

THE PRIVATE SCHOOL LEAGUE

Mission Statement

As a member of the Private School League the mission of each school is to provide a positive atmosphere to encourage youngsters who are active in participation sports.

3rd GRADE--6th GRADE PARTICIPATION SPORTS

Philosophy

Each school is responsible for providing opportunities for the youth in specific participation sports. Participation sports give each individual the opportunity to develop skills and participate.

Objectives

Based on the preceding philosophy THE PRIVATE SCHOOL LEAGUE operates under the following mandates:

- To provide participation sports for youth to learn through team play.
- To provide participation sports through positive interaction.
- To provide a fun but competitive atmosphere for youth who participate.

In order to accomplish these mandates, the sports participation program is committed to the following objective.

1. To provide participation sports for each student.
2. To adhere to the rules and guidelines set by The PRIVATE SCHOOL LEAGUE.
3. To teach skills and rules of the game.
4. To make each sport fun and rewarding for each individual.
5. To set an example of good behavior toward officials and opponents.
6. To be fair and consistent when making decisions that affect youth.
7. To teach sportsmanship.

ADMINISTRATIVE

1. Members of The PRIVATE SCHOOL LEAGUE are: Anthony, Arkansas Baptist, Episcopal Collegiate School, Miss Selma's, Pulaski Academy, Little Rock Christian Academy.
2. The program will be under the direct supervision of the head of school administration and an appointed school administrator of each member school.
3. All schools will have signs posted concerning; entrance, concessions, and sportsmanship.
4. The school administrator is responsible for submitting all schedules to their respective school.
5. All athletic events and tournaments will be played on weekends.
6. Coaches are not to enter their teams in any other league other than THE PRIVATE SCHOOL LEAGUE.
7. Rules for player participation will apply for both season and tournament.
8. If a child is ineligible to play, he/she may NOT dress or play in a game.
9. School closures for inclement weather, sickness, etc. will automatically postpone games and practices. There will be no exceptions to this rule.
10. Complaints--Formal written forms must be sent to the Director of the league. The Director of the league will forward complaints to the school(s) involved.

PLAYER ELIGIBILITY

1. Participation in The PRIVATE SCHOOL LEAGUE is limited to the students enrolled in member schools of the League.
2. The sports participation program is open to any child who wishes to participate as long as he/she is attending a member of the League school and meets the academic and conduct requirements. SCHOOLS WILL NOT CONDUCT TRYOUTS.

ENFORCEMENT

The Private School Administrators shall be the governing board for THE PRIVATE SCHOOL LEAGUE. The board shall be composed of one representative from each member school.

BASKETBALL LEAGUE RULES

General Rules--Game Mechanics

1. A 28.5-inch basketball will be used for all games.
2. All games will start at the scheduled time or 5 minutes after the prior game.
3. A team will be permitted to start play with four players, not less. If a team has less than four players at the game there will be a five-minute grace period. At the end of that period a team with less than four players will forfeit the game. This game will not be rescheduled.
4. If any team fails to show for a scheduled game, the game is forfeited. If both teams fail to show, both teams will receive losses. Any school team who forfeits a game will be responsible for paying the referees fees (they will reimburse the home school).
5. Teams are to be at the game site, dressed and ready to play (15) minutes prior to scheduled game time. Coaches should present their roster to the scorers' table complete with name and number.
6. Only players involved in the game scheduled will be allowed on the floor for the warm-up and game. Failure to leave the floor with official's warning may result in a technical foul being assessed against the team.
7. There will be no jewelry of any kind allowed on any player. NO EXCEPTIONS--earrings may not be taped, no metal objects of any kind. If at any time during the game, unacceptable objects are noticed, the player will be asked to remove them immediately. The officials of the game may call a substitute.
8. Each host school is responsible for having gym facilities prepared for the game at the scheduled game time. Coaches/teams are responsible for the cleaning of their bench area.
9. Each host school will provide the game ball and two (2) warm-up balls for each team. Additional basketballs are **not** allowed by teams/coaches.
10. No League game will be played without a copy of these rules present on the premises.

BASKETBALL LEAGUE RULES

GENERAL ADMINISTRATIVE RULES

1. Every participant must be registered with THE PRIVATE SCHOOL LEAGUE and may play for only one team in the League. If a player is found to be playing on more than one team in THE PRIVATE SCHOOL LEAGUE, a forfeiture of all games in which that player participated while not on the roster will result. A completed, finalized roster is due **December 12** to the administrator of their respective school.
2. Each team will have an adult coach who will be responsible for the team at all League games. Only two (2) adult coaches will be allowed on the bench during games.
3. Officials will have complete control of the game, coaches, and fans. No protest will be allowed. Fans will not be allowed to confront the scorers' table. The head coach of the appropriate team should handle any communication to any school official.
4. ***The host school scorers' table is responsible for monitoring minimum playing time of team players, as defined in Game Rule Modifications.*** Host schools will pay workers.
5. A forfeit fee of \$35 will be assessed to any team that does not show for a regular scheduled game. EXCEPTION--Forty eight (48) hour notice must be given to THE PRIVATE SCHOOL LEAGUE president to avoid game expenses.

**There will be no rescheduling of games unless the League president has received prior approval.
6. All games will be played in accordance with official Arkansas State High School Rules, except where modified.
7. In order to split a team, schools must have a minimum of 7 players on their roster.

BASKETBALL GAME RULE MODIFICATIONS

3rd and 4th Grades

Game Format

1. Games will consist of four 8-minute quarters, with a 3-minute half-time rule.
2. A one-minute break will occur after the 1st and 3rd quarter.
3. Only one 2-minute overtime will be allowed. If the score remains tied the game will be recorded as a tie.
4. The clock will run continuously except for the last 2 minutes of the second and fourth quarter. The clock will stop for dead balls. The clock will stop on a foul that results in a free throw (s). This will carry over to overtime period if needed.
5. Each team will be allowed two (2) full time-outs per half. Each time-out will be 1 minute. There will be no carry over to the 2nd half. One additional time-out will be allowed if overtime occurs. Time-outs not used in the 2nd half will be allowed to carry over to the overtime.
6. No backcourt pressing will be allowed. Defense will begin at half-court. If the defensive team gains possession from a turnover, the offensive teams can fast break.
7. If a team has a 15-point lead, they must play defense within the 3-point line with no fast breaking.
8. Free throws will be shot from 10 feet. No movement from any player until the ball hits the rim.
9. No fast breaking is allowed.

Game Substitution

1. All players will play a minimum of 4 consecutive minutes of each half. Example: if substitution is made with 2 minutes in the 1st quarter, that substitute must play the first 2 minutes of the 2nd quarter.
2. The playing of each player will be monitored.
3. Violation will result in a forfeiture of the game in progress.

BASKETBALL GAME RULE MODIFICATIONS

5th and 6th Grades

Game Format

1. Games will consist of four 8-minute quarters, with a 3-minute half time.
2. A one-minute break will occur after the 1st and 3rd quarter.
3. Overtime--2-minute overtimes will be allowed. Overtime periods will be played until the game is won.
4. The clock will run continuously except for the last 2 minutes of the second and fourth quarter. The clock will stop for dead balls. The clock will stop on any foul that results in a free throw (s). Stopping the clock will carry over to overtime periods.
5. Each team will be allowed two (2) full time-outs per half. Each time-out will be 1 minute. There will be no carry over to the 2nd half. One additional time-out will be allowed if overtime occurs. Time-outs not used in the 2nd half will be allowed to carry over to the overtime.
6. Pressing will be allowed in 2nd and 4th quarters only. A team may not press if they are ahead by (15) points.
7. Free throws: Will be regulation free throw. (Exception 5th girls--10 ft.)
No movement from any player until the ball hits the rim.
8. Fast breaking is allowed.
9. If a team has a 15-point lead, they must play defense within the 3-point line with no fast breaking.

Game Substitution

1. All players will play a minimum of 4 consecutive minutes of each half.
Example: if substitution is made with 2 minutes in the 1st quarter, that substitute must play the first 2 minutes of the 2nd quarter.
2. The playing of each player will be monitored.
3. The clock will be stopped at the 4-minute mark of each quarter. Substitutions will be made at that point. The officials will be instructed to stop play on a dead ball or when neither team has an advantage. **This is not a time-out.** Coaches, assistant coaches must have their substitutes ready to go.
4. Violation of the substitution rule will result in a forfeiture of the game in progress.