

OSA League Rules and Policies (revised October 2021)

GAME CHANGES- We will go to great lengths to try and accommodate all coaches' scheduling requests whenever possible. It is too disruptive to move games, as it not only affects your team, but also your opponent and the other two teams who would need to move games to accommodate your request. Therefore, as in previous seasons, while we want to provide the highest level of customer service and be easy to work with, we will only move games in the most extreme circumstances. A coach not being available or a team short a few players does not justify a schedule change. If your team must forfeit, please give us plenty of notice so we can find a replacement for your team.

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

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 be kept on the scoresheet but the scoreboard and online scores 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. 1
1. 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 League Rules

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 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 be kept on the score sheet, but the scoreboard and online scores 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 Pella 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 Boys 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 game clocks:
 - Two 20-minute halves per game.
 - Clock stops on all whistles during last minute of each half, unless a team is up by 20 or more points in the last minute of the 2nd half, in which case the clock will not stop.
 - One 30-second time-out per overtime period (cannot carry over unused time-outs)
 - 2-minute half time
4. Time Outs: NEW!!! Two timeouts per half (one 60 sec; one 30 sec), with no carryovers. This will allow for additional teaching moments in the first and second half.

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 (will be marked)
 - 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 AND 4th Grade Boys and Girls (except 4th Boys Gold Division) - Teams will not be allowed to press or play defense in the back court at any point in the game. If a team is behind 9 or fewer points in the last 30 seconds of the game, the clock will not start until the team with the lead crosses half court, thus eliminating the need to press.
 - 4th Boys Gold and 5th thru 10th Grade Teams - 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. A single elimination post-season tournament for 3rd – 10th grade BOYS and GIRLS teams will follow the last week of the fall and winter sessions. Please note that seeding will take place after the completion of the seventh week of league play.
11. 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.
12. 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.
13. 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.
 - Only the Head Coach will be allowed to stand.

PLAYER, COACH AND SPECTATOR DECORUM – OSA HAS A ZERO TOLERANCE POLICY and has the right to remove any participant who does not comply with OSA policies and procedures or who is seen as a threat to the safety and integrity of our league. **Anyone ejected from a game will be required to sit out/not attend the next scheduled league game.**

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 as well as the following game. We set aside officials' areas on 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 games, at halftime or after games.

Fan Decorum: Fans who cross the line and verbally abuse or berate the officials will be removed from OSA and OSA facilities and will not be allowed to re-enter until the following week. Repeat offenders will be banned permanently from OSA. Spectators do not have the right to admonish or berate officials and those who do not comply will be removed.

Additional Notes:

- **SCOREKEEPERS** - Each team will need to provide a parent volunteer scorekeeper for each game; One volunteer will run book; One volunteer will run clock. OSA WILL PROVIDE EACH TEAM HEAD COACH ONE SCOREKEEPER PASS FOR THE SEASON to avoid having to pay admission fees. It is up to the team coach to decide if they want one person for the entire season, or if the pass gets passed around. **ONLY ONE PASS PER SEASON PER TEAM. LOST PASSES WILL NOT BE REPLACED**
- **PARKING** - Please do not park in the designated "no parking" areas.
- **VENUES** - Doors will open 30 minutes prior to the start of the first game. All teams will have a 5-minute warm-up period unless we are running behind.
- **ADMISSION FEES** - (ADULTS 18 and older only)
 - \$3 daily admission charged to adults (18 AND OLDER); All those who pay will be required to get their hand stamped.
 - Season Passes (8 punches) will be sold the first two weeks of the league only for \$20. All those who enter with season passes will still be required to get their hand stamped. ***INCLUDES A FREE POPCORN!**
 - Coaches must present coaches pass each week or pay the \$3 admission fee. Abuse of the pass will result in revocation.

WEATHER CLOSINGS - In the event of inclement weather, check the homepage of our website two hours prior to your game time for the status of your game. OSA will also send out notifications to all coaches through Tournery Machine. We understand that there are teams that travel from a distance to the OSA, and in the event of inclement weather in surrounding areas, we reserve the right to cancel games as needed.