

Official Rules

Plymouth JR ABA



2010-2011 Season

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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 Senior and Varsity divisions, 30 for the JV and 18 for the Intermediate divisions.
- 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 **three** (3) ranked players cannot play more than one and one-half quarters during the first three quarters.
- d. Senior, 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

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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.**
- 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 and Varsity Players

- a. JV players are allowed to play in the Varsity league and Varsity players are allowed to play in the senior league if either the Varsity or senior team has less than 10 players for the game(s).
- b. Players may play up if either a Varsity team or senior team loses a player. In this case the player's priorities are to the league games first and then to the other league games. In no event does the player have to practice with the Varsity or senior division team.
- c. With the exception of b. above the player must come from a list of eligible players maintained by the league commissioner.
4. The JV and Varsity league commissioner will have a rotating pool to draw from.

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 Senior and Varsity league will play 6-minute quarters with 3-minutes for all overtime periods.
- c. Senior and 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 12 minute running clock. The clock will start when the players are entered into the book and the team is ready to line up on the court. The clock will not stop except for an injury and a time out.
- f. Except for Intermediate league 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.
- g. Intermediate league will be allowed one time out per quarter with no carry over. Clock will stop during time out.

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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 Varsity Leagues.** 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. **Varsity League.** Pressing is allowed for the entire 3rd and 4th quarter and all overtimes in the Varsity division.
- c. **JV League.** Pressing is allowed in the entire 4th quarter and overtime.
- d. **Intermediate league.** Pressing is allowed during the last 2 minutes of the 4th quarter.
- e. No full court or half court press is allowed if a team is ahead by 20 points in the Senior, and Varsity divisions, 15 points in the JV or 12 points in the Intermediate divisions. 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.
- f. Penalty for pressing is: Offensive team gets ball under their basket for throw-in.
- g. 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.

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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.

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 Senior, 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
- f. Only one coach will be allowed to roam the sidelines during the game. All others must be seated on the bench.

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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 Bidy 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	4th 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