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INTRAMURAL BASKETBALL RULES

VARSIY - GIRLS DIVISION



EACH COACH IS RESPONSIBLE FOR TEACHING HIS OR HER PLAYERS THESE RULES BEFORE THE SEASON STARTS.

Except as provided herein above, the high school basketball rules as published by the National Federation of State High School Associations and divisional rules shall apply, as interpreted by the referees and division directors.

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CONDUCT

Coaches, players and fans are expected to observe good sportsmanship and adhere to the rules set down by the 78th Precinct Youth Council. Coaches, players, and fans shall show respect for the decisions of the referees at all times.

Varsity Rules

Any player or coach who, in the determination of a referee or division director, throws a punch or incites violence at a game will be immediately ejected and subject to suspension or expulsion. The length of which shall be determined by the 78th Precinct Youth Council Basketball Program Committee

Any fan who, in the determination of a referee or division director, throws a punch or who incites violence at a game will be ejected from the gym and maybe banned from attending games of the 78th Precinct Youth Council Basketball Program for the remainder of the season. The length of which shall be determined by the 78th Precinct Youth Council Basketball Program Committee.

Any player who, in the determination of a Referee, commits a flagrant foul (an intentional foul with either intent to hurt the opposing player or reckless disregard for the opposing player's safety), shall be ejected from the game and suspended for the following game. Any player who, in the determination of a Referee commits a second flagrant foul during the season, shall be subject to suspension or expulsion to be determined by the 78th Precinct Youth Council Basketball Program Committee.

Any player or coach who, in determination of a Referee or Division Director, engages in trash talking, or who threatens another person will be given a technical foul. A second instance will result in ejection from the game. Any player who acts with disrespect towards a Referee shall be assessed a technical foul or be ejected from the game, at the discretion of the Referee. Player or coach who is ejected from a game for a second time pursuant to this rule will be suspended or expelled from the program to be determined by the 78th Precinct Youth Council Basketball Program Committee.

PLAYING TIME

Every Player Is Entitled To Play Two Full Quarters Of Every Game. There Shall Be No Substitution Of Players Within Quarters - exceptions noted.

Coaches shall encourage their players to attend all practices, and all games. The foregoing notwithstanding, coaches shall make their division directors aware of players who are frequently absent from practices or games. Upon the request of a player's coach, a division director may reduce the playing time of a player who the division director determines, in his or her sole discretion, has been frequently absent without justification from practices or games. Division Director should follow-up with player and parents to discuss problem and determine proper action. This may include reduction in playing time or replacing player on the roster.

If there are fewer then 10 per roster present, no player may play 4 quarters, unless all other players present have played 3 quarters.

All players will play 1 quarter in the first half of the game, and 1 quarter in the second half.

A player arriving late (after tip off), but in the first half is entitled to play one full quarter. The

Varsity Rules

coach may play her two (2) quarters, but may not play her three (3) quarters, unless every other player has completed three (3) quarters. Players arriving after the first (1st) half forfeit their right to 2 quarters of playing time and plays only one (1) quarter. Playing time during overtime shall be at the coach's discretion.

In the event a player is taken out of a game because of injury, ejection for misconduct or fouling out, the coach shall substitute a player of equal or lower skill level.

There are no substitutions made during the game. There are two exceptions to this rule: A) If a player is injured and a time out is called, a player of equal playing ability will be put in until the injured player re-enters or the quarter finishes; and B) If less than 10 players are present and the coach wishes to divide the extra playing time in the last quarter between players (eg: 2 players play 2½ quarters instead of 1 player getting 3 quarters).

PLAYOFF PLAYING TIME

During playoff games, if a player is absent from a team, the coach shall report that information to the opposing coach and to the division director. The division director shall, if the two (2) coaches cannot agree on it, distribute the quarters of playing time of the absent player (s) to teammate with the same or similar ratings as the absent player (s), to avoid giving the team an advantage or disadvantage resulting from the absence of the player (s). If teams arrived shorthanded by the same number of players. The division director can opt not to implement this rule.

INJURIES

If a game is stopped because a player is injured, the injured player shall come out of the game. Any Player Who Starts To Bleed From An Injury Shall Be Immediately Removed From The Game And Any Open Wound Shall Be Bandaged. Injury Timeouts shall be charged to the referee, not to the team of the injured player. An injured player removed from a game shall be returned to the game as soon as he or she is able to do so, but not until the next stoppage of play. The injured player shall not be entitled to be compensated for the time lost as a result of injury. The substituted player must be of equal or lower skill level than the player taken out.

FOULS

PERSONAL FOUL: Personal fouls assessed during a game to a player include: offensive, defensive and personal fouls. A player fouls out of a game when he picks up his fifth (5th) personal foul. The substituted player must be of similar rank, of the player taken out.

If removal of a player with five (5) personal fouls would prevent the team from being able to have five (5) players in the game, the game will continue but the team must play with only four (4) players. As additional players foul out, the number of players on the court shall be reduced accordingly.

TECHNICAL FOULS: Technical Fouls assessed against a player shall result in:

- (a) The opposing team taking two (2) free throws for a shooting foul and one (1) free throw for a non-shooting by a player on the floor of the coaches choice.
- (b) Being awarded possession of the ball.

TEAM FOULS: Team fouls assessed during a game to a team include:

- a. Offensive
- b. Defensive
- c. Technical shooting and non-shooting fouls incurred by its players.

After a team picks up its sixth (6th) team foul in a half, the bonus light or signal shall go on and the opposing team shall be in the “one and one” bonus foul shooting situation, on non-shooting fouls starting with the seventh (7th) team foul.

If an overtime period is played, it shall be considered a continuation of the second (2nd) half, rather than the start of anew half, for the purpose of the bonus situation.

LENGTH OF GAME/CLOCK STOPS/TIME-OUTS

LENGTH OF GAME: The length of quarters for the 3rd-4th and the 5th-6th grade divisions (the “Lower Divisions”) shall be determined by division rules. The 7th –8th , 9th-10th, and the 11th grade divisions (the Upper Division”) shall play 8 minutes quarters. Overtime and the Girls’ Division regular period playing time are subject to division rules.

CLOCK STOPS: The clock stops automatically on time outs, shooting and non-shooting fouls. Jump balls and possession arrow changes. During the last two (2) minutes of the fourth (4th) quarters of every game and during overtime, the clock stops on every whistle. The referee may also stop the clock at any time.

TIMEOUTS: Timeouts in the Lower Division and the Girls’ Division are subject to division rules. Each team in the Upper Divisions is permitted two (2) time-outs per half and one time out per overtime period if played, on a use them or lose them basis. Each time out is forty five (45) seconds and will end with the horn or referee’s whistle.

BALL POSSESSION

A player possessing the ball must within five (5) seconds either:

- a. Pass the ball to a teammate
- b. Advance the ball towards the opposing team’s basket by dribbling it provided a

defensive player is within five (5) feet.

Failure to do so will result in the ball being given to the opposing team.

A team has five (5) seconds to inbound the ball, Failure to do so shall result in the ball being given to the opposing team.

If a player attempting to inbound the ball steps on the end line or sideline, or hits the backboard or basket on the court or a sideline backboard or basket, the ball shall be given to the opposing team.

A team taking possession of the ball is allowed ten (10) seconds to advance the ball past the mid-court line. A team ahead in a game which takes possession of the ball with less than thirty (30) seconds left in the game will inbound the ball from the mid-court line.

DEFENSE/BACKCOURT/PAINT AREA

In the lower divisions, a team shall not be permitted to guard opposing players or intercept or attempt to intercept the ball in the opposing team's back court.

A team in the Upper Divisions shall not be permitted to intercept or attempt to

Intercept or attempt to intercept the ball in the opposing team's back court while being ahead in the game by ten (10) or more points.

In all Divisions, no player on offense shall stand in the painted area (or the box in front of the opposing team's basket bounded by the end line, the foul line and the lines being taken) for more than three (3) seconds. A violation shall result in possession of the ball being given to the opposing team. In the Lower Division and the Girl's Division, (3-4 grades, 8-7 years old) a three (3) second or five (5) second rule shall be established at the discretion or the respective division directors of those divisions.

EQUIPMENT/UNIFORMS

Players are required to wear the 78th Precinct basketball shirt for their team, shorts (without pockets) and sneakers during the games. The failure by a player to have his or her shirt or shorts at a game shall be a technical foul, which shall entitle the opposing team to take two (2) foul shots at the beginning of the game. Each team in violation of this rule must shoot the foul shots, unless the other team is also in violation and the penalty cancel itself out.

Jewelry, watches, earrings and hats may not be worn during games or practices. Sneakers are the only permissible footwear to be worn during games and practices.

TRAVELING TEAM PLAYERS

No player on a 78th Precinct traveling team shall play on an intramural team without first

quitting the traveling team.

 **ADDENDUM FOR VARSITY DIVISION**

Coaches must teach both zone and person-to-person defenses. For the first three games, zone defense will be played in first half and person-to-person will be played in second half. The rest of season it will be the coaches' option as to when to play zone or person-to-person at any time during a game. Full court press will be allowed starting with games played on the third weekend in January. If a team is ahead by 10 or more points, they may not press.

**** Dated: Nov. 15, 2002 ****

Email questions or comments to the division director at
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