

OSA TOURNAMENT RULES – 2020-2021

1st Grade Boys and 1st/2nd Grade Girls

1. Teams will consist of 8-10 players.
2. **Rim Height = 8 feet; Ball Size = 27.5 (junior ball)**
3. **Game will be played 5 on 5.**
4. Games will consist of four ten-minute periods. Substitutions will be allowed at the five-minute mark of each period only, unless there is an injury. These five-minute mark substitutions are not time-outs. Players are to be subbed in/out, lined up accordingly and play resumes immediately.
5. Free throws will not be shot during the course of play. If a player is fouled on a shooting attempt, the offensive team will be awarded one point and possession of the ball on their baseline provided the shot did not go in. If the player is fouled and the shot went in, the offensive team will be awarded three points, and the opposing team will receive possession.
6. At the end of the second period, each player will shoot a free throw from 12 feet. That total (makes) will be added to their score. Each team will shoot an equal number of shots.
7. Teams must play man-to-man defense and may pick up at half court. Players may steal passes but may not steal the dribble. If player is holding the ball while being guarded for 10 continuous seconds the result will end in a turnover giving the possession to the opposing team where the ball will be inbounded from the sideline. The player will be given a warning from the official at the 5 second mark in order to avoid a 10 second turnover call.
8. Games will be played on the short courts, which are designed specifically for this age group. Coaches stay within their team's bench. The assistant coach should remain on the bench, talking players through the course of the game and helping with substitutions.
9. Actual score will represent on the score sheet but the scoreboard should never reflect above a 20 point margin.
10. If the game is tied at the end of regulation, a one-minute overtime period will be played. First possession will be based on who had the possession arrow for the next jump ball. If the game is tied at the end of overtime, the game will be decided on a team free-throw contest. Each team shoots an equal number of shots. If the game is tied after the free-throw contest, the game will officially end in a tie.
11. A player from each team will play rock/scissor/paper to determine first possession. Possession changes will occur as normal from thereon at jump balls or end of each 5-minute period.
12. The two teams will change ends of play at the end of the second quarter (halftime).
13. Teams will have a 1-minute time-out at the end of each 10-minute quarter and/or at the end of the game if the game goes into overtime, then must immediately resume the court to line up.
14. There are no team time-outs.

2nd Grade Boys

1. Teams will consist of 8-10 players.
2. **Rim Height = 9 feet; Ball Size = 27.5 (junior ball)**
3. **Game will be played 5 on 5.**
4. Games will consist of four ten-minute periods. Substitutions will be allowed at the five-minute mark of each period only, unless there is an injury. These five-minute mark substitutions are not time-outs. Players are to be subbed in/out, lined up accordingly and play resumes immediately.
5. Free throws will not be shot during the course of play. If a player is fouled on a shooting attempt, the offensive team will be awarded one point and possession of the ball on their baseline provided the shot did not go in. If the player is fouled and the shot went in, the offensive team will be awarded three points, and the opposing team will receive possession.
6. At the end of the second period, each player will shoot a free throw from 12 feet. That total (makes) will be added to their score. Each team will shoot an equal number of shots.
7. Teams must play man-to-man defense and may pick up at half court. Players may steal passes but may not steal the dribble. If player is holding the ball while being guarded for 10 continuous seconds the result will end in a turnover giving the possession to the opposing team where the ball will be inbounded from the sideline. The player will be given a warning from the official at the 5 second mark in order to avoid a 10 second turnover call.
8. Games will be played on a FULL COURT. Coaches stay within their team's bench. The assistant coach should remain on the bench, talking players through the course of the game and helping with substitutions.
9. Actual score will represent on the score sheet, but the scoreboard should never reflect above a 20-point margin.
10. If the game is tied at the end of regulation, a one-minute overtime period will be played. First possession will be based on who had the possession arrow for the next jump ball. If the game is tied at the end of overtime, the game will be decided on a team free-throw contest. Each team shoots an equal number of shots. If the game is tied after the free-throw contest, the game will officially end in a tie.
11. A player from each team will play rock/scissor/paper to determine first possession. Possession changes will occur as normal from thereon at jump balls or end of each 5-minute period.
12. The two teams will change ends of play at the end of the second quarter (halftime).
13. Teams will have a 1-minute time-out at the end of each 10-minute quarter and/or at the end of the game if the game goes into overtime, then must immediately resume the court to line up.
14. There are no team time-outs.

3rd – 10th Grade League Rules

Generally, all rules pertaining to basketball for grades 3rd through 8th as defined by the Nebraska State Athletic Association will be used for the Predator League. Some specific rules designed at the coaches meeting, which will be utilized or emphasized are as follows:

1. Rim heights and Ball size are as follows:
 - 3rd Grade Boys and Girls: **Rim Height = 10 feet; Ball Size = 27.5 (junior ball)**
 - 4th –7th Grade Boys: **Rim Height = 10 feet; Ball Size = 28.5**
 - 4th –8th grade Girls: **Rim Height = 10 feet; Ball Size = 28.5**
 - 8TH Grade Boys: **Rim Height = 10 ft; Ball Size =29.5**
2. Home Team Provides Game Ball; Home Team Wears White/Light Jersey (Home team is listed FIRST on the schedule, both online and on the app)

3. All Grades game clock:

- Two 20-minute halves per game.
- Clock stops on all whistles during last minute of each half only.
- One 30-second time-out per overtime period (cannot carry over unused time-outs)
- 2-minute half time

4. Time Outs: Three 60 second timeouts per game; do not carry over into Overtime Periods.

5. Overtime period limited to 2 minutes with stopped clock during final minute only. After one overtime, sudden death will go into effect - first team to score wins. No time-outs in sudden death period.

6. Free Throw Shots: 3rd Grade Boys, 3rd Grade Girls, and 4th Grade Girls will shoot free throws at 12 feet. We will have tape on each of the courts at the 12-foot mark.

- On 7th team foul - 1 and 1.
- On 10th team foul - 2 shots.

7. Technical Fouls:

- Two technical fouls on the bench (coach) - ejection from current game and following game.
- Two technical fouls on player - ejection from current and following game.
- Two coach ejections - elimination of coach from league.

8. Full-court press policy: -

- 3rd Grade Boys and Girls - Teams will not be allowed to press or play defense in the back court at any point in the game.
- 4th Grade Girls will no longer allow a full court press or defense in the back court until the last minute of the game if the score discrepancy is less than 10.
- 4th Boys and 5th Girls thru 10th Grade - Any team may press full court unless they have a twenty-point (20) lead or greater. This includes swiping at or stealing the ball after a rebound in transition. If the referee determines that possession was lost in transition before half court, then the team will be rewarded the ball out of bounds in their back court.

9. Teams are allowed to play with 4 players if needed.

10. Eligibility- Players can play up a grade, but CANNOT, under any circumstance, play down. There are no exceptions to this rule!

Participants may play on more than one team, provided that both teams are not in the same division/pool.

11. Rule for Coaches' Bench Behavior:

- Only two coaches per team will be allowed on the team bench. No exceptions! If a scorekeeper is on the bench, that person will be considered a coach.
- Only the Head Coach can make comments to the referees or workers at the score table. ***If the assistant coach doesn't comply, the referee is instructed to call a technical foul on the bench.***

12. Only the Head Coach will be allowed to stand.

13. Coaches/Fan Attitudes: It is understood that games get quite exciting. It is important that all maintain a proper etiquette and display of sportsmanship. The referees will be given full licensing to eject fans and coaches from the gym.

Fan Decorum: As always, protecting our referees is a major point of emphasis for each season. Fans who cross the line and verbally abuse or berate the officials will be removed from OSA and OSA Facilities. If a spectator is removed from OSA or an OSA facility, they will not be allowed to re-enter until first meeting with Bob Franzese, OSA General Manager. Repeat offenders will be banned permanently from OSA. Like players and coaches, officials will from time to time miss calls, and as a spectator, you do not have a right to admonish or berate officials. We encourage you to simply show up and cheer on your loved one and their teammates. If you do not address the referees, you will have nothing to worry about.

Coaches Decorum: Only the head coach is allowed to address the official. The assistant coach may not address the officials. If a coach or assistant coach receives a technical foul, the seat belt rule will apply and both coaches will need to sit for the remainder of the game. If a coach receives two technical fouls, they will be ejected and will need to leave the gym area. We set aside officials areas in the corners of each court. This area is for officials and officials only. Coaches may not address the officials while they are in these areas before, at halftime or after games. In high school and college games, officials retreat to their locker rooms at halftime and after games and coaches are not allowed to enter into those areas - the same philosophy applies here...although it's not a locker room, it is their area, and they should not be approached.

Note on Coaches and Fan Decorum: We invest in our officials and the process of which we assign officials. We have an assigner that is on the board of the group that assigns the metro officials, and he is very good about working with officials who might need a little more help. Many of our officials are the same people who are officiating area metro varsity, JV, and freshman games. Several of our officials even officiate at the collegiate level. Our referees, from top to bottom, are as good as anywhere. That said, we do understand officials, like players and coaches, will have off days, and if there is ever anything you need to bring to my attention please email me at

Bob.Franzese@omahasportsacademy.com.

Additional Notes:

- Each team will need to provide a parent volunteer scorekeeper for each game; One volunteer will run book; One volunteer will run clock.
- Please do not park in the designated "no parking" areas.
- Doors will open 30 minutes prior to the start of the first game. All teams will have a 5-minute warm-up period.
- In the event of inclement weather, check the homepage two hours prior to your game time for the status of your game at WWW.OMAHASPORTSACADEMY.COM