# 4<sup>th</sup> & 5<sup>th</sup> Grade Division-Developmental

#### **RULES AND GUIDELINES**

#### Schedule/ Playoff Structure/Equipment

- League will consist of 6 weeks of regular season games and 2 weeks of playoffs.
- All teams will compete in playoffs and seeding will be based on league position during regular season.
- Each player must have a shirt or jersey consistent with his or her teams color.
- Jerseys must also include a number on the back to be eligible to play.
- The Intermediate 28.5 Basketball will be used for the 4<sup>th</sup> & 5<sup>th</sup> Grade Division.

#### **Timer/Scorekeeping**

- Games will consist of 8 minute running quarters with 2 timeouts per half (no carryover).
- The clock will only stop during the last minute of each quarters for free throws and referee whistles.
- The clock will also stop for injuries, time outs, referees discretion, and at the quarter and half breaks.
- Overtime will be two minutes with one time out per team (no carryover). The clock will stop for all referee whistles.

### **Fouls/Infractions**

- Individual players will be allowed 5 fouls before fouling out.
- Bonus free throws will be shot after 7 team fouls and double bonus after 10 team fouls.
- There will be no pressing allowed in the 4<sup>th</sup> & 5<sup>th</sup> developmental league the referee staff
- Defense must set-up behind the Blue Line above the 3 point line.
- Offense must pass the Blue Line with the ball within 10 seconds otherwise a 10 second violation will be called. 10 seconds do no reset if players re-crosses the blue line (Once offense crosses the blue line, defense can engage)
- If a team has a 15 point lead, that team's defense must fall back to the top of the key. Teams will be given one warning and if in violation again; the team will be given a technical, opposing team will be given 2 foul shots and possession of ball.
- Technical fouls will also count as a team foul.
- An accumulation of 5 or more technical fouls during the season will result in a 1 game suspension and can jeopardize an individual's ability to participate in future PJCC programs.
- Any player or coach receiving two technical fouls for unsportsmanlike conduct during a game shall automatically be ejected from the game and must leave the facility.
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## <u>Eligibility</u>

- Players must meet age/grade requirements in order to compete. Failing to abide by age restrictions will result in a forfeit and may hinder a team's ability to compete for the remainder of the season.
- Coaches are required to submit roster to Cole <u>before</u> the start of the season. Completed roster must include players full name, jersey number and birthdate.

- Player will not be permitted to compete with multiple teams. (Violation of the rule will result in a forfeit and team's ability to compete may be compromised, going forward.)
- A player MUST have participated in 2 of the regular season games in order to be eligible to compete in playoffs. Roster additions may not be added after the 5<sup>th</sup> regular season game. Coaches who lose players through injury may petition the league coordinator for replacement if team does not meet the minimum roster requirements (5 players)

#### **Governing Body**

The Sports and Recreation Coordinator in charge of sports shall serve as league director and has final authority to make decisions pertaining to all league rules and regulations.

Please follow link below for all other basic middle school rules and regulations pertaining to the PJCC basketball league. Basic Middle School Rules/Regulations

Please direct any questions to the league coordinator Cole Cretcher at 650-378-2783 or ccretcher@pjcc.org.

By signing my name below, I certify that I have read the above information. Any questions concerning these policies have been discussed. You may receive a copy of this document upon request.

Team Name: \_\_\_\_\_

Coaches Signature: