

# Optimist Club of Brenham

## Little Dribblers Basketball Playing Rules 2011-2012

### Qualification:

Each player on the team roster who is present before the scheduled starting time of the game shall be required to play a minimum of two complete quarters of play. No substitutions will be allowed until the fourth quarter and each player is in the process of completing two quarters of play and may not be substituted and/or has completed two full quarters of play, unless an injury occurs. No player may play more than three quarters unless all other players have either played or are in the process of playing three complete quarters. It is the duty of the official scorer to enforce this rule on his own or upon notification by one of the coaches. The official scorer must notify the team in violation of this rule prior to the fourth quarter.

Penalty: Forfeit

One complete quarter is defined as playing one full, uninterrupted quarter. If a player is injured during the quarter and is unable to return for the remainder of the game, the player is considered qualified due to injury. However, if the player is able to return to play, the player must play one full, uninterrupted quarter in order to be qualified. If a player fouls out of the game prior to completing one full, uninterrupted quarter, the player is considered qualified.

### General Rules:

	<b>6&amp;7 <u>Freshman</u></b>	<b>8&amp;9 <u>Sophomore</u></b>	<b>10, 11&amp;12 <u>Junior</u></b>
<b>Lane Violation</b>	5 sec	5 sec	3 sec
<b>Zone Defense</b>	None	None	Yes
<b>Double Teams</b> (Front Court only)	None	4 quarter only	Yes
<b>Backcourt</b> (Man on Man)	None	4 quarter only	Yes
<b>Basketball Size</b>	27.5"	28.5"	29.5"
<b>Basket Height</b>	8'6"	9'0	10'
<b>Free Throw Line</b>	8'6" White	11'4" Red	13'6" Black
<b>Three Point Shot</b>	None	Yes	Yes
<b>4 periods (Time)</b> (Quarters)	4 min	5 min	6 min

<b>Overtime</b>	2 min	2 min	2 min
	1 timeout	1 timeout	1 timeout

**Note: Two (2) min overtimes will be allowed if necessary. After a second overtime a final sudden death would then be played and the first team to score would win.**

**Defense in the backcourt is prohibited when the winning team is at least 20 points ahead of the other team.**

**Double team rule does not apply in the lane (Front Court).**

**Backcourt exception (fast break passing 10' up the court)**

Each game will consist of four periods (quarters) with a running clock except the final minute of each quarter that will stop on the referee's whistle. The clock stops only on shooting fouls, timeouts, and the end of each period except for the final minute of each quarter.

Each team will be allowed during the regular game 2 timeouts per half, 1 minute each. After 45 seconds the buzzer should sound and each team has 15 seconds to be ready for play. Unused timeouts will not be carried over to the second half or to overtime periods. Each team will be allowed during each overtime period one 1 minute timeout.

### **Zone Defense:**

No Zone Defense Allowed (Exception Senior level for boys and girls). Whether or not a defensive player is "Zoning" will be a judgment call of the official. Officials are cautioned that the zone defense rule does not prohibit a defensive team from "double teaming, trapping, switching, or sagging." The rule does require the defensive player to remain within a certain distance of his offensive player (6' guarding position, exception fast breaks). This rule does not require a team to guard the person throwing in the ball on an inbounds play.

The intent of the rule is to prevent the 'chaser' defense, where one or more players chases the offensive player having the ball; and the traditional zone defense, where one or more defensive players primary responsibility is protecting an area of the court. Each of these situations is easily detected by anyone knowledgeable of basketball and should be strictly enforced. This rule is applicable in the frontcourt and backcourt.

Coaches and players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation exactly the same. A good team will be one that is coached to adapt its offense and defense according to how the officials are calling the game. This is true regarding how the officials call fouls, lane violations and traveling violations. It should be the same with the zone defense rule.

**Isolation Offense:**

No isolation type offense involving one or two players will be permitted. Teams must involve all of its players in the offensive pattern. This will be a judgment call of the official.

Penalty: Technical Foul

**Uniforms:**

Uniforms must be worn. A uniform shirt must have a number on the back. The player's name, team name or sponsor name is allowed on the shirt. No hard sole shoes are permitted.

**Official Scorekeeper:**

The game scorebook with all entries by the game scorekeeper will be the official scorebook.

The official game scorekeeper should notify each coach prior to the beginning of the second half of all players who have not played their minimum playing time. However, failure to make such notification does not excuse the coach from the minimum-playing rule.

The President shall decide protested games. Protest may only be made on interpretation of the playing rules, not on judgment calls. A protest must be recorded in the official game scorebook prior to the completion of the game in which it is made.

Should the need for clarification of a rule be necessary a coach may use a time out to request a conference with the score keeper, referee, and the Optimist member on - duty.

The Optimist member on - duty shall be in charge of all basketball related issues.

Should a team not qualify to play an official game, both teams may play a scrimmage, subject to an approval from the Optimist member on duty.

**Team Fouls:**

The bonus situation will exist when a team commits its seventh personal foul in a half. One and one will apply on the seventh foul.

**Individual Fouls:**

Each player will have 5 fouls to give. Two technical fouls will result in being suspended from the game.

**Illegal Defense:**

1<sup>st</sup> warning will result in a notation by the score keeper every time there after will result in a team technical foul.

**Coaches Box** – Only one designated coach will be allowed to stand and coach in the box. Should the designated box coach receive a technical foul, the designated box coach will have to vacate the coaching box for the rest of the game and will be required to coach from the bench. The coaching box may not be filled by another coach.

**Conduct:**

During the course of the game any argumentative language made directly or indirectly at the referees or any official is not to be tolerated. Violations of this rule by any coach, assistant coach, player, or parent may result in the President suspending the offending party for all or part of the remainder of the season and will result in the following penalties:

First Offense:	Technical Foul
Second Offense:	Technical Foul
Third Offense:	Forfeiture of Game