



# PELLA LEAGUE RULES & POLICIES

Revised October 2024

## 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.

## TEAM ROSTERS

1st-8th grade: All coaches must enter their team rosters with full first name, last name, and jersey number TWO DAYS PRIOR to the start of the league.

3rd-8th grade: Jersey number is required.

There is a maximum of 12 players per roster, unless a special circumstance exists, in which case, special permission must be approved by OSA management. Rosters may be updated up until the start of the third week of play. After this date, rosters will be locked. Coaches may NOT write in players on the scoresheet after this deadline has passed. Any addition/change to rosters after week two must be approved by OSA management. Teams that fail to provide complete rosters by the start of week three WILL NOT be allowed to play in the end of the season tournament.

## REFUNDS

OSA has a 10-day refund policy in regards to team registrations for tournaments and leagues. If you back out of one of our tournaments or leagues less than 10 days prior to it starting, you will not be refunded your team registration fee.

## Pre-K/Kindergarten League Rules

1. Teams will consist of 7-10 players.
2. NO SCORE WILL BE KEPT.
3. Players **MUST** wear bright colored wristbands to help them identify the opponents they are guarding. OSA will provide them every week.
4. Rim height = 8 feet; Ball size = 27.5 (junior ball)
5. Game will be played 4 on 4.
6. Games will consist of five 8-minute periods. Substitutions will be allowed at the 4-minute mark of each period only unless there is an injury. Players should be rotated equally.
7. Players are **NOT** allowed to steal the ball while another player is holding or dribbling the basketball. They **ARE** allowed to steal a pass. When a player double dribbles or travels with the ball, our OSA referee **OR** coach will correct him/her on what they are doing incorrectly. We will proceed to inbound the ball for that same team without loss of possession. Excessive travels or double-dribbles could result in a turnover.
8. Team must play man-to-man defense and may pick up at half court.
9. The head coaches for each team will be on the court, as well as a referee. Players on offense may either shoot the ball, dribble, or pass to a teammate on the court. This always allows for equal distribution of the ball.
10. The head coach will be on the court for the purpose of instruction. The assistant coach should remain on the bench, talking to players through the course of the game and assisting with subs. These five-minute mark subs are not timeouts. Players are to be subbed in/out, lined up accordingly and play resumes immediately.
11. Each player will shoot **ONE** free throw prior to the start of the game and at the conclusion of the game.



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## 1st Grade Boys League Rules

1. Teams will consist of 8-10 players.
2. 1st grade rim height = 8 feet; 2nd grade boys rim height = 9 feet; Ball size = 27.5 (junior ball)
3. Game will be played 5 on 5.
4. Players will wear bright colored wristbands to help them identify the opponents they are guarding. OSA will provide them every week.
5. Games will consist of four 10-minute periods. Substitutions will be allowed at the 5-minute mark of each period only, unless there is an injury. These 5-minute mark substitutions are not timeouts. Players are to be subbed in/out, lined up accordingly and play resumes immediately.
6. 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.
7. At the end of the second period, each player will shoot a free throw from 12 feet. The total (makes) will be added to their score. Each team will shoot an equal number of shots.
8. 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 a player is holding the ball while being guarded for 10 continuous seconds the result will end in a turnover, giving 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.
9. 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.
10. Actual score will be kept on the score sheet, but the scoreboard and online scores should never reflect above a 20-point margin.
11. If the game is tied at the end of regulation, a 1-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.
12. 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.
13. The two teams will change ends of play at the end of the second quarter (halftime).
14. Teams will have a 1-minute timeout 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.
15. There are no team timeouts.
16. Technical fouls:
  - a. Two technical fouls on the bench (head and assistant coach) = ejection from current game and removal from all OSA facilities for the remainder of the weekend. This applies to all teams coached. Second ejection will result in coach suspension from the league for all teams until meeting with OSA Management occurs. Third ejection will result in complete dismissal from all 2023-2024 OSA Leagues.
  - b. Two technical fouls on player = ejection from current game and removal from all OSA facilities for the remainder of the weekend. This applies to all team rosters. Second ejection will result in player suspension from the league for all teams until meeting with OSA Management occurs with parents and coach. Third ejection will result in complete dismissal from all 2023-2024 OSA Leagues.



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## 2nd-8th Grade League Rules

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

1. Rim height and ball size:
  - a. 2nd grade boys: Rim height = 9 feet; ball size = 27.5 (junior ball)
  - b. 3rd grade boys and girls: Rim height = 10 feet; ball size = 27.5 (junior ball)
  - c. 4th-7th grade boys: Rim height = 10 feet; ball size = 28.5
  - d. 4th-8th grade girls: Rim height = 10 feet; ball size = 28.5
  - e. 8th grade boys: Rim height = 10 feet; ball size = 29.5
2. Home team provides a game ball. Home team wears a white/light jersey. Home team is listed FIRST on the schedule, both online and on the app.
3. All game clocks:
  - a. Two 20-minute halves per game
  - b. Clock stops on all whistles during the last minute of each half, unless a team is up by 20 or more points in the last minute of the second half, in which case the clock will not stop.
4. Timeouts: Three full (60 second) timeouts per game, with a maximum of two of those carrying over to the second half. No carryover of timeouts from regulations play to overtime.
5. Overtime period: 2-minutes with a stopped clock during the final minute with only one full (60 second) timeout. After one overtime, sudden death will go into effect; first team to score wins. No timeouts in sudden death.
6. Free throws:
  - a. 2nd grade boys, 3rd grade boys/girls and 4th grade girls will shoot free throws at 12 feet (will be marked)
  - b. On 7th team foul: 1 and 1
  - c. On 10th team foul: 2 shots
7. Technical fouls:
  - a. Two technical fouls on the bench (head and assistant coach) = ejection from current game and removal from all OSA facilities for the remainder of the weekend. This applies to all teams coached. Second ejection will result in coach suspension from the league for all teams until meeting with OSA Management occurs. Third ejection will result in complete dismissal from all 2023-2024 OSA Leagues.
  - b. Two technical fouls on player = ejection from current game and removal from all OSA facilities for the remainder of the weekend. This applies to all team rosters. Second ejection will result in player suspension from the league for all teams until meeting with OSA Management occurs with parents and coach. Third ejection will result in complete dismissal from all 2023-2024 OSA Leagues.
8. Full-court press policy:
  - a. 2nd grade boys = no press all game, cannot pick up the opponent until they reach their volleyball line. 3rd-4th grade girls, 3rd grade boys, and 4th grade boys bronze divisions = 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 nine 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.
  - b. 4th grade boys silver and gold, and 5th-8th grade teams = Any team may press full court unless they have a twenty-point 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 awarded the ball out of bounds in their back court.
9. 2nd grade boys must play man-to-man defense, no zone is allowed. Man-to-man defense is highly encouraged for all other divisions!
10. Teams are allowed to play with 4 players if needed.
11. Eligibility: Players can play up a grade, but CANNOT under any circumstances 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.



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## 12. Rule for coaches bench behavior:

- a. Only the head coach and one assistant coach will be allowed to sit on the player bench. Organization and program heads (not acting as the head coach) are allowed to sit on all their team benches (three max in this situation). If a stats keepers or videographer is on the bench, that person will be considered the assistant coach.
- b. Only the head coach will be allowed to stand.
- c. Only the head coach is allowed to address the official. The assistant coach may not address the official. If a head coach receives a technical foul, they will need to sit for the remainder of the game (both coaches must sit). **We set aside official areas on the corners of each court. This area is for officers and officials only. Coaches may not address the officials while they are in these areas before games, at halftime or after games.**

## 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.** 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 an OSA facility, they will not be allowed to return to the facility for the remainder of weekend AND THE FOLLOWING WEEKEND. Repeat offenders will be banned permanently from OSA facilities. Like players and coaches, officials will from time-to-time miss calls, and as a spectator, you do not have the 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.

## SCOREKEEPERS

Each team must provide a volunteer scorekeeper (18 or older) for each game. One will run book and one will run clock. Scorekeepers are **NOT** allowed to address any players, officials, or opposing coaches. **OSA WILL PROVIDE EACH TEAM HEAD COACH ONE SCOREKEEPER ADMISSIONS PASS FOR THE SEASON.** 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. You will be towed.

## 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.

## WEATHER CLOSINGS

In the event of inclement weather, visit [OmahaSportsAcademy.com](http://OmahaSportsAcademy.com) two hours prior to your game time for the status of your game. OSA will also send out notifications to all coaches through Tourney 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.

## CASHLESS

OSA admissions and concessions are cashless - please inform your parents.