

LEHIGHTON ATHLETIC BOOSTER CLUB

BOYS BASKETBALL RULES

i. GENERAL RULES PERTAINING TO COACHES

A. ALL COACHES MUST APPLY FOR THEIR COACHING POSITION. HEAD COACHES MUST BE PRESENT AT A REGULAR CLUB MEETING PRIOR TO THE BASKETBALL SEASON.

B. NEW COACHES, THOSE WHO HAVE NOT COACHED IN ANY OTHER BOOSTER CLUB PROGRAM THAT YEAR, MUST FILL OUT A COACHES APPLICATION AND COMPLETE AN ACT 34 BACKGROUND CHECK TO BE TURNED IN AT A REGULAR CLUB MEETING. THE APPLICATION IS PRESENTED AT ONE MEETING AND APPROVED AT THE FOLLOWING MEETING.

C. COACHES WILL GO TO THE SAME TEAM AS THEIR CHILD. NEW COACHES WILL GO IN DRAFT WITH CHILD UNLESS A NUMBERS ISSUE EXISTS. ANY ISSUE THAT WOULD BE OF CAUSE FOR A COACH NEEDING TO COACH FOR A PARTICULAR TEAM WILL BE DECIDED BY THE DIRECTOR OF THE PROGRAM. ANY COACH WHO ENTERS A COACHES APPLICATION INTO THE CLUB WILL BE READ AS A NEW COACH AND NOT A COACH FOR ANY PARTICULAR TEAM. IF THEY ARE READ FOR A PARTICULAR TEAM, THE DIRECTOR NEEDS TO APPROVE THIS WITH THE EXECUTIVE COMMITTEE OF THE CLUB PRIOR TO THE MEETING.

D. THE HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF HIS ASSISTANTS AND PLAYERS AT ALL TIMES BOTH ON AND OFF THE COURT.

E. ANY COACH EXHIBITING UNACCEPTABLE BEHAVIOR BY VIOLATING THESE RULES, SHOWING POOR SPORTSMANSHIP OR OTHER WISE BEING ABUSIVE TOWARD PARENTS, PLAYERS, OTHER COACHES, OFFICIALS, AND FANS MAY BE SUSPENDED FOR 1 GAME AT THE DISCRETION OF THE DIRECTOR OR ASST. DIRECTOR. A SECOND VIOLATION MEANS DISMISSAL FOR THE REMAINDER OF THE SEASON.

F. ANY COACH EJECTED FROM A GAME ON TECHNICAL FOULS WILL BE INVESTIGATED BY THE BASKETBALL COMMITTEE MEMBERS. IF THE COMMITTEE DEEMS THAT THE OFFICIALS CALL IS JUSTIFIED, THEN THAT COACH WILL BE SUSPENDED FOR THE TEAMS NEXT GAME. (OFFICIALS WILL REPORT TO THE DIRECTOR/BASKETBALL COMMITTEE)

G. IF A HEAD COACH IS SUSPENDED HE MAY PICK A REPLACEMENT. IF NONE IS AVAILABLE THE CLUB MAY APPOINT ONE.

ii. GENERAL RULES FOR QUALIFICATIONS BY PLAYERS

A. ALL PLAYERS MUST HAVE A SIGNED PHYSICAL FORM TURNED INTO THEIR COACH PRIOR TO PRACTICING.

B. AGE REQUIREMENT: PEE-WEE WILL BE 3RD AND 4TH GRADE. KNEE-HI WILL BE 5TH, 6TH AND SOME 7TH. THEY CAN NOT TURN 13 BEFORE 9/1 OF THE YEAR. IF THE BOY HAS MADE THE MIDDLE SCHOOL BASKETBALL PROGRAM, THEY CAN NOT PLAY FOR THE BOOSTER CLUB.

C. ALL PLAYERS MUST REGISTER, HAVE A PERMISSION AND FUND RAISING FORM SIGNED BY A PARENT OR GUARDIAN, HAVE A PHYSICAL EXAM SIGNED BY A DOCTOR (UNLESS

THERE IS A CURRENT PHYSICAL ON FILE WITH THE BOOSTER CLUB FROM WITHIN THE LAST YEAR) AND IF REQUESTED PRESENT A BIRTH CERTIFICATE. ALL FORMS INCLUDING THE PHYSICAL FORM MUST BE TURNED IN BY THE FIRST PRACTICE, ALONG WITH REGISTRATION FEES, OR THEY ARE NOT ALLOWED TO PLAY UNTIL THE PAPER WORK AND FEES ARE PAID.

D. DEADLINE FOR REGISTRATION IS NOVEMBER 28TH, UNLESS A NUMBERS PROBLEM EXISTS, THEN A LATER DEADLINE MAY BE CHOSEN BY THE DIRECTOR/BASKETBALL COMMITTEE. MAIL IN REGISTRATIONS MUST BE POSTMARKED ON OR BEFORE THE DEADLINE TO BE ACCEPTED.

E. ANY PLAYERS UNABLE TO FINISH THE SEASON DUE TO ILLNESS, INJURY OR SUSPENSION WILL REMAIN ON THE SAME TEAM THE NEXT SEASON OR AT THE DISCRETION OF THE DIRECTOR OF BOYS BASKETBALL.

F. ANY PLAYER WHO QUILTS BEFORE THE END OF THE SEASON WILL REMAIN ON THE SAME TEAM THE NEXT SEASON OR THEY NEED TO SIT OUT FOR ONE ENTIRE SEASON BEFORE THEY WILL BE PLACED BACK INTO THE DRAFT. IF EXTENUATING CIRCUMSTANCES EXIST, THEN THE DIRECTOR/BASKETBALL COMMITTEE MAY OVERRIDE THE SIT OUT PERIOD.

G. PLAYERS MUST MAKE 3 PRACTICES TO BE ELIGIBLE TO PLAY IN THE FIRST GAME (EXPECT IF A NUMBERS PROBLEMS EXISTS).

H. PLAYERS MUST ATTEND PRACTICE DURING THAT WEEK OF GAME IN ORDER TO EARN MINIMUM PLAYING TIME.

iii. GENERAL GAME RULES

A. DRAFT WILL BE IN REVERSE ORDER OF THE TEAM STANDINGS AT THE END OF THE PREVIOUS SEASON, UNLESS A TEAM IS ADDED OR DROPPED. AN EFFORT WILL BE MADE TO BALANCE THE NUMBER OF PLAYERS ON EACH TEAM AT THE TIME OF THE DRAFT. BROTHERS WILL BE PLACED ON THE SAME TEAM AND WILL BE CONSIDERED A DRAFT PICK FOR NUMBERS REASON ONLY.

B. ALL NEW PLAYERS WHO REGISTER AFTER THE DRAFT WILL BE PLACED ON THE TEAM WITH THE NEXT PICK. IF A NUMBERS PROBLEM EXISTS HE WILL GO TO THE TEAM WHERE HE IS MOST NEEDED.

C. SHORTS AND T-SHIRTS SHOULD BE WORN FOR PRACTICES AND GAMES. NO JEWELRY. SNEAKERS WITH NON-MARKING SOLES MUST BE WORN. FOR PRACTICE AND GAMES NO SWEAT PANTS OR EXCESSIVELY LONG OR BAGGY SHORTS MAY BE WORN. GAME SHIRTS MUST BE TUCKED IN!!!

D. MINIMUM PLAYING TIME FOR EACH PLAYER IS AS FOLLOWS:

1. PEE-WEE PLAYERS 12 MINUTES
2. KNEE-HI PLAYERS 20 MINUTES

E. PLAYERS IN GRADES 3RD AND 4TH WILL PLAY PEE-WEE. PLAYERS IN 5TH-7TH WILL PLAY KNEE-HI. ANY PEE-WEE MAY PLAY UP ON KNEE-HI IF PLAYER IS NEEDED BUT CAN GET NO MORE THEN 10 MIN OR NOT ELIGABLE FOR THE NEXT PEE-WEE GAME.

F. PLAYERS ARE ONLY ALLOWED TO START IN ONE GAME PER WEEK, EITHER PEE-WEE OR KNEE-HI AND ONLY IF A NUMBERS PROBLEM EXISTS.

G. ONLY PLAYERS INVOLVED IN THE GAME ARE ALLOWED ON THE COURT.

H. SCHOOL SNOW RULES APPLY, IF BAD WEATHER DEVELOPS AFTER SCHOOL, A DECISION TO PRACTICE OR PLAY WILL BE MADE BY ALL COACHES ALONG WITH THE DIRECTOR AND PRESIDENT OF LABC. DECISION MUST BE MADE 1 HOUR PRIOR TO START OF PRACTICE OR GAME.

I. ALL TEAMS WILL GET 2 TIME-OUTS PER HALF. YOU MAY ROLL ONE TIME-OUT FROM FIRST HALF TO SECOND HALF IF YOU DON'T USE IT.

J. KNEE-HI GAME RULES

1. KNEE-HI WILL FOLLOW P.I.A.A. RULES. EXCEPTION ONE 4 MINUTE OVERTIME PERIOD. IN THE EVENT OF A TIE AFTER ONE OVERTIME, THE GAME WILL END IN A TIE. NO SUDDEN DEATH.

2. PRESSING RULES ARE AS FOLLOWS.

a. LAST 10 MINUTES OF FIRST HALF.

b. LAST 10 MINUTES OF SECOND HALF.

3. ANY PLAYER EJECTED FROM A GAME WILL SIT OUT THE NEXT GAME. IF THIS OCCURS DURING THE LAST GAME OF THE SEASON, THE PENALTY WILL CARRY OVER TO THE NEXT SEASON.

4. ANY PLAYER RECEIVING TWO TECHNICAL FOULS DURING A GAME WILL BE EJECTED FROM THE GAME.

5. KNEE-HI GAME TIMES ARE 2-25 MINUTE HALVES WITH A RUNNING CLOCK.

CLOCK WILL STOP LAST 2 MINUTES OF EACH HALF.

K. PEE-WEE GAME RULES

1. PEE-WEE WILL FOLLOW P.I.A.A RULES. EXCEPTION ONE 4 MINUTE OVERTIME PERIOD. IN THE EVENT OF A TIE AFTER ONE OVERTIME, THE GAME WILL END IN A TIE. NO SUDDEN DEATH.

2. THERE IS NO PRESSING AT ANY TIME DURING THE PEE-WEE GAMES.

3. FOUL SHOTS WILL BE TAKEN ONLY IN LAST 2 MINUTES OF EACH HALF.

PLAYERS WILL SHOOT FROM THE TAPE MARK OR EVEN WITH THE LAST DEFENSIVE BLOCK OF THE FOUL LINE. FOULS PRIOR TO THIS TIME WILL RESULT IN THE POSSESSION OF THE BALL UNLESS THERE WAS A MADE BASKET.

4. CLOCK RUNS ALL THE TIME AND WILL STOP MOMENTARILY ON THE WHISTLE AND RESUMES WHEN THE OFFICIAL HAS THE BALL. THE CLOCK ONLY STAYS STOPPED IN LAST 2 MINUTES OF EACH HALF.

5. A PEE-WEE PLAYER CAN FOUL OUT OF A GAME WITH 5 FOULS.

6. PEE-WEE GAME TIMES ARE 2-20 MINUTE HALVES WITH A RUNNING CLOCK.

7. IN THE EVENT OF A TIE ONE OVERTIME OF 2 MINUTES WILL BE ALLOWED. IF STILLED TIED AT THE END OF OVERTIME GAME WILL END IN A TIE. NO SUDDEN DEATH.

8. PEE-WEE CAN ONLY PLAY 3 DEFENSES.

a. MAN TO MAN

b. 2-3

c. 3-2

COACHES SHOULD AVOID DOUBLE AND TRIPLE TEAMING A PLAYER FOR AN EXTENDED PERIOD OF TIME. THE REF CAN CALL ILLEGAL DEFENSE IF HE DEEMS IT EXTENSIVE.

L. ALL COACHES ARE TO KEEP A BOOK AND KEEP TRACK OF TEAM AND PLAYERS FOULS FOR EACH GAME.

M. HOME TEAM IS RESPONSIBLE FOR HAVING SOMEONE RUN THE CLOCK.

iv. PRACTICE RULES

A. NO PRACTICES ARE ALLOWED BEFORE THE SCHEDULED START OF PRACTICE AS SET BY THE DIRECTOR OF BOYS BASKETBALL.

B. NO PRACTICES OUTSIDE OF SCHEDULED PRACTICES UNLESS APPROVED BY THE DIRECTOR OF BOYS BASKETBALL.

C. NO PLAYERS SHALL ENTER THE GYM BEFORE SCHEDULED START TIME. NO OUTSIDE BALLS ARE PERMITTED IN THE SCHOOL GYM. ONLY BOOSTER CLUB BALLS ARE ALLOWED.

v. SPORTSMANSHIP

A. ALL PLAYERS AND COACHES MUST SHAKE HANDS AFTER COMPLETION OF THE GAME.

vi. WHEN GAMES ARE OUT OF HAND THE CLOCK WILL RUN. IF A TEAM IS UP BY 20 POINTS OR MORE KNEE HIGH CANNOT PRESS.

vii. PARENTS

A. ALL PARENTS ARE REQUIRED TO WORK AT LEAST ONE MAYBE TWO SHIFTS IN THE FOOD STAND AND ONE MAYBE TWO SHIFTS AT THE DOOR PER PLAYER. PLEASE NOTE THERE MAY BE ADDITIONAL HELP NEEDED FOR THE FOOD STAND/DOOR BESIDES YOUR REGULAR SHIFT. IF A PARENT DOES NOT WORK THEIR SCHEDULED SHIFT, THE PLAYER WILL BE BENCHED FOR THE FOLLOWING GAME. IF YOU CAN NOT WORK YOUR SCHEDULED SHIFT IT WILL BE YOUR RESPONSIBILITY TO FIND A REPLACEMENT.