



## 2022 GIRLS BASKETBALL RULES (SCHOOL)

### ELIGIBLE PLAYERS

1. No player can participate in a Detroit PAL sponsored game without having a completed registration form filled out (by the parent) online thru Sports Sign Up Play (formerly SI PLAY).
2. A team forfeits a game when an unregistered player participates (if a team is found to have had an illegal player on their team, they will forfeit all games that the illegal player participated in).
3. All rosters are locked after the 4<sup>th</sup> game played by your team (the only exception is for transfer students, and they must be registered by the 6<sup>th</sup> game; however, when registering a transfer student, the team must provide paperwork showing this is a new kid to the school. **NEW FOR 2017: THERE IS NO MAXIMUM FOR ROSTER SIZE.** You can carry as many girls as you wish.
4. A player participating on a school team must be a current student at that school.
5. Any 5<sup>th</sup> or 6<sup>th</sup> grader may participate in the Varsity Division; however, no 7<sup>th</sup> or 8<sup>th</sup> grader may participate in the Junior Varsity Division. Players cannot play on two different teams in the Detroit PAL league.
6. Varsity players are ineligible if they turn 15 before September 1, 2022. Junior Varsity players are ineligible if they turn 13 before September 1, 2022.
7. It is highly recommended, but not mandatory that all players play in every league game.
8. If a child is promoted during the season, they are to remain on the team they began the season with.

### EQUIPMENT

1. All players must wear team uniforms. Jerseys must be tucked into shorts.
2. All jewelry must be removed for each game. A technical foul will result if this rule is violated. This includes rubber bands.
3. All players are highly encouraged to wear mouth guards.

### TIME

1. Each half will be 16 minutes in length. The clock shall run continuously with the exception of time-outs, official time-outs, and technical fouls until the final 2 minutes of each half. Within 2 minutes, the clock will stop with every stoppage of play.
2. Overtime periods shall be 3 minutes in length. Clock will stop with every stoppage of play within 1 minute left in the overtime period. Each team shall receive 1 timeout per overtime. Timeouts do not carry over.

3. There will be a 7-minute intermission at halftime. If both teams have cheerleaders, there will be a 10 minute halftime. If only one team has cheerleaders, there will be an 8 minute and 30 second halftime. Each cheer team can cheer a maximum of 90 seconds.

## **RULES OF PLAY**

1. Each team must have 5 players to begin a game. A team forfeits a game if it lacks the minimum number of players 15 minutes after its scheduled game time (unless stated otherwise by the commissioner by the league).
2. Each team must play 5 players at all times, unless a teams' eligible players are reduced due to injury or fouls, in which case the team may continue playing with 4 players.
3. Full-court pressing is NOT allowed in the JV Division until there is 2 minutes left (each half). JV teams can press from half-court only. If a team is leading by more than 20 points, full court pressing is not allowed in the Varsity Division until the score differential is less than 20 points.
4. Each team is allowed 2 full timeouts (60 seconds) and 1 30-second timeout per half. Timeouts do NOT carry over to the next half or overtime.
5. Teams may make substitutions only after the referee stops play and signals the player to enter.
6. Official score will be kept at the scorer's table. Each team is also responsible for keeping their own score to ensure uniformity with the official scorekeepers.
7. A player shall be disqualified from the game once she has her 5<sup>th</sup> foul or 2 technical fouls.
8. Shooting fouls result in 2 free throws.
9. Once a team has accumulated 7 team fouls, the opposing team will shoot a 1-and-1 free throw bonus (unless it's a shooting foul). On the 10<sup>th</sup> team foul and each foul thereafter, each foul will result in 2 free throw attempts.
10. ALL technical fouls will result in 2 free throws and possession of the ball. Technical fouls also count as personal and team fouls.
11. **Every coach must wear their Detroit PAL credential to every game (including All-Star games and special events). Any coach that does not display their badge will receive a technical foul at the beginning of the game (resulting in an automatic loss of possession and the opposing team will receive 3 points [JV]; 5 points [Varsity]). Your school will NOT be able to participate in the playoffs without an ID badge! If a coach has 3 similar infractions, they may be expelled from the league.**

## **STANDINGS, SCHEDULES, AND POST-SEASON PLAY**

1. Team standings will be determined by win/loss record. In the event of a tie between any positions, the tie will be decided in the following manner:
  - Head to Head Competition
  - Point differential between the tied teams
  - Coin flip

## **SPORTSMANSHIP**

1. Fighting is prohibited. Any violation of this rule will result in a technical foul and the offending player(s) shall be removed from the game without warning. If a player is removed for fighting, they will not be permitted to participate in the next league game. Any player removed from 2 games for fighting shall be disqualified from the league.
2. Profanity is prohibited. The first violation shall result in a warning to the offending team. A subsequent violation for any person or coach on that team shall result in a 2-shot technical foul.
3. Coaches and players from each team must shake hands after every game. If a player refuses to shake hands, she will be suspended for one game. For a second offense of the same player, she will be suspended for the season.
4. Teams must clean up their bench area before leaving the gym!

## **GENERAL**

1. If a basketball or league rule is not listed above, Detroit PAL uses MHSAA rules as a back up.
2. Winning teams are responsible for calling/emailing/posting (on Sports Sign Up Play) the final score within 48 hours of the conclusion of their game. If scores are not received, it will be marked as a forfeit (loss by both teams).
3. The commissioner makes the final determination regarding interpretation of rules.