

## 2024-25 LVKBL Playing Rules 5th, Jr Cadet, Cadet , Knee Hi

Official playing rules of PIAA Basketball with the following League rules.

5th & Jr Cadet use 28.5 Ball, Cadet & Knee Hi use regulation 29.5 Ball. Home team is to supply a high-quality indoor ball. Referee has final decision on game ball

5th and Jr. Cadet Games are (2) twenty-minute running clock halves. Clock does stop for free throws (re-start when player is given ball to shoot) but runs at all other times except timeouts and referee stoppages (injuries, etc...). Clock stops on all whistles in last two minutes of both halves.

Cadet and Knee-Hi are (2) stopped clock 14-minute halves.

For all levels - First overtime period is three minutes and any additional overtime periods are two minutes.

Mercy Rule: Once a team leads by 30 points clock runs at all times and only stops for timeouts.

Timeouts are (2) Full and (2) 30 second timeouts per game. (1) Additional full timeout is awarded for each overtime period. Unused timeouts carry over to overtime.

Free Throws; 1-and-1 on 7<sup>th</sup> team foul; 2 shots on 10<sup>th</sup> team foul per half.

Halftime of all games is (3) minutes

The start time of subsequent games is the scheduled start time or (10) minutes after the conclusion of the preceding game, whichever is later. You may start earlier if all parties agree to do so. (IE if 9 AM game ends at 9:55, warmup time is only 5 minutes so next game starts on time at 10 AM).

Sportsmanship Rule: If a team is ahead by more than 20 points at any time during the game. That team cannot use a full court press or any trapping defenses.

Home team wears white / light colored Jerseys.

Home team is responsible for the scoreboard operator and the Official Scorebook

Last name and jersey number of each player needs to be recorded in the scorebook. Referee names should also be entered in the book

### **Biddy Only Rules**

Two 20-minute halves with running clock. Clock stops during timeouts and the last 2 minutes of each half. Overtime is 2 minute stopped clock.

Timeouts are (2) full and (2) 30 second timeouts per game. Size 28.5 Ball.

No pressing and half-court defense only except last 2 minutes of both halves. Teams can man-to-man or zone defense allowed at all times. **No double teams or traps on the ball until the ball has penetrated below top of the key. Once this has happened any defense may be applied.**

Free Throws: Player allowed to cross line on momentum of shooting shot. Not allowed to chase rebound.

Sportsmanship Rule: If a team is ahead by 20 points at any time during the game, no full court press allowed.