

LAKESHORE BASKETBALL LEAGUE GAME RULES

1. UNLESS OTHERWISE NOTED BELOW, STANDARD WIAA RULES APPLY.

2. Games will consist of two 20-minute halves with a continuous clock except for time outs and the last one (1) minute of each half. In the event a timeout is called when shooting free throws, the clock is stopped until the ball is live.

3. Overtime will consist of a 2-minute session with the clock stopping for time outs and the last one (1) minute. If the game is still tied after the overtime session, each team will choose 3 players that are currently in the game to shoot one-and-one free throws (making the first earns a second attempt...miss the first and there is no second attempt for that player). The one-and-one free throws continue until one team makes more free throws during a 3-player series.

4. Two one-minute time-outs per half and one time-out per overtime session will be permitted. There are no carryovers.

5. There will be a 5-minute halftime for each game and 1 minute between overtime sessions.

6. Defenses:

- 3rd Grade - man to man half court defense (with the understanding that help and recover is expected to stop the ball and switching can be used as a way to defend screens.) Any type of press is allowed by either team in the last 30 seconds of the game if the margin is 3 points or less, so a team can't hold it in the back court.

- 4th Grade - man to man half court defense (with the understanding that help and recover is expected to stop the ball and switching can be used as a way to defend screens.) Any type of press is allowed by either team in the last minute of the game if the margin is 5 points or less.

- 5th Grade - man to man half court defense (with the understanding that help and recover is expected to stop the ball and switching can be used as a way to defend screens.) Any type of press is allowed the last 5 minutes of each half if the margin is 20 points or less.

- 6th Grade - man to man half court defense (with the understanding that help and recover is expected to stop the ball and switching can be used as a way to defend screens.) Any type of press is allowed the last 10 minutes of each half if the margin is 20 points or less.

- 7th/8th Grade – any defense is allowed the entire game. Pressing is allowed if the margin is 20 points or less.

7. Free Throws – 3rd and 4th grade will have shorter free throw lines and may step over on the release - 3rd grade is 10 feet and 4th grade is 12 feet. 5th grade will use the regular FT line, but may also step over on the release. However, if the shooter crosses the line, they cannot be the first one to touch the ball.

8. For 3rd Grade games only...a 27.5"(14-16oz.) basketball will be used. All participating 3rd Grade teams must bring a game ball. The host school is not expected to supply a junior (27.5") ball.

9. All schools are encouraged to have numbers on both the front and back of the jerseys to help players match up on defense (though this is not required). Additionally, it is preferred that all girls have unique numbers. Technical fouls will not be assessed if two girls have the same jersey number.

10. A scoresheet will be kept to record fouls. It is preferred that all jersey numbers are on the scoresheet prior to the start of the game. Technical fouls will not be assessed if a jersey number is added after the game is started.

11. Per WIAA Rules, if a player gets 5 fouls, they are out of the game.

12. Technical Foul results in automatic two points and the ball for the opposing team. Two technical fouls in one game for player or coach and they will be asked to leave for that game. If there is a coach or player that is consistently receiving technical fouls, program directors will be called, and they will need to find a new coach.