

Precision Playmakers League Format and Rules

League Director: Sean Stewart Sr

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- I. **Facilities and Locations**
 - a. **Grand Oaks High Gymnasium:**
4800 Riley Fuzzel Rd
Spring, Texas 77386

- II. **League Format**
 - a. The Playmakers basketball league will be based on a "first come" format. The league will consist of the following:

 - b. **Team Sign-up:** Players can elect to play together as a team if a total of FOUR(4) players (3 starters and 1 sub) register as a team. Schedules will be emailed/posted on the website no later than May 9th.

 - c. **Skill Development Clinic:** Participants have the option to participate in the skills clinic prior to league games. This will consist of 45 - 60 minutes of skill development and two (2) league games (limited to the scheduled day and times for that week).

 - d. **League Play ONLY:** Participants have the option to choose league play only. Participants will play during the two (2) scheduled games

- III. **Equipment**
 - a. **Jerseys:** Teams must have team shirt/jersey on to participate in the league games. No concessions will be made.

 - b. No personal basketballs will be allowed in the facility. Leave all personal equipment in your vehicle or place of residence.

League Director reserves the right to remove anyone from the premises.

- c. **Balls:** Game Basketball and team warmup basketballs will be provided.

IV. **Roster and Players**

- a. All players must complete registration to participate.
 - i. Rosters shall have a minimum of three(3) players and a maximum of four(4) players
 - ii. Players may be added to your roster if minimum or maximum has not been met
- b. Each player on your roster must be the correct age and grade (strongly enforced)
 - i. This policy involves liability issues and can only be waived by the League Director. Officials may not waive this clause unless receiving notice from the League Director
- c. Teams must have at least two(2) players on the court to play
 - i. Any team that does not have at least two players at the start of the game will forfeit that game

V. **Team Manager's Role**

- a. Each team shall designate one team manager before the game begins for each game
- b. The designated team manager (and only the team manager) shall be responsible for all interaction with the officials
 - i. Managers may discuss rule interpretations but may not discuss judgment calls
 - ii. Managers are expected to be respectful toward officials – the team manager does not have the right to question judgment calls or speak to the official in a rude or disrespectful way. **Penalty: technical foul.**
- c. Team managers are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner. **Penalty: technical foul or ejection**
- d. The team's captain is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a manager refuses to disclose a player's information after the game, he (the manager) will be assessed a technical foul and be held out of future games until the name is disclosed.

VI. **Game Time**

- a. Games will begin promptly at the scheduled start time
 - i. If a team only has two players present at the start of the scheduled game, they must play with two
 - ii. If a team does not have two players present at five minutes past the scheduled game time, they will forfeit the game.
- b. Games will be considered finished when one of the teams score 12 points or 20 minutes have expired (whichever comes first).
- c. The clock will continue running except during the following situations:
 - i. A timeout is called
 - ii. An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the officials' judgment)
- d. If teams are tied when the clock expires, the two teams will play until one of them scores

- e. Officials may correct a mistake by scorekeepers
 - i. If a team requests a scoreboard correction, and no mistake is found, that team will be charged with a time out.

VII. Official Score and Scorekeeper

- a. Managers or a team representative must fill out the scorebook at the score table prior to each game. Players first and last name along with the jersey number shall be entered into the scorebook.
 - i. Only players who are present shall be listed in the scorebook at the beginning of regulations
 - ii. Players arriving late may be added to the scorebook without penalty
 - iii. Players may not enter the game until they've been entered into the scorebook.
- b. The running scorebook (kept at the scorer's table) will be the official score and foul count
- c. Teams are encouraged to closely monitor the scoreboard and keep their own scorebook
- d. Teams shall alert the officials immediately if any errors occur
 - i. If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout
- e. The scorekeeper will not keep track of individual statistics

VIII. Putting the ball in play

- a. Jump balls will only be used to begin the game and to begin all overtime periods.
- b. All other jump ball situations will be determined by alternating possessions
- c. The officials shall handle the ball after every whistle

IX. Time Outs

- a. Each team will be allowed two one-minute timeouts
- b. If overtime is played, each team shall be awarded one timeout per overtime period

X. Dunking

- a. Dunking is allowed in games, however, players may not hold onto the rim
 - i. Players holding onto the rim (even briefly) will be assessed a **technical foul**
- b. **DUNKING IS NOT ALLOWED DURING WARMUPS**
- c. Any player caught dunking during warmups or in any other non-live situation **will be assessed a technical foul**
 - i. This includes dunking after a whistle, or during a stoppage in the game.

XI. Fouls

- a. Any participant who is assessed five personal fouls will be removed from the game (fouled out)
- b. A technical foul is considered a personal foul
Example: a player who receives four personal fouls and one technical has fouled out.

- c. A player fouled in the act of shooting will shoot a 1-for-2 or 1-for-3 free throw when a three point line is available)

XII. Free Throws

- a. Players may enter the lane once the ball leaves the shooter's hand (on the release).

XIII. Technical Fouls

- a. All technical fouls are two shot fouls plus the ball at mid-court
- b. Any players who receives two technical fouls in a game will be ejected from the game and will be suspended for a minimum of one game.
 - i. Note - this excludes technicals for a jersey violation
- c. **ANY PLAYER WHO RECEIVES THREE TECHNICAL FOULS DURING THE LEAGUE WILL BE SUSPENDED FOR THE REMAINDER OF THE LEAGUE**
 - i. Note - this excludes technicals for a jersey violation
 - ii. Refunds will not be given for suspended/expelled players
 - iii. Players who receive their 3rd technical foul during the final game will be suspended for the next season.
- d. Any misinformation about a technical foul may result in a team suspension
 - i. The following will be considered misinformation
 - 1. Refusal to give the scorer's table the offending players name
 - 2. Lying about the name of a player who's received a technical
 - 3. Attempting to play with a suspended player

XIV. Flagrant Foul

- a. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking, kneeling or an attempt to injure. (NFHS 4-19-4).
- b. Any player who receives a flagrant foul shall be ejected from the game and will serve a minimum of a one game suspension
- c. A flagrant foul will also count as a technical foul

XV. Player Conduct

- a. Precision Playmakers is an organization that aims to create a welcoming environment for all players. Additionally, its basketball leagues are conducted in Spring/The Woodlands/Conroe area schools. As such, the following conduct expectations are in place for all basketball games.
- b. The following actions may result in a technical foul
 - i. Use of profanity
 - ii. Complaining about or questioning an official's call by a non-team captain
 - iii. Persistent complaint about judgment calls by any player (including captains)
 - iv. Abusive or profane language by a spectator (team technical shall be assessed).
- c. The following actions shall result in a technical foul, double technical (ejection) or flagrant foul.
 - i. Use of profanity toward an official or an opposing player
 - ii. Making a comment that is personal in nature to or about an official or opposing player

- iii. Any attempt to “bait,” taunt or otherwise instigate an opponent
 - iv. An attempt to physically intimidate an opponent or official
 - d. Any physical contact with an official will result in ejection from the league and notification of authorities
 - e. NOTE: The officials’ jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.
 - f. Alcohol and tobacco is not permitted to be on-site during any Precision Playmakers activities.

XVI. Fighting

- a. Any player who is ejected for, or found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the league
- b. Precision Playmakers will use a strict definition of fighting, and shall impose the fighting for penalty for any of the following action
 - i. Throwing a punch (regardless of whether or not it is landed)
 - ii. Slapping or pushing a players face of head area
 - iii. Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team)
 - iv. Any violent, physical act on another player outside of the actions allowed in basketball

Example: throwing a player to the court

- c. Any player who leaves the bench while an altercation is happening shall be considered to be fighting (exception: if an official specifically asks players to help to restore order).
- d. The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation.

XVII. Officials

- a. The officials for the Precision Playmakers Basketball league are contracted from an outside officials’ organization and are not employees of Precision Playmakers. However, the officials are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.
- b. Precision Playmakers intends to have one official per game and intends to play each game with one official
- c. In the event that the official is NOT present, teams may decide to proceed in one of the following ways:
 - i. Solicit a volunteer(s) to officiate the game. The volunteer officials will be paid the officials’ fee.
 - ii. Play a self-officiated game (teams will split the officials’ fee).
 - iii. Declare the game a no-contest, so neither teams standings are affected

- iv. If option i or ii are agreed upon, the game must be played to completion, unless an official arrives to complete the game (the game shall not be restarted).
- v. Once a game has begun, it is considered an official game and cannot be replayed.

XVIII. Team Conduct

- a. Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.
- b. Officials and teams shall report all poor sportsmanship to the league director.

XIX. Rules Not Listed

- a. Any rule not listed in this manual will be governed by NFHS rules.

XX. Forfeits

- a. If you must forfeit, please call Precision Playmakers at 1-(855)-921-2208 as soon as possible.

ALL-STAR GAME: There will be an All-Star game played the week following the last league game. All-Star selections will be made by Precision Playmaker personnel. Additional details will be provided.

SCHEDULE AND STANDINGS: All standings and schedules will be posted on the Precision Playmaker website at precisionplaymakers.com

WEATHER: In the event of inclement weather, contact us at 1-(855)-921-2208 or check the website (precisionplaymakers.com) for updates.

CHAMPIONS: League champions will receive championship tee shirts.