffs).
9. Shooting fouls result in 2 free throws.
10. Once a team has accumulated 7 team fouls, the opposing team will shoot a 1-and-1 free throw bonus (unless it's a shooting foul). On the 10th team foul and each foul thereafter, each foul will result in 2 free throw attempts.
11. ALL technical fouls will result in 2 free throws and possession of the ball. Technical fouls also count as personal and team fouls.

STANDINGS, SCHEDULES, AND POST-SEASON PLAY

1. Team standings will be determined by win/loss record. In the event of a tie between any positions, the tie will be decided in the following manner:
 - Head to Head Competition
 - Least amount of points given up
 - Coin flip

SPORTSMANSHIP

1. Fighting is prohibited. Any violation of this rule will result in a technical foul and the offending player(s) shall be removed from the game without warning. If a player is removed for fighting, they will not be permitted to participate in the next league game. Any player removed from 2 games for fighting shall be disqualified from the league.
2. Profanity is prohibited. The first violation shall result in a warning to the offending team. A subsequent violation for any person or coach on that team shall result in a 2-shot technical foul.
3. Coaches and players from each team must shake hands after every game.
4. Teams must clean up their bench area before leaving the gym!

GENERAL

1. Every coach must wear their Think Detroit PAL credential to every game (including All-Star games and special events). If a coach does not have their credential properly displayed, that coach will receive a technical foul before tip-off. In addition, the opposing team will receive 2 points and possession of the ball. If a coach has 3 similar infractions, they may be expelled from the league.
2. If a basketball or league rule is not listed above, Think Detroit PAL uses MHSAA rules as a back up.
3. The commissioner makes the final determination regarding interpretation of rules.