

JUNIOR PANTHER BASKETBALL
PLAYING RULES
1/2 GRADE PLAYERS
(REVISED 11-14-07)

UNLESS STATED BELOW REGULAR BASKETBALL RULES WILL APPLY.

1. The game will consist of four (4) six (6) minute quarters of continuous clock. **The clock will not stop, and will start when the first court is ready since two courts utilize the same clock.**
2. **One** coach per team will be allowed on the court with their team to assist with training and guiding of players. The coach **must not** interfere with progress of the game.
3. For the **first 3 games** of the season, rules regarding traveling, out of bounds, and double dribble will be enforced. Play will stop and explanations will be given. The ball will be returned to the offensive team for play continuation with the exception of out of bounds calls. Personal fouls will follow the same procedure with the ball returning to the offensive team. From **game 4 and on**, the rules will be more strictly enforced and possession of the ball will be switched upon violation of standard basketball rules. Explanation will be provided as to violation to the players.
4. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee)
5. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
6. **Only the Head Coach and assistant coach be allowed on the bench.**
7. It is expected that all participants will be afforded the opportunity for **equal playing time. (Complaints will be followed up by the JPB Board). No player may play more than (3) three quarters unless special circumstances exist.**
8. Any gross misconduct on the part of a coach, player or spectator resulting in a technical foul will be subject JPB board review. **A no tolerance rule will be enforced.**
9. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next scheduled game.
10. Referee's decision is final.

JUNIOR PANTHER BASKETBALL
PLAYING RULES
GRADE 3/4 GIRLS
(REVISED 10/31/97)

1. Man-to-man defense is mandatory. No zone or double team defense will be allowed unless or until the ball is in the free throw lane area. Violation of this rule may result in a warning and possibly a technical foul if violations persist.
2. Offensive time in the lane area will be extended to five (5) seconds instead of the usual three (3) seconds.
3. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee)
4. If the opposing team does not show within ten (10) minutes after the scheduled starting time a forfeit will be recorded.
5. There will be four (4) time-outs permitted per game. One time-out will be given for over-time play.
6. The game will consist of four (4) - seven (7) minute quarters of running time. **The clock will stop only on time-outs, free throws, and on the whistle during the last two (2) minutes of the game.**
7. The free throw line will be moved up 18 inches.
8. No 3 pointers.
9. If the game is tied after regulation play one (1) over-time period consisting of three (3) minutes will be played. If the game is tied at the conclusion of over-time a free throw shoot-out will occur involving the five players from each team that were left out on the floor at the end of over-time play. A winner will be determined by the best of five free throws. If tied after five free throws a sudden death shoot-off by the remaining team members (not the original five shooters), will determine the winner.
10. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
11. It is expected that all participants will be afforded the opportunity for **equal playing time. (complaints will be followed up by the JPB Board).** No player may play more than (3) three complete quarters unless special circumstances exist.
12. **Only the Head Coach and one assistant coach will be allowed on the bench.**
13. Referee's decision is final.
14. Coaches check in your line-ups with the scorekeeper 10-15 minutes before game time.
15. Any gross misconduct on the part of a coach, player, or spectator resulting in a technical foul will be subject to JPB Board review. A no tolerance rule will be enforced.
16. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next game.

JUNIOR PANTHER BASKETBALL
PLAYING RULES
GRADE 5/6 - GIRLS
(REVISED 10/31/97)

UNLESS STATED BELOW REGULAR BASKETBALL RULES WILL APPLY.

1. Press and zone defenses will be allowed once the ball crosses the half court line. **5/6 grade girls will be allowed to full court press during the last quarter of the game and in any over-time period that follows.** (A ten point rule will be in effect. If your team is winning by a margin of 10 points or more the press must be taken off. This rule applies to full court pressure only.)
2. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee) This rule does not apply to the last quarter of the game if a full court press is in effect.
3. If the opposing team does not show within ten (10) minutes after the scheduled starting time a forfeit will be recorded.
4. There will be four (4) time-outs permitted per game. One time-out will be given for over-time play.
5. The game will consist of four (4) - seven (7) minute quarters of running time. **The clock will stop only on time-outs, free throws, and on the whistle during the last two (2) minutes of the game.**
6. Three point shots are allowed
7. If the game is tied after regulation play one (1) over-time period consisting of three (3) minutes will be played. Successive over-times will be played until a winner is determined.
8. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
11. It is expected that all participants will be afforded the opportunity for **equal playing time.** **(complaints will be followed up by the JPB Board).** No player may play more than (3) three complete quarters unless special circumstances exist.
12. **Only the Head Coach and one assistant coach will be allowed on the bench.**
13. Referee's decision is final.
14. Coaches check in your line-ups with the scorekeeper 10-15 minutes before game time.
15. Any gross misconduct on the part of a coach, player, or spectator resulting in a technical foul will be subject to JPB Board review. **A no tolerance rule will be enforced.**
16. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next scheduled game.

JUNIOR PANTHER BASKETBALL
PLAYING RULES
GRADE 3 - BOYS
(REVISED 10/31/97)

1. Man-to-man defense is mandatory. No zone or double team defense will be allowed unless or until the ball is in the free throw lane area. Violation of this rule may result in a warning and possibly a technical foul if violations persist.
2. Offensive time in the lane area will be extended to five (5) seconds instead of the usual three (3) seconds.
3. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee)
4. If the opposing team does not show within ten (10) minutes after the scheduled starting time a forfeit will be recorded.
5. There will be four (4) time-outs permitted per game. One time-out will be given for over-time play.
6. The game will consist of four (4) - seven (7) minute quarters of running time. **The clock will stop only on time-outs, free throws, and on the whistle during the last two (2) minutes of the game.**
7. The free throw line will be moved up 18 inches.
8. No 3 pointers.
9. If the game is tied after regulation play one (1) over-time period consisting of three (3) minutes will be played. If the game is tied at the conclusion of over-time a free throw shoot-out will occur involving the five players from each team that were left out on the floor at the end of over-time play. A winner will be determined by the best of five free throws. If tied after five free throws a sudden death shoot-off by the remaining team members (not the original five shooters), will determine the winner.
10. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
11. It is expected that all participants will be afforded the opportunity for **equal playing time**. **(complaints will be followed up by the JPB Board)**. No player may play more than three (3) complete quarters unless special circumstances exist.
12. **Only the Head Coach and one assistant coach will be allowed on the bench.**
13. Referee's decision is final.
14. Coaches check in your line-ups with the scorekeeper 10-15 minutes before game time.
15. Any gross misconduct on the part of a coach, player, or spectator resulting in a technical foul will be subject to JPB Board review. **A no tolerance rule will be enforced.**
16. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next game.

JUNIOR PANTHER BASKETBALL
PLAYING RULES
GRADE 4 - BOYS
(REVISED 10/31/97)

1. Man-to-man defense is mandatory. No zone or double team defense will be allowed unless or until the ball is in the free throw lane area. Violation of this rule may result in a warning and possibly a technical foul if violations persist.
2. Offensive time in the lane area will be extended to five (5) seconds instead of the usual three (3) seconds.
3. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee)
4. If the opposing team does not show within ten (10) minutes after the scheduled starting time a forfeit will be recorded.
5. There will be four (4) time-outs permitted per game. One time-out will be given for over-time play.
6. The game will consist of four (4) - seven (7) minute quarters of running time. **The clock will stop only on time-outs, free throws, and on the whistle during the last two (2) minutes of the game.**
7. The free throw line will be moved up 18 inches.
8. No 3 pointers.
9. If the game is tied after regulation play one (1) over-time period consisting of three (3) minutes will be played. If the game is tied at the conclusion of over-time a free throw shoot-out will occur involving the five players from each team that were left out on the floor at the end of over-time play. A winner will be determined by the best of five free throws. If tied after five free throws a sudden death shoot-off by the remaining team members (not the original five shooters), will determine the winner.
10. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
11. It is expected that all participants will be afforded the opportunity for **equal playing time. (complaints will be followed up by the JPB Board).** No player may play more than (3) three complete quarters unless special circumstances exist.
12. **Only the Head Coach and one assistant coach will be allowed on the bench.**
13. Referee's decision is final.
14. Coaches check in your line-ups with the scorekeeper 10-15 minutes before game time.
15. Any gross misconduct on the part of a coach, player, or spectator resulting in a technical foul will be subject to JPB Board review. A no tolerance rule will be enforced.
16. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next game.

JUNIOR PANTHER BASKETBALL
PLAYING RULES
5/6 GRADE BOYS
(REVISED 11-10-07)

UNLESS STATED BELOW REGULAR BASKETBALL RULES WILL APPLY.

1. The game will consist of four (4) seven (7) minute quarters of continuous clock. **The clock will stop only on time-outs, free throws, and on any whistle during the last two minutes of game.**
2. Press and zone defenses will be allowed once the ball crosses the half court line. **Full court press is allowed in the second half and in overtime.** (A ten point rule will be in effect. If your team is winning by a margin of 10 points or more the press must be taken off. This applies to full court pressure only.)
3. When the ball is retrieved, the opposing team must fall back until the ball crosses the half court line. This rule applies unless the ball handler goes into a fast break. (This situation is a judgment call on the part of the referee) This rule does not apply during the second half and overtime when the full court press is in effect.
4. There will be four (4) time-outs permitted per game. One time-out will be permitted per over-time. Time-outs remaining after regulation play **cannot** be used in overtime.
5. If the game is tied after regulation play one (1) over-time period consisting of three (3) minutes will be played. Successive overtimes will be played until winner is determined. The clock stops in over-time on all whistles.
6. Three point shots are allowed on gym floors that are marked for it.
7. If the opposing team does not show within ten minutes after scheduled starting time a forfeit will be recorded.
8. The **Head Coach** is responsible for the conduct of his/her players and assistant coach.
9. **Only the Head Coach and assistant coach be allowed on the bench.**
10. It is expected that all participants will be afforded the opportunity for **equal playing time.** (Complaints will be followed up by the JPB Board). **No player may play more than (3) three quarters unless special circumstances exist.**
11. Any gross misconduct on the part of a coach, player or spectator resulting in a technical foul will be subject JPB board review. **The opposing team will awarded two (2) points and the ball as a result of a technical. A no tolerance rule will be enforced.**
12. Any player ejected from a game for unsportsmanlike conduct will forfeit play in the next scheduled game.
13. Referee's decision is final.
14. Coaches check in your line-ups with the scorekeeper 10-15 minutes before game time.