

DuPage Parochial Basketball Association

Significant Game Rules

2007-2008

1) Timing

- 8th grade and 7th grade play 6 minute quarters
- 6th grade and 5th grade play 5 minute quarters
- All grades play 2 minute overtimes (during the regular season, after two overtimes, the game is declared a tie)

2) Full Court Pressing

- No press rule - defense must return to its backcourt when offense gains clear possession of the ball. Offensive team loses protection of this rule if it fails to let defense return to its backcourt before attempting to advance the ball (i.e., the defense can defend against a fast break while returning to its backcourt.)

- No press rule is in effect:

. when 7th/8th grade team has a 15 point lead

. when 5th/6th grade team has a 10 point lead

Additional Limitation:

. DPL ("A") Conference:

. 7th and 8th no timing restrictions

. 6th may press only in the 4th quarter (and in overtime)

. 5th may press only during the last 1 minute of the 4th quarter (and in overtime)

. DPL West ("B") Conference

. 7th and 8th may press only in the 4th quarter (and in overtime)

. 6th may press only during the last 2 minutes of the 4th quarter (and in overtime)

. 5th may press only during the last 1 minute of the 4th quarter (and in overtime)

- Note – Coaches should confer with the referees before each game to make sure that everyone understands the pressing rules in effect for that game.

- 3) Ball
 - 5th grade boys, 6th grade boys and all girls use a junior size (28.5 inch) basketball.
- 4) Free Throws
 - All 5th grades shoot free throws from a temporary line one foot closer to the basket.
- 5) Free Throws
 - For ALL grades, free throws for common fouls will be shot in accordance with IHSA rules (i.e., one and one beginning with the 7th team foul in a half, and double bonus starting with the 10th foul in a half).

Note: The DPL no longer utilizes the 15 foul “point and ball” penalty.

- 6) Time-outs
 - Teams are limited to 3 full time-outs per game, and no 30 second time-outs.
- 7) Forfeits
 - Teams must be ready for tip-off by 5 minutes after the scheduled starting time of the game.
- 8) Referees
 - Should one referee not arrive by 5 minutes after the scheduled starting time of the game, first use a qualified replacement (if available), then, if a qualified replacement is not available, the game should be started with one referee (provided he/she meets the most senior requirement).
- 9) Eligibility
 - Players may appear in no more than 6 quarters per day (overtime is an extension of the 4th quarter), when combining their team’s DPL game with DPL games of other teams they may play on.
 - Players who dress for a game must play at least the equivalent of one quarter of that game (see exceptions for large squads).
 - In addition to playing with his/her assigned team,
 - . one lower level (“A” or “B”) player may play in (appear in) up to 2 quarters of an upper level (“A” or “B”) regular season game for which that upper level team has five or fewer of its rostered players in attendance. *

. two lower level (“A” or “B”) players may play in (appear in) up to 2 quarters of an upper level (“A” or “B”) regular season game for which that upper level team has four or fewer of its rostered players in attendance.*

(*Lower level players may serve as a substitute only twice during the season. Also, there is no player movement permitted during the league post season tournament.)

. Replacement players must meet **both** the minimum playing time rule (i.e., 5 minutes for 5th, 6th, and 7th grade and 6 minutes for 8th grade) and the maximum playing time rule (i.e., court appearance in no more than two quarters).

- Coaches are required to report to both the official scorer and the opposing coach the name and number of each non-rostered player (e.g., “B” player to play in an “A” level game or lower grade player to play in an upper grade game) who will be playing in the game. This declaration must be done prior to the opening tip-off in order for that player to be eligible to play. Failure to make the proper declaration will result in the forfeiting of the game if that player subsequently enters the game, and a one game suspension of the head coach..

. Observation – If it is necessary to use more than the legal number of substitute players in a game, the game will automatically be a forfeit, but the coach must still declare those players; accepting the forfeit but avoiding the suspension that goes with failure to declare non-rostered players.

10) Uniforms

- If two teams have similarly colored uniforms, the team with fewer players must wear pullovers provided by the host school. If both teams have the same number of players, a coin flip should be held.
- Players wearing illegal numbers or otherwise illegal uniforms (e.g., t-shirts of the wrong color worn under the jersey or compression shorts of the wrong color under the shorts) will not be permitted to play. **Game officials should not make exceptions**, except as noted below.

Note – The **only two exceptions** to the rule which allows only t-shirts of the same color as the principal color of the jersey are 1) teams that are required to wear pullovers provided by the host school, or 2) if **all** (100%) of the players have the same colored t-shirt (e.g., If two of eight green jersey’d players are wearing green t-shirts, then both are acceptable under IHSA rules. If seven of eight green jersey’d players are wearing white t-shirts, that is not acceptable and the white t-shirts must be removed. If **all** 8 players are wearing white t-shirts under their green jerseys, they are considered “uniform” and are an acceptable exception.)

11) Delays

- In order to maintain the scheduled starting times of League games, if starting times are running behind schedule, pre-game warm-ups should be suspended (players can loosen up on the sidelines during the previous game), and the half-time break should be reduced to two minutes.

12) Warm-ups

- The host school should provide three basketballs to each team for warming up. If less than three basketballs are available, each team is to share any available basketballs equally (including those belonging to either team).

13) Administration

- Official scorers are required to put both the number and last name of each player in the official scorebook. Coaches should provide this information at least 5 minutes before the scheduled starting time of the game.

14) Protests

- Games may not be protested. However, rule violations (such as insufficient playing time for individual players) should be reported to the Association.

15) Suspensions

- Head coaches are totally responsible for the proper serving of suspensions, including themselves, their assistant coaches, and their players. Coaches and assistant coaches serving suspensions are not permitted in the gym before, during, or after a game in which a suspension is being served.

16) Conduct

- Head coaches are responsible for the behavior of not only their players and bench personnel, but for the school's fans as well. Coaches will be expected to address behavior problems, especially if requested by the referees or host school representatives.
- Gym administrators are responsible for reporting any fan who misbehaves to the Athletic Director of the school owning the fan, even if that fan is not directly confronted at the gym site.

For more detailed explanations of the rules, see the official League Rules which are maintained by the host school and should be at the scorer's table.