



303 Rules

The following rules have been designed to ensure fair play for all participants. Each coach and player are expected to understand these rules prior to participation in the league. Any questions concerning these rules should be directed to PSA Basketball; Basketball@PSAPlano.org.

Prior to the Game

- Rosters will be checked
- All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.
- A coin flip prior to the start of the game will determine which team has the initial possession.
- There will be designated warm up courts.

Game Play

Goal: First Team to 21 Points Wins or Team in the Lead When Time Expires

Length of Games: 24 Minutes (Continuous Running Clock)

- 12 Minute Halves
- 2 Minute Half Time

No Make It Take It: The ball changes possession after each scored basket.

No Stalling: Stalling is not allowed. The referee may institute a 24 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 24 seconds will result in loss of possession.

Jump Balls: All jump balls become the possession of the defensive team.

Time Outs:

- Two 30 Sec. Timeouts Per Game
- One Per Half (A timeout doesn't carry over to the next half)

Substitutions:

- *Dead ball situations, prior to the check ball*
- *The substitute can enter the game after the teammate steps off the court pass the out of bounds line*
- *Substitutions require no action from the referees or from scorer's table*

Taking It Back: When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the two-point arc. Failure to "take it back" is a violation. A violation equals a change of possession.

Throw In/Resuming Play: The ball must be "checked" after every out of bounds or opposite team score. The ball must be thrown in (not dribbled) in from the check box at the top of the semi-circle. No face guarding the box – 1st entry pass can not be stolen if pass is received behind the 3-point arc.

Scoring: Baskets made from the inside of the arc count as one point. Baskets made when the shooter has BOTH FEET behind the arc count as two points. **NO DUNKING.** 😊

Free Throws:

Shooting fouls will be handled in the following manner: When a basket is made count the basket and 1 free throw will be awarded, 2 free throws if fouled behind the arc, then the possession goes to the defensive team. Free throws count as one point. All free throws are dead balls. Only the shooter will line up. If the free throw is made 1 point is allotted to that team. If Free throw is missed, possession goes to the defense. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box.

Non-Shooting Fouls: Ball will be taken out at the top of the key and checked.

On and after the 7th team foul per game, non-shooting fouls will be handled in the following manner:

1 free throw will be awarded to offensive team. Change of possession will occur whether it is a make or missed free throw.

Team Fouls:

- Team Fouls 1 through 6; Check ball from check box, unless fouled in the act of shooting
- Team Fouls 7, 8 and 9 equates to One free throw, unless fouled in the act of shooting
- Team Fouls 10+; One free throw + possession
- 5 Personal Fouls- player fouls out and must leave game

Unsportsmanlike /Technical Fouls:

- *Counted as Two Fouls for Team Foul purposes
- One Free Throw
- No Change of Possession

Flagrant Fouls or Continuous Misconduct:

- Will result in team forfeiture and team dismissal from the league.
- A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional.
- If personal, it involves violent contact such as striking, kneeling, etc;
- If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.
 - **First Offense**: Player fouled will shoot one free throw and his/her teams retains possession from check box.
 - **Second Offense**: Team forfeits game and is under probation for the duration of league play.
 - **Third Offense**: Team is dismissed from the league.

Overtime:

In the event of a tied game, Overtime will consist of a coin toss. 1st team to score a point will be declared the winner of the overtime game.

**Flagrant fouls and any conduct interpreted as unsportsmanlike is at the discretion of the referee. The referee has the final decision on any call and that includes making the choice to end a game due to actions deemed as necessary. **