



2011 GIRLS BASKETBALL RULES (SCHOOL)

ELIGIBLE PLAYERS

1. No player can participate in a Think Detroit PAL sponsored game without having a completed signed registration form on file at Think Detroit PAL.
2. A team forfeits a game when an unregistered 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).
All rosters are locked as of October 25th (the only exception is for transfer students, and they must be registered by November 1st); however, when registering a transfer student, the 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.
3. A player participating on a school team must be a current student at that school.
4. Any 5th or 6th grader may participate in the Varsity Division; however, no 7th or 8th grader may participate in the Junior Varsity Division. Players cannot play on two different teams in the Think Detroit PAL league.
5. Varsity players are ineligible if they turn 15 before September 1, 2011.
Junior Varsity players are ineligible if they turn 13 before September 1, 2011.
6. It is highly recommended, but not mandatory that all players play in every league game.
7. If a child is promoted during the season, they are to remain on the team they began the season with.

EQUIPMENT

1. All players must wear team uniforms. 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.

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. Clock will stop with every stoppage of play within 1 minute left in the overtime period. Each team shall receive 1 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. If only one team has cheerleaders, there will be an 8 minute and 30 second 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. There is no pressing during JV games. If a team is leading by more than 20 points, pressing is not allowed in the Varsity Division.
4. Each team is allowed 2 full timeouts (60 seconds) and 1 30-second timeout per half. Timeouts do NOT carry over to the next half or overtime.
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 she has her 5th foul or 2 technical fouls.
8. Shooting fouls result in 2 free throws.
9. 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.
10. ALL technical fouls will result in 2 free throws and possession of the ball. Technical fouls also count as personal and team fouls.
11. 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, the Head 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

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
 - Fewest points allowed
 - 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. If a player refuses to shake hands, she will be suspended for one game. For a second offense of the same player, she will be suspended for the season.
4. Teams must clean up their bench area before leaving the gym!

GENERAL

1. If a basketball or league rule is not listed above, Think Detroit PAL uses MHSAA rules as a back up.
2. Winning teams are responsible for calling/emailing the final score within 48 hours of the conclusion of their game. If scores are not received, it will be marked as a forfeit (loss by both teams).
3. The commissioner makes the final determination regarding interpretation of rules.