

Parkland Community Basketball League - Rule Modifications for the 2017-2018 Season

All games are played under FIBA rules, with the following modifications that apply to every division within PCB. Within the table the modification are division specific.

All players, coaches, parents and fans are governed by the PCB Code of conduct. Incidents where anyone does **not comply with the Code of conduct**, or when a **Technical** or **Unsportsmanlike** foul is assessed, should be **documented on the back of the Score sheet and the Referee Coordinator be notified as soon as possible**.

NOTE: The Discipline Committee may review incidents and take further sanction if required.

- Each team must supply a minor official for each game to work as the table crew. Minor official should be an adult if possible.
- Each team must have 5 players to start the game, if they do not have enough players, a forfeit is declared after 5 minutes. The game may still be played if both coaches are willing to share players.
- The home team is listed first in the schedule and their bench is to the left of the scorer's table as the teams face the bench.
- Narrow key may be used if it is the only marking in the gym.
- Dunking permitted in warm-up
- All games will be running time with last 2 minutes stop time. Clock will stop for Time Outs & Injuries.
- If the game will exceed the allotted time - the referee will cut a segment or shorten the final quarter after notifying coaches and the table crew.

Modification	Pee-Wee	Mini	Bantam
Team Players	Teams may play 4 on 4	Teams may play 4 on 4	n/a
Score Sheet	Score is not posted (displayed). Game sheets used to track fouls.	n/a	n/a
Violation	3 seconds not called as a violation, but reminders are given to the offending player.	n/a	n/a
Basket Height	8 ½ foot basket		n/a
Foul Line	No foul shots- Fouls are recorded on the sheet against the a player and the team foul count. Team fouls 1-7 (Shooting Defensive and Technical) count as 1 point for the non- fouling team in each ½. Team fouls 8 and beyond, or unsportsmanlike fouls count as 2 points for the non- fouling team. Offensive fouls and non- shooting defensive fouls result in loss of possession, no points		May be moved 1 meter close to the basket. Shooting penalty on 8th foul per half.
Basketball	Size 5		Size 6
Defense	Man-To-Man defense only. No full court pressure.		Man-To-Man defense only Full court pressure after Christmas break
Playing time	Each half will have 5-5 minute segments – no interval between segments, 5 minute half time – Play resumes with A/P mid-line throw-in.		
Substitution	Teams must do platoon substitution - Each player must become a substitute at the end of each segment. A team with less than 5 (or 4) substitutes will require a player remain on the floor for the next segment. If there is an issue, the opposing coach may determine which player(s) will be double-shifted. The opposing coach may not “single out” the same player(s) for double-shifts.		
Modification	Midget	Juvenile	
Basketball	Size 7		Size 7
Defense	Man-to-man defense only		May play zone or man-to-man defense
	Full court pressure after Christmas break. Press must be called off if a team is ahead by 10 points or more. A violation will be called if teams do not respect eh 10 point rule. Repeated violations will result in a technical foul.		May play zone or man to man defense. Full court pressure must be called off if a team is ahead by 15 points or more. A violation will be called if teams do not respect the 15 point rule. Repeated violations will result in a technical foul.
Playing Time	4 quarters, 12 minutes running time each with 2 minute intervals between the first and second quarter and the third and fourth quarter		