

PSD Middle School Basketball Rules

Article 1 Operating Structure

- 1.1 Eligible Grades: Each member school may form teams composed of both 7th and 8th grade students.
- 1.2 Roster Size: Each school may carry up to 36 players in the program. All participating athletes must be in 7th or 8th grade and all rosters can be mixed grade level but should be based on ability/skill level. It is recommended Varsity/JV carry rosters of 16 total players and C-Teams carry a roster of 20 total players.
- 1.3 Levels: Varsity/JV, C1/C2
- 1.4 Divisions: n/a
- 1.5 Scheduling: The district athletic office will create a schedule which allows each member school to play every other member school once during the season. Each team will also compete in two post-season box bracketed games. Scheduling is based on previous year standings. In addition to the district competition schedule, one scrimmage will be scheduled by the district athletic office prior to the first game. Scrimmages will be assigned on an annual basis.

Article 2 Event Administration

- 2.1 Competition Day Locations: Varsity and JV at one site; C1 and C2 at opposite site
- 2.2 Competition Start Times: 3:30pm (Timnath and Wellington will begin competitions at 4:15pm)
- 2.3 Warm-up Time: For all competitions, teams will be allotted a minimum of 10 minutes to warm up prior to the start of the game.
- 2.4 Competition Length: Competitions at the varsity and JV level will include 4, 6-minute quarters. The timing during the 4, 6-minute quarters shall be governed by the NFHS basketball rule book. Competitions at the C1 and C2 level will include 4, 8-minute quarters with a running clock. The clock will stop according to the NFHS basketball rule book for the last 2 minutes of each half.
- 2.5 Time Outs: Competitions at all levels will be granted 3 full time outs (1-minute) and 2, 30 second timeouts per game. If a game goes into overtime, all remaining timeouts will not carry-over and will be reset to one 30 second timeout per team per overtime period.
- 2.6 Overtime Rules: Overtime periods at the varsity and JV level shall be 2 minutes in length and shall continue until a winner is declared. Overtime periods at the C1 and C2 level shall be sudden death - the first team that scores will win the game and play will be stopped immediately when this occurs. Remaining time outs will be reset at the end of regulation and each team will be allotted one 30 second timeout for each overtime period.
- 2.7 Mercy Rules: If a team is ahead by 30 or more points during any point in a game, the clock will run continuously from that point on except for timeouts, injuries, and intermissions. Once the mercy rule has gone into effect, the clock will be running for the remainder of the game regardless of score differential from that point on until the end of the contest. If a team leads by 20 or more points, the team that is ahead may not press until the margin is below this standard. Coaches should use good sportsmanship as a guide as to whether to re-apply the press if the margin drops below 20 points. These mercy rules will be in effect for competitions at all levels (Varsity, JV, C1, and C2)
- 2.8 Time Between Contests: Time between games will be no longer and no shorter than 10 minutes. Clock operators will start a 10-minute running clock at the immediate conclusion of the first game.
- 2.9 Event Staff: The host school is responsible for staffing a game worker for the scorebook, clock operator, and an event supervisor (admin.)

Article 3 Additional Basketball Specific Considerations

- 3.1 Coaches will roster up to 16 players in the scorebook for both Varsity and JV, with the expectation to play approximately 8 athletes in each contest. The coach can swing a player up or down between levels to accommodate injuries and/or lack of playing time in the varsity contest.
- 3.2 Athletes who start in the varsity game cannot play in the JV game.
- 3.3 Coaches will roster up to 20 players in the scorebook for both C1 and C2 games, with the expectation to play approximately 10 athletes in each contest. The coach can swing a player up or down between contests to accommodate injuries and/or lack of playing time in the C1 contest.
- 3.4 Coaches have the discretion to re-roster any athletes throughout the season between Varsity, JV, C1, and C2 squads. These weekly placements may be due to individual player growth/development, injury, attendance, behavior, etc.
- 3.5 Basketballs for warm-ups will be provided by the host school. For championship events at neutral sites, coaches will provide and travel with their own warm-up ball bag.
- 3.6 The current edition of the NFHS Basketball Rules Book shall be the official rulebook for the league contests and the championship game. Jewelry and hard casts are not allowed during games and all uniform accessories will be governed by the NFHS rule book.

Article 4 Championship/Playoffs

- 4.1 Postseason Seeding: Postseason seeding will be based on regular season record. In the event of an identical record, the head-to-head winner will retain a higher seed. In the event of a three-way tie, a coin flip will determine the seeding.
- 4.2 Championship Format: The top four seeds will compete in a gold bracket to determine the district champion. All remaining teams will be seeded according to record in a silver bracket. All teams will play during each round of the tournament in either the winners bracket or the consolation bracket. C1 and C2 teams will not compete in postseason play. JV teams will compete in the semi-final round, but not the final round.