

# Dallas Parochial League

## Basketball Rules

### 2013

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**Game Clock / Scorebook:** It is the responsibility of the host school to have a competent and *trained* game clock operator & scoreboard keeper. This individual must be familiar with the game clock guidelines for all grade levels & divisions. These individual(s) are to remain professional and objective in appearance and demeanor. One individual can operate the game clock & scorebook if they are experienced & capable. There is a \$15.00 per game allowance paid monthly by the DPL for this service.

**Basketballs:** The host gymnasium should provide the game ball for all DPL games. The ball used must be a Wilson Evolution basketball. The 7<sup>th</sup> and 8<sup>th</sup> grade boys divisions use a full size men's basketball. The 5<sup>th</sup> and 6<sup>th</sup> grade boys, as well as all girls' divisions, will use a 28.5 inch basketball. The host gymnasium is to provide warm-up balls for both teams.

**Warm-Ups:** All teams are to receive 2-5 minutes for pre-game warm-ups *if time permits*. Warm-up time should be dictated by the official game time. Again, the host gyms are to provide warm-up balls.

**5<sup>th</sup> Grade / 6<sup>th</sup> Grade / Varsity D3:** 4 x 10 minute quarters- continuous clock - 3 minute half-time. The game clock will stop on all dead balls in **the last 60 seconds of the game**. Should the game reach a ten point spread or greater during the final minute, the clock shall run continuously for the remainder of the game.

**7<sup>th</sup> Grade / 8<sup>th</sup> Grade D1 / D2:** 4 x 6 minute quarters- regulation clock- 3 minute half-time.

**Overtime:** All games ending in a tie will have three minute overtime(s) until a winner is determined, regardless of age group. Only the last 60 seconds of each OT period will be regulation clock for 5<sup>th</sup> / 6<sup>th</sup> grades. The first two minutes of each OT period will be running clock for this age group. 7<sup>th</sup> / 8<sup>th</sup> Grade leagues will play regulation clock throughout all OT periods.

**Playing Time:** The DPL mandates that all 5<sup>th</sup>, 6<sup>th</sup>, & Division III players receive at least 10 minutes of playing time per game. The clock will be stopped by the scorekeeper or the officials at an appropriate time. This stoppage shall be no earlier than the 5:15 mark of each quarter. This will be the only time that a coach in these divisions can substitute players, with the exception of injury or disqualification. Once a team has met its' minimum play requirements for **all players**, it may substitute at any time. Once both teams have met their minimum play requirements, the automatic stoppage at mid-quarter will be eliminated.

The DPL recommends that 7<sup>th</sup> & 8<sup>th</sup> Grade Division I & II players average a minimum of 6 minutes per game over the course of a season.

Coaches have the right at any age level to completely "bench" a player due to unexcused practice absences that week. This should be cleared in advance with the A.D. at your school. If approved, the scorekeeper and opposing coach should be notified prior to the game. **The "benched" player should be attired in street clothes to avoid confusion.**

**Time-Outs:** All teams in all divisions will have two (2) time-outs per half which cannot be carried over, either into the second half or overtime. All teams will have one time-out for each overtime period. Time-outs do not carry over from one OT period to another. The clock stops on all time-outs regardless of age group. Time-outs are to last the lesser of 60 seconds or when both teams have returned to the court. Scorekeepers should signal the team with a buzzer when **25 seconds remain in the timeout**. All teams are expected to return to the floor in a timely manner to avoid the ball being put in play prior to their return.

**Uniforms:** All uniforms must have numbers on the front & back. Athletic shoes must be worn. No jewelry of any kind may be worn during games (earrings are to be removed - may not be "taped over"). Any number may be worn, although the DPL encourages no digit from 6,7,8, or 9 be included on the uniforms. "Legal" numbers only use digits 0-5 in most leagues. **Home teams should wear a dark jersey and visiting teams wear a light colored jersey.** All schools must have an adequate supply of "pinnies" on hand for instances when both teams have similar jersey colors. If both teams are in the same color of jersey, then the visiting team will be required to wear the pinnies. **If t-shirts are worn under the game jersey, they are to be the same predominate color as the jersey or be sleeveless so that the t-shirt color does not show from under the jersey.**

**Rulebook:** The NFHS Association rulebook will be used and all DPL rules will supersede.

**Reporting Scores:** It is the responsibility of the host gym to report **all weekend scores** of games that take place in their gym by 9:00am Monday. Scores may be faxed to 972-404-0379 or e-mailed to [dplsport@sbcglobal.net](mailto:dplsport@sbcglobal.net).

**Roster Submission:** Each team must submit an official roster to the scorekeeper prior to the game. An official roster will be constituted by ANY roster meeting ALL of the following criteria. (1) It is legible. (2) It lists the school and grade/gender of the team represented. (3) It lists all players and correct jersey numbers of the participants. (4) It has been previously signed by the Athletic Director of the school. Failure to meet ALL of the above criteria constitutes an unofficial roster. The penalty is a technical foul assessed to the offending team. The non-offending team receives two (2) free throws and possession to begin the game. The free throws will not be timed, and the clock shall not be started until the inbound play in these cases. **No exceptions.**

**Addendum A:** Coaches may adjust jersey numbers in writing **prior to the game** to insure correct numbering should their roster be incorrect. Once the game begins, improper numbers are assessed a technical foul once cited.

**Addendum B:** Should both teams fail to present an official roster, the game will begin 0-0 with no penalty assessed.

**20 Point / 10 Point "No Press" Rule:** Any team in Varsity D1 or Varsity D2 which has a lead of 20 points or more may not employ a "Full Court Press" and are encouraged to drop into a more passive defense. Violation of this rule will result in a warning to the violating team's head coach and a sideline possession to the other team. A second violation will result in a technical foul assessed to the head coach. **The clock operator has the authority to stop play to report this infraction.** Any team in divisions other than Varsity D1 or Varsity D2 which has a lead of 10 points or more may not employ a "Full Court Press" and are encouraged to drop into a more passive defense.

**Technical Fouls:** All technical fouls will result in two free throws AND possession to the non-offending team.

**Bench Decorum:** *Each team may have a maximum of three (3) coaches on the bench with the team. One of these is to be designated the head coach.* Only the head coach may be standing or kneeling during the course of the game. Assistant coaches must remain seated except during time-outs. Only the designated head coach may approach the scorer's table or speak to the officials.