

LCN CAGERS, INC.
PLAY RULES

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Play rules are that of the National Federation of State High School Associations as adopted by the Michigan High School Association with the exception of the following:

1. Clock Time- 8 minute running clock except for the last two (2) minutes of quarters 2 and 4 where stopping clock will be used. Running clock will stop at timeouts, injuries and other exceptional circumstances.

Overtime periods will consist of a five (5) minute period with four (4) minutes running clock and the last one minute a stopping clock. Overtime periods will continue until a winning team is determined.

2. Time Outs-A maximum of five (5) time outs per team are allowed in regulation time periods and one (1) is allowed per overtime periods. Unused time outs carryover to overtime periods.
3. Required Playtime:
 - a. Each player must play a minimum of one (1) full uninterrupted quarter.
 - b. Exception to rule 3a: If a player is injured and must leave the game and is able to re-enter the game, he (she) must re-enter in one of the following quarters and play continuous for the missed time in the quarter removed. The coach should encourage the player to remain in the game providing the player is able to play after a short game delay. The player is not required to sit out if the game is stopped for injury and the coach attends to the player on the court.
4. Restricted Playtime- A player is allowed to enter the game in no more than three (3) quarters with the following exceptions:
 - a. In overtime periods all players are eligible providing they did not foul out.
 - b. With 6 players on the available roster for the game, then two (2) players sit out one full uninterrupted quarter each and four (4) players each sit out one half (1/2) of a quarter. Upon stoppage of play at the four (4) minute mark or next time play is stopped, players will enter and be removed to satisfy the 1/2 quarter requirement. If stoppage exceeds the four minute mark, no violation of the 1/2 quarter requirement exists. Stoppage of play occurs on a referee whistle or a basket being made. In a playoff game, the opposing coach determines which two players sit out one full uninterrupted quarter.
 - c. With 5 players on the available roster for the game, then all players play 4 quarters. If a player or players foul out, then the remaining players complete the game.
 - d. In the case of a player fouling out or removed due to injury and the bench players have all entered the game in three (3) quarters then the following shall occur:
 - The player to enter the game is one that has played the least amount of those bench players.
 - If time cannot be determined in above or if those bench players played equal time then the player to enter the game is determined by the selection of the opposing coach.

- e. As a replacement for the injured player in 3b, the replacement player must sit out the next quarter played for the time played as a replacement player. The clock is not stopped intentionally to allow the player to re-enter. On a normal stop of play, the player may re-enter.
 - f. Violation of restricted play rule other than for the exceptions as listed above result in a technical foul against the violating teams coach and removal of points scored by the illegal player during illegal time of play. Once the game is completed, there will be no change to the scoring due to the violation.
5. Half Court Rule-All defensive players must retreat beyond half court when the offensive inbounds the ball and remains there until the ball passes half court.
- a. Exception- No retreat beyond half court is required in last minute of regulation time or last minute of overtime periods.
 - b. Once a team is ahead by 10 points or more it must retreat beyond half court upon change of possession to the opposing team. No penalty is issued for violation other than the removal points scored during the violation unless after repeated warnings the referee in his discretion issues a penalty.
6. Foul Shots-All 4th graders and 5th grade girls are allowed to move up a distance not to exceed one foot from the foul line when shooting foul shots. However regular rules apply regarding crossing the invisible foul line. It is the responsibility of the player to inform the ref they are in 4th grade or a 5th grade girl.
7. Time in Key-Five (5) seconds are allowed in key for offensive player.
8. Required Players-Five (5) players are required to start the game and one coach, assistant or parent. Less than five (5) players are allowed to finish the game.
- a. If a player is late but appears before the second half begins, then rule 3a applies.
 - b. If a player is late and appears after the second half begins, then they are not required to be inserted in the lineup.
9. Game forfeit time is ten (10) minutes after the later of the scheduled game time or completion of the immediately preceding game.
10. Player's bench must be utilized only by the players, coach and one assistant coach.

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TIE BREAKER RULES
FOR PLAYOFF ELIGIBILITY

Two teams are tied

Will always be broken by head-to-head result.

Three or more teams tied, all teams are in the playoffs

If one team beat the others, they will be given the highest priority. The remaining teams will revert back to head-to-head result to determine which team gets the next highest priority.

If the tie can't be broken by head-to-head (example: A beats B, B beats C, C beats A), a random draw will determine the playoff seeding of the teams.

Three teams tied for final two playoff positions

If one team beat the other two, they will be given highest seed. The remaining teams will revert back to head to head result to determine which team gets the final playoff spot.

If the tie can't be broken by head to head (example: A beats B, B beats C, C beats A) a random draw will be held. The first team drawn will be given the highest remaining seed. The second team drawn will be given the final playoff seed. The team not drawn during the random draw will not qualify for the playoffs.

Three teams tied for final playoff spot

If one team beat the other two, they will be given the final playoff spot.

If head to head can't break the tie (example: A beats B, B beats C, C beats A) , a random draw will be held. The first team drawn will be given the final playoff seed. The teams not drawn will not qualify for the playoffs.

Tom Mette
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