



Plymouth Jr. ABA

Serving the Youth of Plymouth Township

Official Playing Rules



2007-2008 Season

The following are the major changes to the rules for the 2007-2008 Season:

1. Tiebreaker procedure (rule 3) provided to break all ties. Olympics and Little league Baseball use this procedure. Coin flip used before.
2. Clarification of JV player's role in Varsity. See Rule 6. Allows frozen JV player to play for any of the first five ranked Varsity players. Provides rules for moving player to Varsity and at the same time play for the JV. Non Frozen JV player time restricted.
3. Rule 7 Game time allows in writing for 7- minute quarters for play-off games.
4. Rule 10 allows for a Forfeiture procedure that allows the Plymouth JR ABA Executive Council to rule on forfeitures and allows a coach to appeal forfeiture within 72 hours of the infraction.
5. Rule 10 states clearly all areas subject to forfeiture. Also, a 72 hour time limit for submitting forfeitures.



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6. Rule 12 Ejections and Decorum spell out what coaches and fans must do. Coaches and fans must leave gym area. Also, can be ejected after game is finished and it applies to the All Star phase of the program.
7. Rule 13, Other Rules change is a change in the Intermediate league for man-to-man defense. Has not worked during last few years.
8. Rule 14 All Star phase has following changes: (a) Who picks team (b) who picks coaches (c) Player selection and retention criteria (d) Decorum allowing Executive council to expel parents and players and (e) Mandatory playing time for all star team requires 10 players to play a minimum of one consecutive quarter.



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1. League Organization

- a. the number of teams per league and the players per team will be based on the registration results.

2. League Schedule

- a. The league schedule will depend upon the number of teams per league and gym availability
- b. No changes are allowed to the time and date of games once the schedule is published.
- c. Unless otherwise agreed upon there will be play-off games in addition to the regular season. Overall team standings will decide who plays whom. This can be a single or double elimination tournament
- d. If at the end of the season there are ties they must be broken in accordance with the Tiebreaker rules shown in 3 below. See tiebreaker procedure if there any team tied (Section 3)

3. Tiebreaker Procedures

- a. The first tiebreaker is the result of head-to-head competition of the teams involved in the tie.
- b. If 3 or more teams are tied then the lowest number of defensive points allowed between the tied teams decides the first place between the tied teams.
- c. The maximum points are 45 for the Varsity, 30 for the JV and 18 for the Intermediate.
- d. Each time a tie is broken and there are two remaining teams then the head-to-head winner is awarded second place.

4. Playing time (forfeiture if violated)

- a. All players will play a minimum of one and one-half quarters continuous quarters unless a player is: (1) late, (2) injured or ill, (3) ejected from the game, or (4) fouls out of the game.
- b. If 10 or more players are present for a game no player may play more than one and one-half quarters during the first three quarters.
- c. **Intermediate league.** If 7 to 9 players show up for the game then the top **four** (4) ranked players cannot play more than one and one-half quarters during the first three quarters.
- d. Junior and Varsity **leagues.** If 7 to 9 players show up for the game then the top **five (5)** ranked players cannot play more than one and one-half quarters during the first three quarters.
- e. It is forfeiture if any of the playing times rules is violated.

Note. See Playing Time chart on page 8 at the end of this document for how to best play your players

5. Frozen and Team Balance

- a. Each team will be given three frozen players at the start of the season. The players will be ranked 1, 2 and 3.
- b. Frozen players are allowed to play only in the first quarter and the first part of the third quarter. **If a frozen player plays in the second quarter or the second part of the third quarter it is a forfeiture of the game.**



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- c. After the first three games the players will be evaluated again to determine if any changes in rankings should take place. This will be done through the League Commissioners.
- d. It should be noted that changes in the rankings can be made any time during the season in order to keep the league balanced as much as possible.

6. JV Players

- a. JV players are allowed to play in the Varsity program if the Varsity team has less than 10 players for the game(s).
- b. JV players may play for a Varsity team if the Varsity team loses a player. In this case the JV player's priorities are to the JV league games first and then to the Varsity league games. In no event does the JV player have to practice with the Varsity team.
- c. With the exception of b. above the JV player must come from the same team in the Varsity. E.g., Knicks JV to Knicks Varsity
- d. A JV Frozen player may not replace a Varsity player ranked lower than 5th.
- e. A JV player replacing a non-frozen varsity player is restricted playing in 1 and ½ quarters.

7. Game Time and Time outs

- a. All leagues will divide the time for the 3rd quarter in two equal parts.
- b. With the exception of playoffs the Varsity league will play 6-minute quarters with 3-minutes for all overtime periods.
- c. Varsity will play 7-minute quarters during the playoffs with 3-minute overtimes for all overtime periods.
- d. JV league will play 6-minute quarters with 2-minutes for all overtime periods.
- e. Intermediate league will play 5-minute quarters with 2-minutes for all overtime periods.
- f. Each team will be given 3-full time outs and two 30-second time outs. A full time out will be added for each overtime period.

8. Playing Rules

- a. PIIA rules in affect for the current season will be used with the following exceptions: (1) A player will be allowed 5 defensive fouls and ejected on the 6th foul.
- b. The 5-second closely guarded rule does not apply in the **Intermediate league**.

9. Pressing Rules

- a. **JV and Intermediate league.** No pressing is allowed in the backcourt under the following 3 conditions: (1) When the ball is blown dead in the backcourt, (2) after a basket is made, and (3) after a foul shot is made. Note: Pressing is allowed after either a missed basket or foul shot.
- b. **JV League.** Pressing is allowed in the entire 4th quarter and overtime.



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- c. **Intermediate league.** Pressing is allowed during the last 2 minutes of the 4th quarter and all overtimes. The clock will be stopped as close to 2-minutes as possible without interrupting play. Teams will be given timeout.
- d. No full court or half court press is allowed if a team is ahead by 20 points in the Varsity, 15 points in the JV or 12 points in the Intermediate. Pressing is allowed again when the lead is cut to 15 in the Varsity, 10 points in the JV and 8 points in the Intermediate. Note: No half court press means that the team will fall back to the 3-point circle.
- e. Penalty for pressing is: Offensive team gets ball under their basket for throw-in.
- f. No pressing is allowed in any league if either team has 4 or less players.

10. Forfeiture Procedure

Only the Plymouth JR ABA Executive Council can forfeit a game. Rules violations will be reported to either the league president or the VP of Operations. Forfeitures' must be submitted within 72 hours of the violation. The Executive Council will rule on the Rule violation.

Forfeitures will be declared under the following rules violations:

- a. Less than 7 players are present for the start of the 3rd quarter
- b. Frozen (ineligible) players play in the 2nd or 2nd part of the 3rd quarter.
- c. Player does not play the minimum playing time during the 1st 3 quarters.
- d. Both coaches decide to agree to violate the rules. This will be declared a double forfeit.
- e. Coach may appeal forfeiture to the Executive council within 72-hours and must be done in writing with reason stated for appeal.

11. Player Injury

- a. If a player is injured or ill and has to come out of the game the lowest rank player on the bench must be inserted. Note: This only applies during the 1st three quarters.
- b. If a coach comes out on the court for an injury then the player must be removed for a least one play and the lowest rank player on the bench must be inserted.
- c. If a player is ejected during the first three quarters then the lowest rank player on the bench must be inserted.

12. Ejections and Decorum

- a. Any coach, assistant coach, player or fan ejected from the game will miss one game for first infraction, three games for the second infraction. Will be expelled from league for third infraction
- b. Any coach, assistant coach or fan ejected must leave the facility and surrounding area immediately. Game will be held up until they leave.
- c. It should be noted that ejections can occur after the game is complete.



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13. Other Rules

- a. The referee is solely responsible for the correct time and the score. Their decision cannot be appealed.
- b. No agreements among coaches are allowed to change or modify any of these rules.
- c. Any type of defense or offensive is allowed in the Varsity and JV leagues. Man-to-man defense is encouraged.
- d. No 3-point baskets are allowed the Intermediate league. If a 3-point goal is made it will count for 2-points
- e. Man-to-man defense must be played in the Intermediate league inside the 3-point area marked by the 3-point arc. No pressure defense is allowed outside the 3-point arc. If a player is engaged in the "FREE ZONE" the ball is blown dead and the offensive team is given the ball under the offensive team's basket.
- f. Only one coach will be allowed to roam the sidelines during the game. All others must be seated on the bench.

14. All Star Phase of Program

- a. The league Commissioner, commissioner's staff and the Travel team coach will decide on who makes the team. The Commissioner and his staff will rank the players.
- b. The coaches for the Travel teams will be determined by the Travel Team Commissioner and the VP of operations.
- c. No player is allowed to play on more than one All Star team
- d. All players must play in their age group
- e. Players are eligible for the team based on the following criteria:
 1. Player is available for practices and games
 2. Player continues to play on their league team
 3. Parents must help during the tournament

Note:

Parents or fans that become unruly must be reported to the Travel Team Commissioner and then to the Executive Council.

- f. Players. Parents or Fans that cause problems or will not cooperate will be asked to leave the team. This action will be taken only by the Plymouth JR ABA Executive Council.
- g. **Mandatory Playing Time.** Except for the Bidby National tournament all teams must play 10 players for one consecutive quarter; the 11th and 12th players for 3 consecutive minutes. Penalty for violating this rule the first time is that the player that did not get the playing time must start the game and play for two consecutive quarters. Any further violations can result in disciplinary action by the Executive Council. Note: Mandatory playing time does not apply if player is (1) Injured or Ill, (2) Ejected from the game, (3) Late for the game or (4) Has 3 fouls in the quarter or one technical foul.



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Playing Time

The following chart shows how to play in each quarter in order to avoid forfeiture and have the most competitive team on the court

With 7 players it is Mandatory

| No Frozen | Players | 1st Quarter | 2nd Quarter | 1st Part 3rd Quarter | 2nd part 3rd Quarter | 4 th Quarter |
|-----------|---------|-------------|-------------|----------------------|----------------------|-------------------------|
| 2 | 10 | 1,2,6,8,9 | 3,4,5,7,10 | 1,2,6,8,9 | 3,4,5,7,10 | Anyone |
| 3 | 10 | 1,2,3, 8,9 | 4,5,6,7,10 | 1,2,3, 8,9 | 4,5,6,7,10 | Anyone |
| 4 | 10 | 1,2,3,4,10 | 5,6,7,8,9 | 1,2,3,4,10 | 5,6,7,8,9 | Anyone |
| 2 | 9 | 1,2,6,7,9, | 3,4,5,7,8 | 1,2,6,7,9, | 3,4,5,7,8 | Anyone |
| 3 | 9 | 1,2,3,6,9 | 4,5,6,7,8 | 1,2,3,6,9 | 4,5,6,7,8 | Anyone |
| 4 | 9 | 1,2,3,4,6 | 5,6,7,8,9 | 1,2,3,4,6 | 5,6,7,8,9 | Anyone |
| 2 | 8 | 1,2,6,7,8 | 3,4,5,6,7 | 1,2,6,7,8 | 3,4,5,6,7 | Anyone |
| 3 | 8 | 1,2,3,6,7 | 4,5,6,7,8 | 1,2,3,6,7 | 4,5,6,7,8 | Anyone |
| 4 | 8 | 1,2,3,4,6 | 5,6,7,8 | 1,2,3,4,6 | 5,6,7,8 | Anyone |
| 2 | 7 | 1,2,3,6,7 | 4,5,6,7 | 1,2,3,6,7 | 4,5,6,7 | Anyone |
| 3 | 7 | 1,2,3,6,7 | 4,5,6,7 | 1,2,3,6,7 | 4,5,6,7 | Anyone |
| 4 | 7 | 1,2,3,4,7 | 4,5,6,7 | 1,2,3,4,7 | 4,5,6,7 | Anyone |