

Lamprey River Basketball League

"05-06" Rules for Both Girls & Boys 5th, 6th, 7th, & 8th Grades.

Revised 11/30/06 – Subject to change by LRB Advisory Board

GENERAL

- 1) **Official High School Basketball Rules** shall apply unless specifically noted in local league rules.

ELIGIBILITY RULES

- 2) NO all-star teams or "A"/"B" teams are allowed. All players must be from the participating town.
- 3) Each team must submit a roster of no less than 8 and no more than 13 players prior to the start of the season.

GAME PRELIMINARIES

- 4) Home Teams are responsible for setup of the gymnasium and cleanup of the gym. **This includes score boards chairs, bleachers etc. as well as sweeping the gym floor.**
- 5) The home team is responsible to provide timekeeper, scorekeeper and 2 referees.
- 6) Official size #7 basketballs will be used @ 7th -8th Grade Boys Division. All other divisions will use Women's Size basketball.
- 7) Please have all players' change out of street shoes before entering the gymnasium. Make sure all shoes are clean. This preserves the gymnasium and keeps them safer.
- 8) **Raymond Rule Only** - No personal basketballs allowed in the gymnasium during games.
- 9) **Raymond Rule Only** - If schools are canceled, home basketball games are also canceled.
- 10) All players are required to wear a shirt (prefer shirt numbered front and back for 7th-8th grade division), shorts and sneakers in the game. No jewelry of any type will be worn.
- 11) Each home gym will be equipped with first aid kit with sufficient number of ice packs for home and visiting teams.

GAME

- 12) Please start games promptly. A ten-minute grace period will be allowed for a regulation team to be present before a forfeit is declared. **Teams must have at least five players to start a game.** If five players are not present within the allotted grace period, the game is forfeited. Once a game is forfeited, the coaches can use their scheduled facility time as they wish.
- 13) Games will start with jump ball and then revert to alternating possession. Overtimes of 3 minutes for 5-6 Grade games and 4 minutes for 7-8 Grade games start with jump ball.
- 14) 5th - 6th Divisions Games will consist of four 6 minute stopped time periods, **not running clock.** (If there is sufficient gym time available, the games of four 6 minute periods for 5-6 grade play may be increased to 8 minute periods. This change in period time is only permissible if both coaches agree before the start of the game and there is sufficient gym time.) 7th-8th Division Games will consist of four 8 minute stopped time periods, **not running clock.** Period breaks will be for 1 minute and half time will be for a maximum of 4 minutes.
- 15) Each team is allowed 4 time-outs of one minute, taken any time during game. Coaches or players on the floor in possession of the ball may call time outs. During dead balls any player on the floor or coach can call time out.
- 16) If a regular season game ends in a TIE, there will be 1- three-minute overtime period for 5-6 Grade games and 1 - four minute overtime for 7-8 Grade games. If the game still is tied it will officially end as a TIE. Teams receive 1 additional time out for the overtime period. **If there is sufficient gym time available, an overtime game may be extended for another period as long as both coaches agree before the start of the second overtime period.**
- 17) No running up the score when it can be controlled - coaches are expected to use good judgment regarding this issue.

- 18) All Divisions: NO PRESSING (backcourt defense) if your team is ahead by 10 or more points. First violation will be a warning; all subsequent violations are team technical fouls.
- 19) On fifth personal foul player is ejected from game. On the seventh team foul shoot one & one; on the tenth team foul shoot 2 shots. **Individual Technical Fouls** do count as personal and team fouls. Flagrant fouls are 2 shot w/ automatic ejection. On foul shots all players in designated lane spaces and foul shooter cannot enter lane until shot hits rim.
- 20) Three-point shots are allowed at facilities that have the line clearly marked.
- 21) Injured players must exit the game. While a player is injured on the floor, all other players must go to the bench. If a player is bleeding he must leave the game immediately and cannot return until the bleeding has stopped & the open wound is covered.
- 22) On a multiple shot foul, substitutions are only allowed to enter the game prior to the last shot being taken.

MINIMUM PLAY RULE

- 23) Each player must play at least one quarter time unless being disciplined by the coach. Adherence to this rule is solely the responsibility of the head coach. Any repeated violations by a coach of the minimum play rule should be reported by an individual to the appropriate town coordinator.

PLAYOFFS

- 24) There will be a single elimination year-end March Madness Tournament for all divisions. Final records will determine seeds. All teams completing 75% of regular season games are eligible for playoffs.

CODE OF CONDUCT

- 25) **Our goal is to create an environment in which every player can develop his or her full potential as an athlete and individual. Through LRB, rules for each age division have been established to help achieve a balance of individual accomplishment and team competition on the court.**
- 26) **Head coaches are responsible for their conduct and the conduct of their players, assistant coaches, and their team's parents and fans.**
- 27) Profanity by players or coaches results in automatic ejection and an individual technical foul. 2 technical fouls result in ejection.
- 28) **Any technical fouls against coaches, players and fans should be reported to town coordinator.** Any player or coach ejected must sit out next game and immediately reported to town coordinator and LRB advisory board.
- 29) This league is for the children... keep this in mind at all times. ***Coaches will not abuse the referees.*** **Players/coaches shall not make significant dramatic body language or vocally complain about a call. This will result in a technical or at least a warning. A second warning will result in a technical and possible game disqualification.**

The ability to take issue with a call has not been removed. Only the head coach or captain may address the officials at a stoppage in play. If the issue is on the rule than the game should be stopped for officials and head coaches can reach agreement on the rule and interpretation. There are no valid complaints about judgment on a call during play. The call is the call and we must respect our officials and give them support and appreciation for the job they are doing.