

# L.S.A.A. BASKETBALL 2024/25

## 9-10 YEAR OLD LEAGUE RULES

Standard P.I.A.A. Rules apply with the following addendum:

### TAWANKA Gymnasium Rules:

- Food and Drinks are not permitted in the gym apart from water for players only.
- **NO CHAIRS** are allowed in the Tawanka gymnasium. The only chairs permitted are the chairs for the scorebook & clock table. (**EXCEPTION** – *If you bring a foam/rubber mat to place under the chair – must be big enough to cover any part of the chair that touches the ground*) If you do not have a mat under the chair, you will be asked to remove the chair from the gym.
- The gym has limited space for spectators. All Teams and their spectators should not enter the gym until the game before their scheduled time is completed.
- Once your game is completed you will need to clear the gym immediately for the following game. Please utilize the hallway if you need to have a team meeting after the game.
- Children cannot be left unattended in the hallway.
- NO DRIBBLING/PASSING/HITTING THE WALL is allowed in the hallway.
- Objects should not be thrown or tossed around in the hallway.
- **PARKING:** You must park along the bend leading up to the back of the school or in the parking lot up front. You can walk through the playground area. DO NOT PARK where the loading dock is. Employees are the only ones allowed to park in that area.

### Game Rules:

1. Quarters – Each quarter will be 8 minutes with running clock
  - Regulations: **A team may start a game with only 4 players.**
    - Clock will stop for the following:
      - At 4 minutes of each half for required substitutions  
***This is not a timeout! Please have your substitutions ready to go!***
      - Clock will stop for Free throws (foul shots) and Timeouts
      - Clock stoppages will be in effect for the last minute of each half
    - Halftime will be 5 minutes long
    - Overtime Regulations:
      - Maximum of two OT periods can be played for regular season games
      - OT Periods will be 2 minutes long with clock stoppage for all whistles
      - If game remains tied after two OT periods the game will be recorded as such and the game point will be split between each team for their standings.
      - Playoff games cannot end in a tie and OT periods will continue until one team wins.

2. Time Outs – Each team will be granted two one-minute timeouts per half
  - Time-outs do not carry over from the first half. If they are not used you lose them.
  - For every Overtime period one timeout will be granted to each team.
  - Time-outs do not carry over from regulation time to Overtime.
  - Any time-out rewarded in OT period does not carry over to additional OT periods if not used.
3. Fouls – Players are disqualified on their fifth foul.
  - A team can continue to play with less than 5 players if players foul out.
  - If team fouls exceed 5 in a quarter the fouled player will be rewarded with 2 foul shots.
  - Team fouls will be reset after each quarter
  - IF a game results in Overtime the fouls will carry over from the fourth quarter and will not reset. (If a team is in the bonus at the end of the 4<sup>th</sup> quarter, they will remain in the bonus through any subsequent OT periods)
4. Technical Fouls –
  - A player or coach will be ejected after two (2) technical fouls.
  - A technical foul will be called on a coach who if they or a player calls timeout when all timeouts have been used.
  - Any player or coach that is ejected from a game will be suspended for an additional game. (*For coaches if the ejection is a result of the time-out technical you will not be suspended for the following game*)
    - Second Offense Ejections can result in suspension for remainder of season.
  - Coaches (one coach per team) is allowed to call time-outs, call plays, etc.
    - There should be no confrontation with referees of any kind.
5. Offense/Defense – **(RULES ADJUSTED THIS YEAR)**
  - Man-to-Man & Zone defenses will be allowed.
  - Defense can start at half court
    - Please instruct players that they need to provide space for the team to cross half court before applying defensive pressure.
    - Full court press will be allowed for the last minute of the game.
  - Fast breaks
    - Fast breaks are not permitted for rebounds. If a team wins a defensive rebound the opposing team must get back to play defense on the other half of court.  
**(EXCEPTION: Last minute of the game when full court defense is allowed)**
    - Fast breaks are allowed at the result of a steal, blocked shot, or turnover throughout the entire game.
6. Mercy Rule – If a team is leading by **15 points**, please make the following adjustments:
  - Defense should be Zone and players should not defend above the 3-point line until the offense breaks the top of the 3-point zone
  - No fast-breaks under any circumstances if your team is leading by 15 points
  - No full court defense in the last minute if the mercy rule is in effect

- Clock will not stop in the last minute of the game if mercy rule is in effect. Only exceptions would be for time-outs and foul shots.

7. Playing time for Players –

- ALL PLAYERS MUST PLAY A MINIMUM OF HALF OF THE GAME
  - Each player must be benched for at least 8 minutes of a game (*Two 4-minute halves of different periods*)
  - Players can only be substituted at the 4-minute half of the quarter when the clock is stopped for substitution purposes only.
    - Time-outs **cannot** be used to substitute players
    - The only exception to this rule is if a player is injured and needs to come out of the game
- Teams may start a game with less 4 players.
  - Players may be added to the book after start time without penalty.

8. Possessions –

- Games will start with a Jump Ball
  - Possession will alternate for every start of quarter or jump ball thereafter.
- Any overtime period will begin with a Jump Ball as it did in the beginning of the game.

9. Game Score –

- This is for every coach!
  - Please take a picture of the final score and report the numbers to the league Commissioner. It is important that all coaches do this or ask a parent to volunteer to do this throughout the season.

10. Standings – *Standings will be determined win-loss record using the following for Tie-breakers*

- Tie-breakers –
  - Head-to-Head Record
  - Total Points for Regular Season games
  - Lowest total points against in Regular Season games
  - Coin-Toss

11. Playoffs –

- If a player does not participate in a minimum of half of the team's regular season games, they are not eligible to play in the playoffs.
  - EXCEPTION – Player misses games due to injury
    - Coaches are responsible to notify the commissioner if this exception occurs within one day of the scheduled game.

**12. VOLUNTEER REQUIREMENT**

*(COACHES PLEASE ADDRESS THIS PRIOR TO GAMEDAY)*

- Each team must have one volunteer to operate the clock, or the score book for each game.
  - Please discuss this with parents and try to have volunteers set up for specific games ahead of time.

## **LSAA LEAGUE EXPECTATIONS RULES:**

- Players/Parents/Coaches are not allowed to be confrontational with the referees in any way shape or form
- Vulgar language from Players/Parents/Spectators/Coaches is not acceptable and can result in a Technical foul for the team that person represents
- The people who are running the clock & scorebook are **VOLUNTEERS** and yelling at them for any reason will not be tolerated. If you are caught doing so you will be asked to leave the gym premises immediately.
- We have a ZERO TOLERANCE policy for fighting. Any physical altercations reported will be investigated and can result in suspension from the league. This applies to Players, Parents, Spectators, and Coaches.

Division Commissioner (PRIMARY CONTACT)	LSAA Basketball Committee
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