

Little Warriors Basketball

GENERAL RULES

All jewelry must be removed before stepping onto the court. This includes all earrings. No food or drinks are allowed in the gym. Only sealed water bottles will be permitted. This rule will be enforced to avoid problems with the school's custodial staff and to help maintain a safe and clean playing environment.

Only assigned basketballs, given to each coach, will be allowed in the gym. **Only registered team players should be on the courts at their assigned practices and games**, (this includes time before and after games and half time intermissions). Please ask parents to supervise siblings during these times. The Little Warriors' program is a parent run organization and as such it is in the leagues best interest to watch for and avoid potential problems, such as destruction of property or equipment or inappropriate behavior.

All behavior and actions of program participants, coaches and parents are subject to review and discipline by the board of the Little Warriors Sports Program.

In the event that a Little Warriors Coach is coaching more than one team, (IE: 3rd & 4th grade team and 5th & 6th grade team), and a situation arises where there are conflicting time schedules, **the coaches must make accommodations to have one representative at each event**. This is to ensure that each game starts at the scheduled time. Failure to do so will result in the game starting in your absence.

PLAYING TIME:

All players will play an **equal amount of time per game**, (*inclusive of playoff games*). It is the ultimate responsibility of each coach to see that each player plays the required time or quarters per game and during the season.

Substitutions

Substitutions occur at the half way point of each quarter. If a team has ten players then five players come off the court and five new players go on the court. This substitution is considered a shift. The following is the substitution guideline:

- 6 Player Roster = 4 players 7 shifts; 2 players 6 shifts
- 7 Player Roster = 5 players 6 shifts; 2 players 5 shifts
- 8 Player Roster = 8 players 5 shifts
- 9 Player Roster = 4 players 5 shifts; 5 players 4 shifts
- 10 Player Roster = 10 players 4 shifts
- 11 Player Roster = 7 players 4 shifts; 4 players 3 shifts
- 12 Player Roster = 4 players 4 shifts; 8 players 3 shifts

This is just a general guideline; however the rule will be strictly enforced by the committee. We are trying to avoid the situation where one child plays all four quarters while another plays only one. Exceptions to this rule may include injury, medical reasons, (other than injury) or a player's late arrival to a game.

GAME RULES

All standard rules, such as traveling violations, double dribbling, lane violations, etc. will be enforced by the referee. Referee decisions shall not be disputed and will be considered final and irrevocable.

FOULS:

A player fouls out of the game on the 5th Personal Foul.

On the 8th Team Foul in any half, a one and one situation is invoked.

Reach-in fouls will be enforced with greater intensity this season.

The Home Team will be responsible for maintaining the official foul count and time-out tally on behalf of the referee. It is expected and the responsibility of all coaches to keep track of team and personal fouls. *(In the event that a conflict should occur comparison of both coaches stats will be made to rectify the situation. The referee shall make the governing decision).*

Foul Shot Guidelines:

3rd and 4th Grade League: Players are permitted one full step from the foul line.

5th and 6th Grade League: Will shoot from the foul line.

TECHNICAL FOULS:

Unsportsmanlike conduct by players, coaches, and spectators will not be tolerated. The referee will have the discretion to assess a Technical Foul. Two Technical Fouls will result in ejection of the offender. ***Failure to leave will result in an automatic forfeit of the offender's team.*** Referee decisions shall not be questioned (vehemently) and are final.

DEFENSE:

No full court press is allowed.

ONLY Man on Man defense may be used. The officials will be responsible for the enforcement of the regulation.

a. A warning will be given for the first violation and a technical foul for each thereafter.

b. Clarification:

- 1) It is an infraction if a player without the ball is double-teamed.
- 2) (If back court pressure is allowed) There can be only as many defensive players in the backcourt as offensive players in the backcourt. **EXCEPTION-** Defensive players may go into the backcourt to stop a penetrating dribbler (a player who has beat his/her player or a double-team trap) or a player about to receive a pass in a penetrating position.
- 3) In the frontcourt, when an offensive player cuts toward the basket and through the defense, he/she must be followed or picked up; but when he/she goes out to the side, the defensive player does not have to follow.

There will be **no more than double teaming** permitted on the ball. In the event of a triple team offense a warning will be given for the first violation and a technical foul for each thereafter.

3rd and 4th Grade League: Are allowed 5 seconds in the paint.

5th and 6th Grade League: Are allowed 3 seconds in the paint.

TIME KEEPING:

3/4 Division = 10 minute quarters

5/6 Division = 12 minute quarters

1) Each quarter will be **running time**. The clock will not be stopped except for: injuries, timeouts, substitutions or extenuating circumstances, (i.e., referee using extensive time setting up free throws, etc.). **Exception to running time:** the last two minutes of the 4th quarter will be played utilizing stop time, (i.e., stop every time whistle is blown).

2) Half time will consist of a brief stoppage of two minutes.

3) Each team will receive **1 time out per quarter**, (1 minute in duration), non-cumulative. **Substitutions must be recognized by the referee.** Failure to do so will result in one team foul, (IE: sneaking a player in while referee is not looking). Substitutions are **NOT** considered time outs.

4) In **case of a tie** at the end of regulation time, a two minute **overtime** period will be played. **Overtime** will be played utilizing stop time, (stop the clock on every whistle that is blown). If the game is still tied, there will be two minute periods to follow until a winner emerges, (time permitting). Each team will receive **1 time out per overtime period**.

SIDE LINES:

1) Only players and league sanctioned coaches and commissioners, (**maximum 2 coaches**), will be allowed on the sidelines. All other spectators **must** observe the game from the opposite side of the gymnasium, any deviation will result in a technical foul being assessed, (IE: congregating under the basket).

2) One parent from each team shall be chosen to be the official scorer and time keeper.

3) Attendance for practices and games shall be maintained by the coach, (to substantiate any disciplinary action).

Rule Amendments

D) No Full Court Pressure Rule:

- 1) Team players are allowed to advance the ball from their defensive end of the court, back court, to the half court line free from any defensive pressure.
 - a) Defensive pressure constitutes; guarding, steeling or attempting to steel the ball, screens or picks, and intercepting/blocking passes that are attempted behind the half court line.
 - b) Free back applies when;
 - 1) a basket is scored by the opposing team,
 - 2) a turnover occurs in the defensive end of the court and the defender obtains position/control of the ball,
 - 3) a defensive rebound occurs and the defender obtains position/control of the ball.
 - c) If a player attempts to apply defensive pressure in the back court and obstructs/impedes a player's progress then the official has the ability to stop play and have an inbounds in the offensive end of the court.

II) Half Court Pressure Rule:

- 1) The defending players are allowed to apply defensive pressure at the half court line.
 - a) Players are not allowed to defend or pursue offensive players in the back court (see Free Back Half Court Rule 1a).
 - b) Players may defend once the 'ball' crosses the half court line.
 - c) Back court violations will be enforced.
 - d) **3/4 Division** – Allow the 'ball' to cross half court before the defense matches up to defend.