

GAME RULES: Pee Wee Division: (5-6 Co-Ed)

PLAYERS

1. Boys or girls must be 6 years of age or under prior to December 31st of current year.
2. A team must have 5 Players dressed and ready to play for the game to begin. The team will have a 5 minute grace period. At that time the team must forfeit the game. (Referee/ Director decision is the final decision)
4. Disciplined players must be reported to opposing coach and score keepers prior to the game.
5. Each team must check into the score table prior to the game and each quarter afterwards.
6. **Only 3 coaches are allowed on the team sideline and ONLY 1 Coach Standing during games.** 1 warning will be given, and then a Technical Foul will be given if coaches do not correct the situation.
7. **Rim height will be set at 8 feet, and a 27.5 Leather Game Ball will be utilized.**
8. Game Time will consist of **(4) Four 7 Minute Quarters.**
9. Overtime: Will be allowed when games are tied at end of regulation. Time will be set at 2 minutes. After the 1st overtime and still a tied game, that game will be counted as a tie. Exception is playoffs, the 2nd overtime will be a 2 minute quarter and if a 3rd overtime is require, a jump ball will be initiated and first team who scores wins.
10. The clock is a Running Clock. The clock will only stop during Team and Official Timeouts. Except last 2 minutes of 4th Quarters when the clock stops on all whistles and free throws.
11. **Mandatory play time for each player is 1 full Quarter.**
"Example: If 12 Players: 5- 1st Q, Next 5- 2Q, the last 2 and any 3 players. 4Q- Can be any player coach wants to play."
12. Teams will be **permitted 2 timeouts per half during regular Play, and 1 timeout in Overtime.**
13. Unused Timeout cannot be carried into the second half or overtimes.
14. Halftime will consist of a 5 minute period.
15. Center Jump at the beginning of the game. The arrow will determine possessions at the start of each quarter, and Jump balls.
16. Players can take 3 steps without dribbling the ball, if they run with the ball or take more than 3 steps without a dribble or running with the ball, a traveling call will be called. (REFEREES DECISION)
17. There is NO double dribble call(.unless the player pick the ball up and run to the basket to score)
18. A player will foul out of the game at 8 fouls.
19. Free throws will be allowed from the bottom of the free throw circle. NO LANE VIOLATIONS.
20. Teams must stay in a 2-1-2 or 2-3 zone defense. No trapping is allowed above the free throw line extended to the sideline and up to half court line. Players can have a two person trap from free throw line to the baseline of their side of the court. 1st violation is a warning, 2nd violation is a Technical Foul.
21. **NO FAST BREAK WILL BE ALLOWED.** (Except last two minutes of 4th quarter and/or overtime of a game). When a defense gets the ball from a rebound or a steal, the team getting the ball must cover up the ball and the other team must revert down court to setup defense.
22. In the last 2 minutes of the 4th quarter and anytime in overtime of a game, teams can apply full court pressure as well as fast break.
23. If the offensive team advances the ball passed mid court and calls a time out, the defense must stay in a zone defense. The offense can go on the other side of the half court and get the ball inbounds without defensive pressure.

24. In event of an injury, the player must leave the court. Upon reentry to the game, the player must still fulfill their required time of 1 quarter (7 minutes). It is the coach's responsibilities to ensure the player gets their required time. Score keepers will mark time the player exits the game and reenter the game. That time must satisfy the requirement of 7 minutes. The referees will determine when the clock will be stopped for an injury.

25. **HALFTIME FREE THROWS:** All Players will shoot 1 free throw during halftime and if scored, the point will count in official score. **NO PLAYER CAN SHOOT MORE THAN 2 SHOTS.**

26. Bonus Free Throws - 7 Fouls will be a 1 and 1, 10 Fouls will be 2 Free Throws. Foul count will restart at beginning of 3rd Quarter.

27. No protest will be allowed, except for improper playing time and/ or illegal age, resulting in a forfeiture of the game. No protest will be allowed for a referee's call or decision. If a team is to protest, the Head coach and Head Coach only must fill out a protest sheet, have the referee, and gym supervisor sign directly after the game and email it to all basketball directors.

28. Maximum Playing Time for Pee Wee is 1 hour including overtimes.

29. Overtime: If the score is tied at the end of the 4th quarter, Play will be extended for one 3 minute quarter. If score is tied at the end of overtime, there will be a jump ball and the first team to score wins the game.

30. Technical Fouls will be one free throw and ball to offense.

COACHES: PLEASE ADHERE TO THE DRESS CODE

1. Coaches must be at the game 30 minutes prior to the game time and must stay until all children have been picked up.

2. Coaches must control their players and parents.

3. Coaches must show good sportsmanship at all times. You will not be allowed to yell or curse at the referees.

4. If a Coach or Parent gets ejected, there will be a mandatory next game suspension and depending on severity or if ejected twice, the directors will investigate and determine the coach or parent's future within the league.

LSR has a ZERO TOLERANCE policy for any profanity, threats, aggression, coming on to court unless for an authorized reason and/or violence towards Referees, League or Area Representatives, Coaches, Fans etc. Any one that violates the Zero tolerance policy will be removed from premises. Banned for one year and that Coaches/Parents/Fans team will forfeit that game and the following game. Parents who bring family/ friends are responsible for their actions. Any association's referee can eject a coach or spectator.

Contact Information for Association Directors:

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