

PRAA BASKETBALL RULES APPROVED 1/8/2007

A

General

1. The rules specified herein apply to all levels unless indicated otherwise. These rules will apply to league play unless otherwise indicated in league rules and approved by the basketball committee.
2. Official scorekeeper and timekeeper shall be mutually agreed upon by the two managers prior to the start of each game.
3. Official score and/or time can only be changed by mutual consent of the two managers.
4. Each player on the team roster must play according the PRAA rules of each league or grade specified.
5. All games are governed by the National Federation Basketball Rules (High School Rules).
6. The back court line will be the opposite foul line at West Ridge and East Brook. **The back court line at the PRHS mini gym is marked between mid court & opposite foul line.** The back court line is mid court line in PRHS main gym. The 10 second line is midcourt at all gyms. The ball must be brought across mid court within 10 seconds but, once this has occurred, back court violations will be based **on the back court lines defined above.**
7. If a team is playing with only 4 eligible players because of absences or foul outs and one of those 4 players commits his 5th personal foul, the team is permitted to continue the game with those 4 players. Each subsequent foul called against the team will carry these penalties:
 - a. A non-shooting foul becomes a one and one shooting foul.
 - b. A shouting foul is assessed in the normal manner but the foul shooting team automatically takes the ball at mid court whether or not the foul shots are made.
8. **Only one** overtime periods will be three minutes in length (start/stop time as defined by league) and must be started with the same 5 players who end the game, governed by the foul situation in effect at the end of regulation time. **One time out will be allowed per team per overtime period.**
9. **During the regular season,** if both basketball teams show up with three or less players, **player borrowing rules can be exercised. Rescheduling may be considered, but not guaranteed.** If one team shows up with 3 or less players and the other team with 4 or more players, the game is forfeited to the team with 4 or more players. **No player borrowing is allowed during the playoffs. See rule #10 below regarding postponements and cancellations.**
10. Regarding postponements, cancellations, etc. the following is the general rule of the PRAA:

No one except the league commissioner and or coordinator may postpone, cancel, schedule or reschedule a game. If any manager or coach takes this responsibility upon himself and fails to field a team (minimum required players) at the scheduled game time (15 minute delay allowed), the commissioner and/or coordinator shall charge a forfeit to the violating team or teams.

B

Grades 2 & 3 Training League Basketball Rules

Objective: Instruct basketball fundamentals through drills, scrimmage, and game play in the areas of dribbling, passing, shooting, defense, rebounding, rules and sportsmanship.

General Rules

PRAA provided shirt.

8' foot baskets

28.5 basketball

1 coach per team allowed on court during game play to provide instruction.

Refer to PRAA general rules and PRAA general basketball rules if not noted under 2nd/3rd grade training rules.

Playing Rules

December/January should be filled with instructions and clinics.

Games should be scheduled in February/March.

TIMEOUTS: Each team is allowed to call two (2) full (60 seconds) time-outs per half.

DEFENSE:

Both man to man or zone can be used.

No Full court press allowed.

VIOLATIONS: 4 warnings per game, explanation should be given. 5th violation constitutes change of possession.

GAME CLOCK: Running 10 minute quarters, except during foul shoots. Game wall clock should not exceed 1 hour. Halftime should be limited to 3 minutes.

PLAYING TIME: Follow PRAA guidelines of 50% per game.

FOUL LINE: May shoot foul shots 2 feet in front of the foul line, or may shoot from the foul line and land across it, whichever the player prefers.

FOULS: Two free throws awarded on shooting fouls only. Bonus free throws will not be awarded since fouls will not be tracked. Coaches to use discretion on removing a player for excessive aggression. All non-shooting fouls will result in the fouled team inbounding the ball near the spot of the foul.

SCOREKEEPING: *No score is to be kept at this level.* This is an instructional program to encourage all children to participate equally.

REFEREE ASSIGNMENTS

A minimum of one junior ref, approved by the PRAA board or basketball committee are to be used.

B.**Pee Wee League Rules (Grade 4)**

1. The basketball extension lowering the rim to 8 feet shall be used in all practices and games for girls, 10 foot height for boys.
2. A minimum of one referee is required per game. The referee must be at least **12** years of age and be approved by the PRAA basketball committee.
3. Although scores are kept during the game, emphasis will be placed on teaching basketball to the children. Teaching is to be emphasized over winning.
4. Full court pressing is allowed only during the last two minutes of each half or the last two minutes of each overtime period. Cannot press if leading by 10 or more points.
5. Teams can play man to man or zone defense.
6. Each game will consist of four 10 minute periods; an official clock (running) shall be kept for all games. The official time clock will be stopped for shooting fouls only, and last 2 minutes of game.
7. Referees will stop play and instruct players on traveling, double dribbling, etc and shall result in maintaining possession. Each team is allowed 2 events per game and on the third and there after standard rules apply (e.g. loose possession).
8. Each player is allowed only 5 individual fouls. The player must leave the game after the 5th foul. Scorekeepers must keep track of the individual and team fouls.
9. On the 10th team foul a bonus one and one situation will be in effect for all fouls and penalties.
10. Fighting or throwing punches is a foul and an automatic 2 minute sitting penalty will be imposed.
11. Each team will have two time outs per half in regulation time, with one additional time out during each overtime period.
12. No 3 point shots allowed.

C.

Junior/Senior League rules (for grades 5,6,7 & 8)

1. A minimum of one referee s required per game. The referee must be a carded referee and will be paid by the PRAA (home games).
2. Each game will consist of four eight minute periods, and official clock (stopping) will be kept at all games.
3. Three point shots will be in effect (court must have 3 point line)
4. Full court pressing is allowed only during the last two minutes of each half or the last two minutes of each overtime period **for the junior level, and at any time for the senior level. Cannot press at any time if ahead by 10 or more points at both the junior or senior level.**
5. Each player is allowed only 5 individual fouls. The player must leave the game after the 5th foul. Scorekeeper must keep track of individual and team fouls.
6. On the **7th** team foul **per half**, a bonus one and one situation will be in effect for all fouls and penalties. **10th team foul results in a double bonus.**
7. Teams can play man to man or zone defense.
8. Each team will have **two** time-outs **per half** with **only one timeout** for each overtime period. **Timeouts cannot be carried to second half, or to the overtime period.**