

## Basketball General Rules - SFPSL



1. The length of quarters will be 6 minutes pro clock. Overtime period will be 2 minutes. If still tied, a final 1 minute overtime will be played. If still tied, game will be counted as a tie.
2. JV & Varsity Girls divisions will use a 28.5" ball. Varsity Boys division will use a 29.5" ball.
3. JV & Girls divisions backcourt pressure is only allowed in the last 2 minutes of the game. **If lead is 15 points or greater, then leading team cannot press.** Backcourt pressure is allowed at any time in varsity division, but must cease if the pressing team's lead is 15 pts or greater.
4. There will be a running clock if a team's lead reaches 25 points. The clock will only stop for injuries or time-outs.
5. \* **NEW** Two Free throws on the 5<sup>th</sup> team foul "PER" quarter, and each consecutive foul during that quarter. Team foul count resets each quarter.
6. Individual Foul outs will incur on the 5<sup>th</sup> individual foul.
7. 5 timeouts for the entire game, can be used any time. 1 additional timeout awarded for overtime period.
8. Home team is responsible for providing a scoreboard/scorekeeping device, and a scorebook to keep track of fouls.
9. Using an ineligible player will result in automatic forfeiture of the game, and will result in a review and possible further sanctions, such as forfeiture of any and all games, postseason ban, and/or loss of future league participation. Some ineligible player scenarios are:
  - A player that does not meet the age/grade requirement (Which is a registered 6<sup>th</sup> grader cannot participate in JV division if he/she turns 13 before the season (Unless approved by commissioner), and for varsity a registered 8<sup>th</sup> grader cannot participate if he/she turns 15 before the season, unless approved by commissioner.
  - No home school players are allowed to join any teams.
10. Rosters, must be sent to [terriedawkins@bellsouth.net](mailto:terriedawkins@bellsouth.net), prior to first game.