

PINELANDS LEAGUE RULES 2019

*Indian Mills, Medford Lakes, Southampton, Woodland and Tabernacle
Basketball Rules for 2019 Season – Boys & Girls 3rd- 4th Grades; 5th- 6th Grades.
Boys 7th- 8th Grades; Girls 7th, 8th -9th Grades and High School Boys/Girls*

THE HOME TEAM MUST SUPPLY TWO REFEREES, FIRST AID KIT, ICE,
SCOREKEEPER, TIMEKEEPER AND GAME BALL.

A. RULES OF PLAY

1. **DURATION:** Four eight-minute quarters. One minute between quarters and five minutes between halves. Three-minute overtime periods as needed. NO OVERTIME PERIODS FOR 3RD- 4TH GRADE.
2. **TIMEOUTS:** Two one-minute timeouts per half per team. Unused timeouts cannot be carried over from the first half to the second half. One additional one-minute timeout for each three-minute overtime period. Unused second half timeouts carry over to all overtime periods. Unused overtime timeouts carry over to all subsequent overtime periods.
3. **CLOCK:** Running time. Clock stops for timeouts, foul shots and whenever a referee orders the clock stopped. During the last two minutes of a game and during all overtime periods, the clock stops on all referees' whistles.
4. **PLAYING TIME:** Players arriving before the start of the second quarter must play at least one half of the game. Players arriving after the start of the second quarter but before the start of the third quarter must play at least one quarter of the game. There is no playing time requirement for players arriving after the start of the third quarter. No player may play more than three quarters, unless six or fewer players are present at the start of the second quarter. If six players are present at the start of the second quarter, each player must sit out at least one four-minute period, unless injuries and disqualifications would require a team to play with less than five players by complying with this rule. The coach shall make a good faith effort to see that playing time is fairly apportioned among the players. This rule does not apply in overtime. Penalty for violation of this rule is a technical foul.

[Comment – Playing time requirements under this rule essentially are as follows:

- 5 players – no restrictions.
- 6 players – every player must SIT at least one four-minute period.
- 7 to 10 players – every player must SIT at least two four-minute periods AND every player must PLAY at least half of the game.
- 11 or more players – every player must PLAY at least three four-minute periods.

Each coach, for every player on the coach's team, should have a written record of playing time for the current game.

The above should be considered guidelines and will work in the vast majority of situations. However, if special circumstances are present, such as players arriving after the start of the second quarter, Rule 4 will still need to be consulted. Rule 4 always prevails over these guidelines if Rule 4 gives a different result. No technical foul shall be assessed to a team in compliance with these guidelines, for a playing time violation occurring prior to being advised by the referee that Rule 4 requires otherwise.]

All disputes in regards to playing time must be addressed to the referee and prior to the final 2:00 minutes of the game. No disputes on playing time will be permitted after the final 2:00 minutes of the game. The referee will consult with both coach's and determine if a playing time requirement was not followed and assess a technical foul in accordance with Rule 4.

5. **SUBSTITUTION:** Substitutions can be made only at the following designated times: the four-minute halfway point of each quarter, between quarters, at halftime and to replace an injured or disqualified player. In overtime, substitutions may be made between periods, to replace an injured or disqualified player and during any timeout. A referee shall instruct the timekeeper to stop the clock for substitutions as close as possible to four minutes on a dead ball, after a made basket, or when neither team will gain an advantage by the stoppage. The four-minute stoppage is a one-minute timeout. It is for substitutions and coaching but players should be promptly prepared to resume play at the end of one minute.
6. **FOULS:** Non-shooting fouls result in loss of possession and the ball being taken out of bounds pursuant to the NJSIAA rules which is usually at the spot closest to the foul until the seventh team foul occurs. "One and one" foul shooting will begin on the seventh team foul of each half. Two foul shots are awarded on the tenth and subsequent team fouls of each half. Any combination of five personal and technical fouls per player results in disqualification. Two technical fouls on a player or coach results in disqualification. A disqualified coach must leave the bench area and cease coaching the team. If there is no assistant coach, the team forfeits the game. All personal and technical fouls count as team fouls. **PLAYER CONTROL AND TEAM CONTROL PERSONAL FOULS COUNT AS TEAM FOULS BUT SHOTS ARE NEVER AWARDED FOR THESE FOULS.**
7. **FLAGRANT FOULS AND FIGHTING:** A player committing a flagrant foul or fighting (fighting words are considered fighting) shall be ejected from the game and automatically be suspended for the next two games. If the flagrant foul or fighting is particularly severe, the athletic association from the town of the ejected player may enforce a greater penalty.
8. **START OF PLAY:** The ball must advance over the division-line within ten seconds after the ball is touched by a player on the court. Jump balls occur only

at the beginning of the game and the beginning of all overtime periods. ALL other possessions are governed by the alternate possession rule, including the start of quarters 2-3-4. The alternate possession rule does not apply to timeouts or four-minute substitutions.

9. **STALLING:** Stalling tactics are discouraged. The first offense will result in a warning. Any subsequent offense will result in loss of possession. This rule does not apply during the fourth quarter of the game and all overtime periods. If a team is stalling in the fourth quarter or in overtime, the referees shall be diligent in making the closely guarded call.
10. **THREE POINT SHOT:** Three point shots are possible when the floor is properly marked.
11. **GAME REFEREES:** Two referees shall be scheduled for each game. At the 3rd – 4th GRADE level, one referee may be used but two referees are preferable. Parents should not be scheduled to referee their own child's game. Each game shall have a separate timekeeper and scorekeeper who should sit together at the timer's table. The scorekeepers for each team should verify the score and fouls at halftime and whenever a question concerning the score or fouls arises. The official book is the HOME book.
12. **TEAM & PLAYER ELIGIBILITY:**
 - a. A minimum of four players per team is required to start the game. The game will be played to completion so long as a minimum of two players per team remain. Players shall not play in more than one in-house league (i.e., 5th - 6th and 7th - 8th). Grade level, not age, determines the league of play. Players should play in the league for their grade and under no circumstance play "down" a level. Only players on the official team roster may play. Teams may not "pick-up" a player without forfeiting the game. Even if the game is officially forfeited, the coaches are encouraged to play the game. If players on a team are unable to play due to injury, a player or players may be picked up with the prior approval of the commissioners.
 - b. Notwithstanding subsection a. above, any team with less than 5 players available for a game may pick-up no more than 1 registered player from the same or the next lower age bracket, and of the appropriate gender, to bring the team up to 4 or 5 players. Coaches should pick-up players with ability similar to those unable to participate in the game, when reasonably possible. This subsection b. shall not apply to post season play. Coaches must obtain parental permission, and written medical and emergency contact information prior to the child playing on the coach's team.
[Comment - The purpose of subsection b. is to avoid forfeitures and cancellations. A concern is that coaches will pick-up "ringers" who will greatly change the complexion of the team resulting in unfairness to those teams with adequate rosters who will play only those players assigned to the team. Subsection b. does not apply to post-season play.]

13. COACHES:

- a. Coaches are permitted to leave their seats during the game, but are not permitted (during play) on the court or past the division-line. Violation is a direct technical foul charged to the coach.
- b. All teams must have an adult coach (21 years of age or older) present at all times during all games. If an adult coach is not present for any reason, the game shall be ended immediately and the team without an adult coach shall forfeit the game. Coaches must be located in the team bench area.
- c. All High School teams must have an adult coach (25 years or older) present at all times during the games. If an adult coach is not present for any reason, the game shall be ended immediately and the team without an adult coach shall forfeit the game. Coaches must be located in the team bench area.

14. GAME BALL: Everyone shall use an intermediate 28 1/2 inch circumference ball except for the 7th-8th GRADE BOYS and the HIGH SCHOOL BOYS who shall use a regulation size ball.

15. DEFENSIVE RULES:

- **3RD - 4TH GRADE:** No defense in the backcourt at any time, PLUS no player shall guard another player in the frontcourt until the offensive player passes a line approximately three feet beyond the division-line (tape or paint should mark the three-foot line). A three-foot “no guard zone” is created by the division-line, sidelines and three-foot line. Once the ball moves over the “three-foot line” there is no restriction on playing defense in the frontcourt, UNLESS the ball is in-bounded into the backcourt after a foul or out of bounds play at which time the backcourt restrictions resume. On undersized courts where the division-line is not the backcourt line, if the ball carrier in the three-foot “no guard zone” re-crosses the division-line, defense may be played without restriction. A seven-second closely guarded violation may occur when the ball carrier is in the three-foot no guard zone but no part of the defender shall break the plane of the three-foot line while the no guarding restriction is in place.
- **5th - 6TH GRADE:** No defense in the backcourt except for the final four minutes of the game and all overtime periods. Playing defense in the backcourt when not allowed shall result in a team warning for the first violation. Subsequent violations by that team shall result in a technical foul for delay of game on the player committing the violation.
- **7TH - 8TH GIRLS:** No defense in the backcourt except for the final quarter and all overtime periods. Playing defense in the backcourt when not allowed shall result in a team warning for the first violation. Subsequent violations by

that team shall result in a technical foul for delay of game on the player committing the violation.

- **7TH - 8TH BOYS:** There are no restrictions on backcourt defense.
- 16. FOUL SHOOTING:** The foul line shall be moved in 3 feet for 3rd - 4th GRADE GIRLS; 2 feet for 3rd - 4th GRADE BOYS. (3rd - 4th GRADE GIRLS and BOYS shall continue to use the space on each side of the lane closest to the basket.) The regulation foul line shall be used for all others. Players in position along the lane, except the foul shooter, can enter the lane once the ball is released. The foul shooter may not enter the lane until the ball hits the rim. Players outside of the lane (above the foul line extended and outside of the 3-point arc) cannot enter the lane area until the ball hits the rim.
- 17. NJSIAA/NFHS RULES:** When an issue is not covered by these league rules, NJSIAA/NFHS basketball rules will apply.
- 18. SCHEDULING:** All changes in schedules should be made two weeks in advance. Games not played as scheduled will be considered a forfeit with the team canceling receiving the loss. This rule is not applicable to rescheduling due to facilities problems, snow, school cancellations, etc.
- 19. BACKCOURT VIOLATION:** On undersized courts, the backcourt line shall be the opposing team's regulation foul line extended.
- 20. 3rd - 4th GRADE ONLY:**
- **BASKET HEIGHT:** Whenever possible, the rim shall be set at nine feet above the floor for all 3rd - 4th GRADE games – **GIRLS ONLY**. All 3rd - 4th GRADE BOYS games will be played with the rim set at 10 feet above the floor, regardless of whether the baskets are adjustable or not.
 - **LANE VIOLATION:** An offensive player can stay in the lane a maximum of five seconds. The lane is the regulation size lane. Penalty is loss of possession.
 - **PLAYER CLOSELY GUARDED:** A player who is closely guarded in the frontcourt (legal guarding position and within six feet of the ball carrier) must pass, dribble, or shoot within seven seconds. Penalty is loss of possession.
- 21. MERCY RULE:** This rule applies to all 3rd-4th GRADE and all 5th-6th GRADE games. The following restrictions apply to any team with a 20 or more point lead.
- No fast breaks.
 - 5th-6th GRADE: No pressing in the last four minutes.

- The coach is encouraged to not play the best player(s) in the fourth quarter. (To the extent the coach complies, the PLAYING TIME provisions of paragraph 4 of these rules shall not apply to any consequences of the coach's compliance.) The penalty for violation of this MERCY RULE is first one warning per team and for each subsequent violation the loss of two points. This MERCY RULE applies only to a team with a 20-point or more lead. The referee shall report warnings to the scorekeeper.

22. HIGH SCHOOL RULES:

- **DURATION:** Two 20-minute halves. The clock stops for shooting fouls, timeouts and whenever the referee instructs the timer to stop the clock. In the last 2 minutes of the second half and in all overtime periods, the clock shall stop on every referee's whistle.
- **TIMEOUTS:** Two one-minute timeouts and one 30-second timeout per half. Unused timeouts cannot be carried over from the first half to the second half. One additional one-minute timeout for each overtime period. Unused second half and overtime timeouts carry over to all subsequent overtime periods.
- **SUBSTITUTION:** Free substitution following the NJSIAA/NFHS basketball rules.
- **PLAYING TIME:** All players must play at least one-half of the game. The penalty for violation of this rule is referral of the violation to the coach's commissioner who shall take appropriate action.
- **FULL COURT PRESS:** Teams may use the full court press the entire game. Coaches with substantial leads are encouraged to demonstrate good sportsmanship.
- **OVERTIME:** In the event of a tie score at the end of the second half or any overtime period, a three minute overtime period shall be played.
- The HOME team must supply two referees, first aid kit, ice, scorekeeper, timekeeper and game ball.
- **NJSIAA/NFHS RULES:** The NJSIAA/NFHS basketball rules shall apply except when inconsistent with the rules in this paragraph 22 and other applicable paragraphs of the Pinelands Rules as set forth below.
- **HIGH SCHOOL VARSITY PLAYERS:** A player on a high school varsity team shall not be a player on a Pineland League team.
- **APPLICABLE PINELANDS RULES:** Only Pinelands Rules as in paragraphs 6,7,8,10,11,12,13,14 and 18 shall also apply to HIGH SCHOOL games in addition to the rules in this paragraph 22.
- **PLAYER, COACH AND SPECTATOR CONDUCT PENALTIES:** The minimum penalties for being ejected from the game by an official due technical fouls, or otherwise, as noted in "Item 6. Fouls" of the Pineland League Rules, are as follows:

- 1st Offense – 1 game suspension, immediately following in the game schedule, up to removal from the Pineland League;
- 2nd Offense – 3 game suspensions, immediately following in the game schedule, up to removal from the Pineland League. In addition, coaches are ineligible for Post Season play.
- **In addition, if any spectator(s) becomes disruptive to the game and ignores requests for order by the officials, coaches, Pineland League representative, or facility representative, the spectator(s) may be asked to leave the facility, up to cancellation of the game. In this situation, a cancelled game will be scored as a tie 0-0.**

B. ADMINISTRATIVE RULES

1. CONCUSSIONS: The recreation association in each town in the Pinelands League should provide basic training to all coaches and assistant coaches with regard to recognizing concussions and understanding that concussions are a serious medical condition. The recreation associations should ensure that referees working Pinelands League games and tournaments are also trained to recognize the signs and symptoms of concussions and trained to understand that they are a serious medical condition. Once such signs or symptoms are recognized, the player must leave the game (or if this occurs at a practice, stop practicing), the parents/guardians must be contacted and the player may not return to practice or games without written approval by a medical doctor. Coaches and referees should err on the side of caution and remove the player immediately if a concussion is suspected. In a game, if either the coach or referee believes the player should be disqualified on the basis of concussion, the player shall be disqualified.

2. ADMINISTRATION: The Pinelands League commissioners shall select an administrator who shall propose a season schedule, set up the preseason meeting of the commissioners, which should take place in early to mid-October, prepare a proposed agenda for that meeting, provide contact information for all commissioners to all commissioners, serve as a contact person for Pinelands League problems that arise during the season, resolve those problems and notify all commissioners of such resolution, or present the matter to the commissioners for a decision.

The administrator may be, but does not need to be, a commissioner. If not a commissioner, the administrator shall not have a vote when matters are presented to the commissioners for resolution. The administrator may be removed at any time by the affirmative vote of 3 commissioners and a new administrator selected by the same vote.