

# Optimist Club of Brenham

## Little Dribblers Basketball Playing Rules 2018

**General Rules:**

	<b>6&amp;7 Freshman</b>	<b>8&amp;9 Sophomore</b>	<b>10, 11&amp;12 Junior</b>
<b>Lane Violation</b>	5 sec	5 sec	3 sec
<b>Zone Defense</b>	None	Yes	Yes
<b>Double Teams</b> (Front Court only).	None	Yes (Inside 3 point line)	Yes
<b>Backcourt</b> (Man on Man)	Last minute	4th Quarter	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>	Yes	Yes	Yes
<b>4 Quarters</b> (Time)	5 min	6 min	7 min
<b>Overtime</b>	2 min 1 timeout	2 min 1 timeout	2 min 1 timeout

**Note:** Two 2 minute 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 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.

### **Qualification:**

**Freshman and Sophomore:** 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. 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.

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. **If a team only has 6 available players for the game, the opposing coach will pick one of the 6 to sit out one quarter. That player must be picked before the game starts. The team with 6 players will only be allowed to play 2 kids the whole game. The other 4 players will have to play 3 full quarters.**

**Juniors:** Junior level will be played with unlimited substations. However each player on the team, will be required to play at least **10 minutes a game. If a team fails to play a kid the allocated 10 minutes of required time, the opposing team can protest the game. If it is determined a kid didn't meet the required 10 minutes of playing time, the team in question will FORFIET the game.**

**COACHES:** Each team will be allowed 2 coaches on the bench at a time for games. **Only 1 Coach will be allowed to stand during games. If the rule isn't followed a warning will be issued first, second offense a technical foul will occur.**

**ILLEGAL DEFENSE:** Freshman/Sophomore only....**Freshman:** there is absolutely no double teaming in the Freshman level. Only time a double team can occur is inside the paint. First illegal defense penalty will be a warning, second offense on after will be a technical foul. **SOPHOMORE:** zone defense and double teaming will be allowed inside the 3 point lane only. If a double team occurs outside the 3 point lane within the first 3 quarters an illegal defense warning will occur, second offense will be a technical foul. However a double team can occur in the 4th quarter only in the front court. Backcourt double teaming at any time will be an illegal defense foul.

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, consisting of a shirt and black shorts. A uniform shirt must have a number on the back and should be tucked in the shorts. 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:**

First 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. No more than three coaches or non-players are allowed on the bench.

**Conduct:**

During the course of the game, any argumentative language or poor conduct made directly or indirectly at the referees or any official is not to be tolerated. Violations of this rule by any coach, assistant coach, or player will result in the following penalties:

First Offense:	Technical Foul
Second Offense:	Ejection

Any further offense may result in immediate expulsion by the Optimist Board Member on site. The length of suspension will be determined by the Optimist Club Board of Directors. The offender has the option to appeal the decision for review by the Optimist Club Board of Directors.