

Beaumont Little Dribblers Basketball

Special Playing Rules

The Official Basketball Rules as adopted by the National Federation of State High School Associations (NFHS) has been adopted as the official Beaumont Little Dribblers Basketball Playing Rules except as changed by the following special rules:

A. DEFINITIONS

Backcourt Defense refers to any defensive player guarding an offensive player in the backcourt before the offense has established front court status. Any loose balls in the backcourt may be picked up by either team. This definition shall not be interpreted to allow a free outlet pass starting a fast break.

Complete Quarter refers to the entire quarter, from the start of the quarter, uninterrupted, through the end of the quarter.

Double Team is a term that refers to one offensive player being guarded by two or more defensive players.

Isolation Offense refers to an offensive strategy where only one or two players are involved in the offense or an offensive team clears the floor to one side for a one-on-one or two-on-two offense.

Man-To-Man Defense is where each defensive player is assigned to guard a specific offensive player. The defensive players may only switch offensive player assignments under one of the following conditions:

- 1) One of the defensive players was picked off. (Note: if a defensive player assigned to a screener makes any attempt at guarding the offensive player coming off the screen, the defensive players will have been considered to have switched).
- 2) The ball hits the backboard
- 3) An unguarded offensive player with control of the ball is in the lane
- 4) Change of possession
- 5) After a stoppage of play

A *zone defense* or *sagging defense* is prohibited in a man-to-man defense. Defensive players must be in one of the following positions on the court once the offense has established front court status:

- 1) Within six (6) feet of assigned offensive player
- 2) Between their assigned offensive player and the basket and not sagged back into or near the lane.

When the defense *double teams* an offensive player, those players assigned to the double team must stay with their assigned offensive player, whether the offensive player has the ball or not, until change of possession, the ball hits the backboard, or stoppage of play. At no other time may the defenders in a *double team* guard any other player. If a defense chooses to *double team*, the *double team* must be assigned before the offense establishes front court status.

Sagging Defense is where a defender (or defenders) stays within close proximity of the basket, regardless of where their assigned offensive player is on the court.

Zone Defense refers to a defensive player playing the ball as opposed to guarding an offensive player (chasing the ball) or a defensive player guarding an area of the court as opposed to guarding an offensive player.

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B. GENERAL RULES FOR ALL LEAGUES

- B1.** The game scorebook with all entries by the game scorekeeper will be the Official Scorebook.
- B2.** Each player on the team who is present before the scheduled starting time of the game will be required to play **TWO (2) COMPLETE QUARTERS** of play. For each team having only six players at a game, each player is required to play **THREE (3) COMPLETE QUARTERS**. Partial quarters do not help to fulfill these requirements. Any player who is injured and cannot complete the quarter will be considered to have played the full quarter. If the player's injury permits the player to play another quarter, the player must play. The Coach may impose disciplinary action on players in the form of loss of minimum playing time, but such action is discouraged and **MUST BE REPORTED TO AND ENTERED INTO THE OFFICIAL GAME SCOREBOOK PRIOR TO THE START OF THE GAME AND VALID REASONS THEREFORE** must be given to the League's Player Agent or President prior to the game. Violation of this rule is a forfeit or game loss.
- B3.** 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.
- B4.** The Home Team will be responsible for providing the timekeeper and the visiting team will be responsible for providing the scorekeeper/announcer.
- B5.** A scheduled game can be played as long as at least four players from each team are present for the game. There will be a five (5) minute "grace period" from the regular scheduled starting time while awaiting a fifth player.
- B6.** Each game will consist of four (4) periods (quarters).
- B7.** Each team will be allowed during the regular game three (3) time-outs per game of one (1) minute each. Unused time-outs will NOT be carried over to overtime periods. Each team will be allowed during each overtime period one (1) time-out of one (1) minute each.
- B8.** All substitutes and coaches will remain on their team bench during the course of the ball game. Only players, the head coach, and two assistant coaches may be on the bench. Only one coach is allowed to be standing at a time, all other coaches and players must remain seated.

Penalty: First Offense—warning only
Each subsequent offense—Technical Foul

- B9.** During the course of the game any argumentative language or shouting 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:

Penalty: First Offense: Technical Foul

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Second Offense: Technical Foul
Third Offense: Forfeiture of Game

- B10.** Portable baskets shall be placed as near to the permanent backboard as possible. If there is no permanent backboard, the portable backboard should be as near as possible to the base line. The area behind the post for the portable basket is out of bounds.
- B11.** Any team leading by at least 20 points is prohibited from playing Backcourt Defense.
- Penalty: First Offense—warning only**
Each subsequent offense—Technical Foul
- B12.** The federation rule regarding uniforms will not be enforced.
- B13.** Coaches and players should not expect complete uniformity in the enforcement of the rules. No two basketball 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.

C. GAME PROTESTS

- C1.** Protests may only be made on interpretation of the playing rules or on the question of player eligibility. Protests may not be made on judgment calls. Only the designated head coach of a team may protest.
- C2.** When a protest occurs, the protesting coach must immediately: a) notify the officials and potential offender, b) record in the official game scorebook the exact time and score of the game, and c) sign scorebook. All protests must be made prior to the completion of the game in which made.
- C3.** The coach of the team protesting must contact the Player Agent and/or President within 24 hours of the time of the protest and provide written cause and justification for the protest.
- C4.** Coaches of both teams, game officials, and score keepers are urged to make precautions to prevent protests. They must make every possible effort to correct any violations before they occur to prevent protest situations. When a protest situation is imminent, the potential offender must be notified immediately.
- C5.** The President or those designated by the President shall decide protested games.

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D. RULES FOR BOYS/GIRLS 6U¹ LEAGUES

- D1.** The General rules for all leagues shall apply.
- D2.** Eight (8) minute periods shall be followed with a running clock. The clock stops only on shooting fouls, time-outs, official requests, and at the end of each quarter.
- D3. SCORE WILL BE KEPT.**
- D4.** Man-To-Man Defense required throughout entire game
- Penalty: First Offense—warning only**
Each subsequent offense—Technical Foul
- D5.** The ball must be passed one time **after** front court status has been established before a shot can be taken except on a fast break after a defensive steal.
- Penalty: Loss of Possession**
- D6.** *Backcourt Defense* is prohibited throughout entire game.
- Penalty: First Offense—warning only**
Each subsequent offense—Technical Foul
- D7.** The three (3) second lane violation rule is changed to a five (5) second lane violation rule.
- D8.** The free throw line shall be from the bottom of the face of the free throw circle (approximately 11'6" from the plane of the face of the backboard).
- D9.** The basket shall be 8'6" from the floor.
- D10.** The official Junior size basketball (27.5") shall be used.
- D11.** An *Isolation Offense* is prohibited. Teams must involve all of their players in the offensive patterns.
- Penalty: First Offense—warning only**
Each subsequent offense—Technical Foul
- D12.** Bonus and double bonus penalty revoked.
- D13.** Three (3) point rule is revoked.

¹ THESE RULES APPLY FOR THE GIRLS 7U DIVISION FOR THE 2017-2018 SEASON.
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- D14.** For teams with nine (9) players, each player on the team who is present before the scheduled starting time of the game will be required to play **ONE (1) COMPLETE QUARTER and ONE HALF (1/2) QUARTER²** of play. For teams having eight (8) players, each player will be required to play **TWO (2) COMPLETE QUARTERS**. For each team having only six (6) players at a game, each player is required to play **THREE (3) COMPLETE QUARTERS**.

² This has been the rule for BLD for the last several years. The rules online have not been updated to reflect this change until now. All coaches will abide by these rules and will be held accountable for playing time infractions.

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E. RULES FOR BOYS 8U/GIRLS 8U³ LEAGUE

- E1.** The general Rules for all leagues shall apply.
- E2.** Eight (8) minute periods shall be followed with a running clock. The clock stops only on shooting fouls, time-outs, official requests, and at the end of each quarter.
- E3.** Tie games will continue in overtime(s) with a three (3) minute running clock.
- E4.** *Man-To-Man Defense* required in the frontcourt throughout entire game
- Penalty:** **First Offense—warning only**
Each subsequent offense—Technical Foul
- E5.** *Backcourt Defense* is prohibited in the first, second, and third quarters. In the fourth quarter and subsequent overtimes, **Backcourt Defense** is allowed and the defense may only play man-to-man defense.
- Penalty:** **First Offense—warning only**
Each subsequent offense—Technical Foul
- E6.** The three (3) second-lane violation rule is changed to a five (5) second lane violation rule.
- E7.** The free throw line shall be 13'6" from the plane of the face of the backboard.
- E8.** The basket shall be 8'6" from the floor.
- E9.** The official women's size basketball (28.5") shall be used.
- E10.** An Isolation Offense is prohibited. Teams must involve all of their players in the offensive patterns.
- Penalty:** **First Offense—warning only**
Each subsequent offense—Technical Foul
- E11.** Three (3) point rule is revoked.
- E12.** For teams with nine (9) players, each player on the team who is present before the scheduled starting time of the game will be required to play **ONE (1) COMPLETE QUARTER and ONE HALF (1/2) QUARTER⁴** of play. For teams having eight (8) players, each player will be required to play **TWO**

³ THESE RULES APPLY FOR GIRLS 8U IF THERE IS A DIVISION FOR THE SEASON.

⁴ This has been the rule for BLD for the last several years. The rules online have not been updated to reflect this change until now. All coaches will abide by these rules and will be held accountable for playing time infractions.

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(2) COMPLETE QUARTERS. For each team having only six (6) players at a game, each player is required to play **THREE (3) COMPLETE QUARTERS.**

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F. RULES FOR BOYS/GIRLS 10U⁵ LEAGUE

- F1.** The General Rules for all leagues shall apply.
- F2.** Eight (8) minute periods shall be followed with a running clock. The clock stops only on shooting fouls, time-outs, official requests, and at the end of each quarter.
- F3.** Tie games will continue in overtime(s) with a three (3) minute running clock.
- F4.** The official men's size basketball (28.5") shall be used.
- F5.** The basket shall be 10ft from the floor.
- F6.** For teams with nine (9) players, each player on the team who is present before the scheduled starting time of the game will be required to play **ONE (1) COMPLETE QUARTER and ONE HALF (1/2) QUARTER⁶** of play. For teams having eight (8) players, each player will be required to play **TWO (2) COMPLETE QUARTERS**. For each team having only six (6) players at a game, each player is required to play **THREE (3) COMPLETE QUARTERS**.

⁵ THESE RULES APPLY FOR GIRLS 10U IF THERE IS A GIRLS DIVISION FOR THE SEASON.

⁶ This has been the rule for BLD for the last several years. The rules online have not been updated to reflect this change until now. All coaches will abide by these rules and will be held accountable for playing time infractions.

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G. RULES FOR 12U LEAGUE

- G1.** The General Rules for all leagues shall apply.
- G2.** Eight (8) minute periods shall be followed with a running clock. The clock stops only on shooting fouls, time-outs, official requests, and at the end of each quarter.
- G3.** Tie games will continue in overtime(s) with a three (3) minute running clock.
- G4.** The official men's size basketball (29.5") shall be used.
- G5.** The basket shall be 10ft from the floor.
- G6.** For teams with nine (9) players, each player on the team who is present before the scheduled starting time of the game will be required to play **ONE (1) COMPLETE QUARTER and ONE HALF (1/2) QUARTER**⁷ of play. For teams having eight (8) players, each player will be required to play **TWO (2) COMPLETE QUARTERS**. For each team having only six (6) players at a game, each player is required to play **THREE (3) COMPLETE QUARTERS**.

⁷ This has been the rule for BLD for the last several years. The rules online have not been updated to reflect this change until now. All coaches will abide by these rules and will be held accountable for playing time infractions.