

PVBA Boys Rules 2019 - 2020 Season

	B 8	B 7	B 6	B 5	B 4	B 3	B 2	B 1	B K	
	8th Grade	7th Grade	6th Grade	5th Grade	4th Grade	3rd Grade	2nd Grade	1st Grade	Kinder	
Basket Height	10 Feet						8 Feet			
Ball Size	29.5" Men's Size		28.5" Women's Size		27.5" - Youth Size		25.5" Kids Size			
Clock	4 Quarters 10 Minutes						4 Quarters 8 minutes each			
	Running Clock except during the last three minutes of the game, then the clock stops on the whistle.	Running Clock unless Score is within 10 during the last three minutes of the game, then the clock stops on the whistle.				Running Clock except for Time Outs				
Time Outs	2 per half									
Breaks	Quarters 1 Minutes Breaks Half 3 Minute Breaks						Quarters 2 Minutes Breaks Half 5 Minute Breaks			
Overtime	3 Minute Overtime Period -- 1 Time out Per team If still Tied at end of Overtime -- Sudden death will ensue until a team takes a 2 point lead.									
Three Seconds in the Key	3 Seconds in the Key			5 Seconds in the key						
Free Throw Line						Moved Closer by One Foot		Moved Closer by two feet		
Ten Second Rule	In effect at all times. Time Outs Taken in the last 3 minutes of the game do not reset the 10 second rule									
Full Court Press	Allowed All Season			3rd, 4th Quarter and Overtime						

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Back Court Violation	First Offense Warning, Second Offense, two shot technical foul and the ball								
Man to Man Defense	First Half of the Game -- Zone is allowed in Second Half of the game		Man to Man Entire first half of season -- Zone allowed in second half of season for the 3rd and 4th quarters		Man to Man Entire season				
Playing Times	ALL PLAYING TIMES ARE BASED ON A COMPLETE CONTIGIOUS QUARTER -- FROM THE START OF THE QUARTER UNTIL THE END OF IT.								
	<p>The coach is responsible to make sure each player <u>starts, plays continuously, and finishes at least two (2) full quarters of every game.</u> If a player plays 5 minutes in the one quarter and 5 minutes in another quarter this will <u>not count as a full quarter.</u> The only exception to this rule will be if a player fouls out or is injured and cannot play.</p>								
	<p>Every player must sit out one complete quarter, <u>from start to finish,</u> unless one of the teams has only 5 players at the game, in which case this rule is waived subject to the clarifications below.</p>								
	<p>Minimum Playing Time (all games) = 2 Complete quarters start to finish</p>								
	<p>Maximum Playing Time (7 or more players on BOTH teams) = 3 complete quarters</p>								
	<p>Maximum Playing Time (6 players on ONE team, 6 or more on other team) = 3½ quarters</p>								
	<p>Maximum Playing Time (5 players on ONE team, 5 or more on other team) = 4 quarters.</p>								
Definition of Number of Players	<p>The number of players shall be defined as the total in attendance, in uniform and able to play at the end of the first quarter.</p>								

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Player Injury	A player who suffers an injury during a game and is not able to continue playing may be removed from the game and be considered to have played a full quarter.									
Man to Man Defense	When man-to-man defense is played, each player must be no more than 3-5 feet from an opposing player. In other words, each player must always be guarding another player, not necessarily a specific player. Since this is the definition, double or triple teaming of any opposing player (even a player without the ball) is allowed. Anything other than above is a zone defense.									
Man to Man Defense	At the time of the first violation of this rule the referee will issue a warning. From the second violation on, technical fouls will be assessed. This is a Team Foul not a Personal Foul.									
Man to Man Defense	It is not the intent of this rule to allow the offense to spread the defense so that only the stronger players are dominant. Therefore, each individual player need not be guarded. No defensive player needs to closely guard an offensive player who is outside the three-point arc or more than twenty feet from the basket, but they must be within 3-5 feet of an offensive player.									
Team Fouls										
7 Team Fouls Per Half	Shoot 1 and 1									
10 team Fouls per half	Shoot 2									
FOULS	Five Personal Fouls Disqualifies a player									
	If a Team has only 5 Eligible players available, the player who committed the fouled can stay in the game and other the other gets a two shot technical and the ball.									
	When that player gets to seven fouls he is automatically disqualified from the game.									