

## **AIPL Basketball Rules & Notes From Rules Meeting**

### **General Rules: In general, we follow National Federation Rules.**

Players should not wear jewelry or watches during a game. Earrings that cannot be removed should be covered with a band-aid or tape before the game. Shirts must be tucked in. Line-ups should be turned in before the beginning of the game.

Free Throws: The first space for a rebounder is above the block (not below). The shooting team may have 2 players around the key and the defending team may have 4.

Time-outs: 4 time-outs per game. All time-outs are full 60 second time-outs. Head coaches may call time-outs.

If players interlock arms or grasp shirt in an attempt to prevent the defense from getting between the offense (ie stack) = technical foul.

Closely guarded: 5 second rule for dribbling or holding in the front court. Player must make a move to the basket to end the 5 second count.

10 seconds rule in the back court.

Coach's box: 3 feet on either side of the first chair, if coaching, then can roam. However, if you say something to the ref, you must be in the box.

If the refs are not calling tough enough or too tough, both coaches can meet with the refs at a time-out.

On 7 team fouls in a half, the fouled team will shoot one-and-one. On the tenth, the fouled team will shoot 2 shots.

Home teams will wear white and visiting team dark colored jerseys. Teams with only one color should contact opponent prior to game if there might be a problem. On a neutral court, coaches should agree before the game who will wear light and dark.

### **Special AIPL Rules**

Game length/time (new for 2011-12): 5/6<sup>th</sup> Graders will play two 18 minute halves and 7/8<sup>th</sup> graders will play two 20 minute halves. The clock will run continuously except for the following:

- a. The last minute of the 1<sup>st</sup> half and the last 2 minutes of the second half.
- b. Time outs (the clock will not start after the time-out until the ball is in play. If a time out is taken immediately before or during a free throw attempt, the clock will not start until play on the court resumes).
- c. Officials may stop the clock for injuries, score board issues, or talking to the coaches or players.

Coaches should meet and shake hands before and after the games. Players should shake hands after the game.

5<sup>th</sup> and 6<sup>th</sup> girls will shoot free throws from 13 feet. Host schools must provide this line.

5<sup>th</sup> /6<sup>th</sup> boys, 5<sup>th</sup>/6<sup>th</sup> girls, and 7<sup>th</sup>/8<sup>th</sup> girls will use the 28.5/intermediate ball.

Mercy Rule: No team may press once they gain a 20 point lead. (10 point lead for the 5<sup>th</sup> and 6<sup>th</sup> A leagues). Pressing involves any back court pressure.

5 minute warm-up guaranteed unless both coaches agree otherwise.

**OVERTIME:** First Overtime will be 3 minutes, Second Overtime will be 2 minutes and the Third Overtime will be 1 minute. The clock will run until the last minute of these overtime periods. If the game remains a tie, it shall stand that way unless it is a tournament game in which 1 minute overtimes will continue until there is a winner.

**Home teams should provide basketballs for the visiting team to warm up.**

### **Additional Notes From Officiating Meeting**

It is imperative that the scorebook and clock are kept by people who know what they are doing (preferably adults). Enlist multiple parents early in the season for this duty; make them part of the team. This will go a long way to avoid any controversies that may come up during the season's games. When both schools have scorekeepers, the home school will be the official book.

The clock never stops on made baskets!

If the ball hits the top or side of the backboard, it is still in play.

If the ball crosses over the top of the backboard, it is out-of-bounds.

The over-and-back rule follows the 3-point principle. To be across half court in time, the player must have both feet and the ball across the half court line in ten seconds to be "established" in the front court. If this does not happen, the ball is turned over to the opposing team. The most controversial call with this rule being, if a player catches a ball in the air across the time line as ten seconds expires, he/she is not established in the frontcourt, hence a back court violation.

If a player is in the frontcourt, and has any of the "3-points" cross back over the half-court line on the floor, a back court violation is called.

When an inbound play happens after a made basket, the player has the entire end line to move around for five seconds before in-bounding the ball. Passes may be made to players out of bounds on the end line, as long as the ball is in-bounded in 5 seconds from the moment the ref hands the ball off.

When an inbound play happens after anything but a made basket, the player has a one yard or three foot area in which to throw the ball in. The player may move laterally in that area, as long as one foot remains in the area and the ball is passed in to play within 5 seconds. The player may move backwards as much as necessary, again, as long as the ball is passed into play within 5 seconds.

Please remember types of fouls:

**Intentional Foul:** Foul by player not playing for the ball. Player gets two shots and the ball. If shot made, offense still gets two shots.

**Flagrant Foul:** Foul by player with apparent intent to injure opposing player. Offending player is ejected, offense has two free-throws and the ball.

**Technical Foul:** Unsportsmanlike in nature; 2 shots and the ball

Anyone on the bench is eligible to come in and shoot the technical foul shot and can immediately be replaced by another player (except by the player who left the game).

Players committing flagrant fouls are not required to leave the bench. Coaches and players receiving two technical fouls are required to leave the bench and are suspended from the next game. Anyone on the bench will be susceptible to a technical foul. **DO NOT LET PARENTS WHO ARE NOT COACHES SIT ON THE BENCH!!!**