

AMERICAN LEGION PREMIER ILLINOIS BOYS STATE

BASKETBALL-RULES/SCHEDULE

NATIONAL FEDERATION (IHSA) BASKETBALL APPLY WITH THE FOLLOWING EXCEPTIONS:

PLAYERS – 5 per team. May start with 4. Maximum: 10 per roster

LENGTH OF GAME – 2 eighteen minute halves with 5 minutes between.

CONTINUOUS CLOCK

Clock runs continuously except during last two minutes of game when it is stopped as in a regulation game. However, if one team is leading by 20 points or more the clock will run continuously throughout the last 2 minutes also.

MERCY RULE

If a team is leading by 25 points with 8 minutes left in the second half or leading by 35 points anytime in the second half, the game is over.

TIME OUTS – Each team is allowed 2 per game; 1 minute each.

THROW-INS (IN BOUNDING)

Olympic style pass-in rule will be used during continuous clock time. Team gaining possession of ball is responsible for retrieving ball and throwing in from designated area. The officials do not need to handle the ball prior to the throw-in along the side lines or baselines except when it goes to a team under its own basket, then the official must handle the ball.

NOTE: Official should be giving visual hand count during throw in.

TIE GAMES

Overtime period of 2 minutes with continuous running of clock. If still tied, a 2 minute sudden death overtime will be played. First team to score 2 points OR team ahead by one point at end of sudden death is winner.

SCORING – Same as in regulation IHSA games.

FOULS – 5 per player per game.

- On all fouls except in act of shooting, the offended team takes ball out of bounds nearest spot where foul occurred.
- On foul during act of shooting, the offended player is awarded two free throw attempts if the basket was missed; one if it was made.
- All fouls during last 2 minutes of play result in the offended team being awarded the designated number of free throws. A normal one-shot foul will be a one and one regardless of the foul.
- Technical fouls -- 2 free throw plus possession.
- Intentional fouls --2 free throws.
- Flagrant fouls -- 2 free throws and ejection from the game.

SUBSTITUTIONS

Substitute must give name and number to scorer and wait to be summoned onto floor by official before jump ball; an out-of-bounds pass-in, except after basket is made; prior to shooting of free throw; during time outs and between quarters or halves.

DISQUALIFICATIONS

Any player guilty of flagrant violation of the rules concerning personal conduct or sportsmanship shall be immediately ejected from the game.

DUNKING

NO DUNKING is allowed before, during or after games. Player is disqualified and technical foul shots assessed.

BACKBOARDS

In games played on courts with rectangular backboards, ball is dead when it passes directly over the backboard from any direction, however ball hitting side or top of rectangular board and rebounding to come down in front of backboard is in play.

COMMENTS AND NOTES

- When closely guarded and 5 second count is reached, it becomes a violation and the defensive team is awarded the ball out of bounds.
- Note: When a player starts a dribble in the midcourt and dribbles from the midcourt into the forecourt, and new 5 second count shall begin.
- When a player starts a dribble in the forecourt, a new 5 second count shall begin if the player ends the dribble anywhere in the frontcourt and then holds the ball. The player in control is closely guarded when an opponent is in a guarding stance at a distance not exceeding 6 feet from him. The official should handle the ball after the 5 second call. No "Olympic throw-in" in these cases.

SCHEDULE

DAY	TIME	FIELD	TEAM 1	TEAM 2
Monday	3:45	3	Hayes	Kennedy
	3:45	4	Savage	Stelle
	4:45	3	Gleason	Keller
	4:45	4	Geiger	Conatser
Tuesday	3:45	3	Hayes	Gleason
	3:45	4	Savage	Geiger
	4:45	3	Kennedy	Keller
	4:45	4	Stelle	Conatser
Wednesday	3:45	3	Gleason	Kennedy
	3:45	4	Conatser	Savage
	4:45	3	Hayes	Keller
	4:45	4	Geiger	Stelle
Thursday	3:45	3	East Playoff	
	3:45	4	West Playoff	
	4:45	3	Championship	

PLAYOFF SYSTEM

2 team tie - play one 8 minute period with clock running First 6 minutes and regulation clock for last 2 minutes. If still tied, play sudden death. First team to score 2 points, not necessarily consecutive, is winner.

3 team tie - flip coins, odd man gets bye. Other two teams play according to above rules. Winner plays team with bye.