

**GEORGETOWN DRIBBLERS
2014-2015 SEASON
BASKETBALL RULES
BOY'S & ROOKIE LEAGUE**

R E G U L A R S E A S O N & T O U R N A M E N T R U L E S

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

♦ **NOTE:** All rules stated below apply to both Divisions unless specifically stated otherwise.

1. GAME DETAILS

1.1. Game Start Time: Teams should arrive 15 minutes prior to game time. There will be a warm up period prior to each game as time allows. Games may start late due to a previous game running long but will not start early unless both coaches agree to.

1.2. Game Length: Games shall consist of four 8-minute quarters.

1.2.1. There will be a 1-minute break between quarters and a 4-minute half time

1.3. Overtimes

1.3.1. There will be no overtimes during the regular season – games can end in a tie.

1.3.2. For the End of Season Tournament, 2-minute overtimes will be played until a winner is decided.

1.4. Timeouts

1.4.1. Each team will receive two full time outs (1-minute each) per half. Unused time outs may not be rolled over from the first half to the second half.

1.4.2. One full time out will be given for each overtime period. Unused time outs may not be rolled over from the regular game to any Overtime or between Overtimes.

1.4.3. NOTE: The Officials request that coaches send their players back onto the court at the first horn, which sounds 45-seconds into the 1-minute time out so that when the full minute is up, play can resume immediately.

1.5. The Clock: the clock will run during all whistles except for two exceptions:

1.5.1. During the final two minutes of the 4th quarter, the clock will be stopped for all whistles (out of bounds, fouls, etc).

1.5.1.1. For purposes of consistency and to avoid the judgment call of what constitutes a blowout, the clock WILL be stopped for all out of bounds and all violations during the last two minutes of every game, regardless of the score.

1.5.2. The clock will stop during all timeouts.

1.5.2.1. If a timeout is called immediately after a foul that results in the need to shoot free-throws, the clock will stop for the timeout itself but will resume running as soon as the official hands the ball to the player shooting the free-throws UNLESS it is the final 2 minutes of the 4th quarter in which case the clock will remain stopped while the free-throws are being shot per Section 1.5.1.

1.6. Technical/Flagrant/Intentional Fouls

- 1.6.1.** Officials may, but are not required to, issue a warning for the first offense of all technical fouls. On the second offense, a technical foul will be called.
- 1.6.1.1.** Technical foul is defined as a dead ball, unsportsmanlike conduct activity (ie: slamming ball down, running illegal defense, etc)
- 1.6.1.2.** Any technical foul issued will result in the opposing team automatically receiving two points and possession of the ball. No free throws will be taken due to the League's running clock.
- 1.6.1.3.** If a player/coach receives two technical fouls in one game then player/coach is ejected from the bench area and removed for remainder of game from the gym.
- 1.6.2.** A flagrant foul is defined as a player making no play on the ball **with excessive force** (ie: turning a play into a fight)
- 1.6.2.1.** A flagrant foul issued results in the opposing team automatically receiving two points and possession of the ball. No free throws will be taken due to the League's running clock.
- 1.6.2.2.** The player committing the flagrant will be ejected from the basketball game
- 1.6.3.** An intentional foul is defined as a player making no play on ball (ie: pushing a player in back while shooting lay-up)
- 1.6.3.1.** An intentional foul results in two free throws and possession of the ball.

1.7. Minimum Number of Players Required to Play

- 1.7.1.** Each team must have at least five players present to start a game – regular season and tourney. If a team has less than five players at the scheduled start of the game, that team forfeits the game. The game will still be played as a normal game, however, to give the boys game playtime.
- 1.7.2.** The sixth player must show up PRIOR to the start of the 2nd quarter or the game will be considered a forfeit at that point. The game will still be played as a normal game to give the boys game playtime.
- 1.7.2.1.** If team only has 6 players ONLY present for a game:
- If #8, 9, or 10 player (based on the draftboard) is missing then you can have any player make up the extra quarter for that player & play 4 quarters
 - If #5, 6, 7, player missing then you can have any player lower than a 7 (based on draft) but not the 8, 9, 10 player make up the extra quarter & play 4 quarters
 - If #2, 3, 4 player missing then you can have the 2, 3, 4, player but not the 5, 6, 7, 8, 9, 10 player make up the extra quarter & play 4 quarters
- If the 5, 6, 7 are ALL players missing then you can have 8 or lower make up the extra quarters.
If the 2, 3, 4 are ALL players missing then you can have only the lowest rated player(s) on your draftboard there make up the extra quarters.
- 1.7.2.1.1.** In above situation, the "extra quarter" rotation will not result in a forfeit because all players will play a minimum of 3 quarters (Rule 2.2). However this will affect future games "extra quarter" rotations.
- 1.7.2.2.** During a forfeited game, the score will be shut off however the clock will continue to run. Board member on duty should explain to parents/coaches/referees the forfeit situation and why score is not being kept.

1.8. Three-Second Lane Violations

- 1.8.1.** Rookie & Junior Division – will be increased to five-seconds
- 1.8.2.** Major Division – will remain three-seconds

1.9. Goal Height

- 1.9.1. Rookie Division – the rim is 8’6” from the floor
- 1.9.2. Junior Division – the rim will be the official height of 10’ from the floor
- 1.9.3. Major Division – the rim will be the official height of 10’ from the floor

Free-Throw Line Distance

- 1.9.4. Rookie & Junior Division – the line shall be 13’6” from the plane of the face of the backboard however players are free to shoot from the normal free-throw line if they choose.
- 1.9.5. Major Division – the normal free-throw line shall be used

1.10. 3-Point Line

- 1.10.1. Rookie & Junior Division – all shots count as two points, even if taken outside 3-point line
- 1.10.2. Major Division – 3-point shots are allowed and all shots taken outside the 3-point line will count as 3 points

1.11. Size of Basketball

- 1.11.1. All Divisions will play with the official women’s ball of 28.5”

2. PLAYING TIME

2.1. Equal Play Time

- 2.1.1. To ensure equal playing time and the most equitable competition between players, each player must play two FULL, UNINTERRUPTED QUARTERS PER GAME (one in the first half and one in the second half).
- 2.1.2. No player may play two quarters in one half and none in the other half to satisfy the required two quarters of play in a game. The two quarters each player is required to play must be one quarter in each half.
- 2.1.3. If a player is able and available to play one quarter in each but does not, that game will be considered a forfeit as soon as the fact is discovered, regardless of when it is discovered.
- 2.1.4. Injury Situations
 - 2.1.4.1. If a player is injured and is able to return to play during that same quarter, then they must return as soon as they are able on the next dead ball and will be considered to have satisfied their required quarter of play for that half. If they are unable to return to play during the same quarter that they are injured, they will also be considered to have satisfied their required quarter of play for that half.
 - 2.1.4.2. If a player is injured BUT is unable to return to play for the remainder of the game, then that player is considered to have satisfied their required quarters of play for that game.
- 2.1.5. Fouling Out - if a player fouls out of the game prior to completing the required two full quarters, the player is considered to have satisfied their required quarters of play for that game due to fouling out.
 - 2.1.5.1. Instructing a player to intentionally foul for the purpose of fouling out will not be tolerated. Any coach suspected of this will be investigated by the Board and will be immediately removed from coaching in the League if the Board determines this has occurred.
- 2.1.6 For all injury substitutions and disqualifications for foul substitution the following rules apply
 - If the teams #8, 9, or 10 player (based on the draftboard) is out then you can replace that player with any other player
 - If the teams #5, 6, 7, player is out then can be replaces with any player lower than a 7 (based on draft) but not the 8, 9, 10 player

- If the teams #2, 3, 4 player missing then the 2, 3, 4, player but not the 5, 6, 7, 8, 9, 10 player may substitute
If the 5, 6, 7 are ALL players missing then you can have 8 or lower substitute.

2.2. Extra Quarter Play Rule – this rule is to ensure equal play time among players on each team – ***extra quarters is defined as more than 2 quarters***

- 2.2.1.** Any violation of this Rule as specified below will result in the violating team forfeiting the game in which the violation occurred, regardless of when the violation is discovered.
- 2.2.2.** If teams have fewer than 10 players on their roster for the season or for any one game during the season (due to absence or injury), some players will have to play more than two quarters in a game. The players who play the extra quarters **MUST** be rotated equally. Coaches will receive a spreadsheet each week from the League that shows how many extra quarters each of their players have played so far. This will be tracked via the Officials Score Book.
- 2.2.3.** No one player may play extra quarters a 2nd time until all other players on the team have played equal quarters.
 - 2.2.3.1.** However, a coach can have a player play a second game where they play additional extra quarters before everyone else on the team has played their extra quarters if the players who have not yet played their extra quarters is absent or injured for that game and therefore unable to play their required extra quarters in that game. The skipped players must play extra quarters during the next game that they are available to play in that requires someone to play extra quarters.
 - 2.2.3.2.** Again, this will be tracked and sent to the coaches weekly by the League, who will use the data recorded in the Officials Score Book. Coaches are required to sign the Official Score Book after each game indicating they agree with what is recorded in it. Failure by a coach to sign the book is not grounds for disputing the Extra Quarter Tracking document or the forfeiture of a game due to violating the rule.
 - 2.2.3.3.** All players should play equal time each week if possible
 - 2.2.3.3.1.** If 6 players present then all players must play 3 quarters and 2 players must play 4 quarters based on Rule 1.7.2
- 2.2.4.** If a player fouls out in any quarter of play during a game, the player who is substituted for the fouled out player in that quarter will **NOT** be credited with a Extra Quarter for that quarter. However, whoever substitutes for the required 2nd quarter of play for the player (if player fouls out in their first quarter) who fouls out will be charged a Extra Quarter of Play” because they are playing an additional full quarter in the game and therefore, must also be the next available person who is due to play a Extra Quarter per the Extra Quarter Tracking document sent each week to the coaches by the Registrar.
- 2.2.5.** In the event a player is injured while playing their Extra quarter, and has to leave the game, requiring a substitution by another player who will also be playing their Extra quarter, whichever player plays the majority of the quarter is credited for the Extra quarter played. The other player is not credited for the partial quarter played.
 - 2.2.5.1.** Majority of the quarter shall be determined by whether or not the halfway point of the quarter has passed at the time of the substitution.
 - 2.2.5.2.** In the event that the injury occurs at the exact middle point of the quarter, the person who started the quarter will be credited with the Extra quarter played.

2.2.6. For the End-of-Season Tournament ONLY, when a team with 9 DRAFTED players has 8 players present (one is absent), the “Extra Quarters” (2) can only be made up by a players on the draft ranking 2 slots above or anyone below.

2.2.6.1. Drafted player is defined as a player that originally drafted by the team regardless of including but not limited to when that player may have quit, been injured, number of games attended, etc.

2.2.6.2. Absences is defined as a player DRAFTED who is not present at that game regardless of including but not limited to when that player may have quit, been injured, number of games attended, etc.

2.2.6.3. This does not apply to 7 players due to 6 players playing “Extra Quarter”

2.2.6.4. This does not apply to 6 players due to Rule 1.7.2.1

2.2.7. If a violation of this rule is discovered while a game is in progress, the Officials will be notified at the next game situation dead ball (the game will NOT be stopped for the violation alone) and the team in violation will make the necessary substitution to put the next player due to play a Extra Quarter into the game. The player who started the quarter is still credited with playing a 3rd Quarter while the player who should have started the quarter and who was substituted into the game will not. The game is forfeited by the team in violation per Section 2.2.1.

2.3. When Players Show Up Late

2.3.1. If a player(s) shows up during the first quarter of play, that player must still play one uninterrupted quarter of play each half which means that the late player should play the entire second quarter.

2.3.2. If a player(s) shows up during the second quarter of play, that player will not play any during the first half of the game but must still play one uninterrupted quarter of play in the second half.

2.3.2.1. NOTE: Any player who played an Extra quarter in the first half to fill the spot of the missing player, must also still play one uninterrupted quarter of play in the 2nd half. That player will still be credited with a Extra Quarter of play.

2.3.3. If a player shows up during halftime, they must play at least one quarter during the second half of the game. The late player should play a second quarter in the half in place of someone else playing their Extra quarter, but the late player cannot prevent someone from playing their scheduled 2nd quarter of the game.

2.3.4. If a player shows up AFTER THE START OF the 3rd quarter, it is up to the coach whether or not to play them in the 2nd half.

2.3.5. Late players must check in with the official scorer’s table so that the time they arrived is noted in the official book. It is the responsibility of the Coach to ensure the late player does this and it should be done during a dead ball or between quarters, not while the game is in progress.

2.4. Substitutions

2.4.1. There are NO substitutions during a quarter, players who start a quarter must finish that quarter.

2.4.2. If a player shows up late to a quarter they were originally scheduled to play in, the above rules are followed – that player may not be substituted into the game.

2.4.3. The only authorized exceptions where a substitution is allowed to this rule are:

2.4.3.1. Violations of the Extra Quarter rules as laid out per Section 2.2.1

2.4.3.2. Injuries – Coach’s are allowed to substitute for injuries when required per Section 2.1.6. If the injured player is able to return during the quarter they are injured, they will be allowed to return & coaches should put them back into the game at the next dead ball whistle.

2.4.3.3. Fouling out – Coach's are allowed to substitute for players who foul out of a game per Section 2.1.6.

3. OFFENSES

3.1. Junior Division

- 3.1.1. No isolation type of offense involving only one or two players will be permitted. Clearing either the lane or the floor to one side for a one-on-one or two-on-two offense is prohibited. Teams must involve all players on the court in the offensive pattern. This will be a judgment call of the official.
- 3.1.2. This rule is applicable during the entire game including overtime play when applicable.
- 3.1.3. Violations of this rule will result in a technical foul per Section 1.6.
- 3.1.4. Any Board member may stop the game at the first dead ball for an "official" time out to bring violations of these rules to the attention of the officials.

3.2. **Major Division** – there are no restrictions on the types of offenses that may be used

4. DEFENSES

4.1. Junior Division

- 4.1.1. ONLY man-to-man defense is allowed in any game at any time.
- 4.1.2. Zone Defenses are not permitted at any time during a game, including overtimes when applicable
 - 4.1.2.1. A zone defense penalty shall be called whenever a defensive player guards only the ball (chases the ball) OR an area of the court instead of guarding a specific offensive player.
 - 4.1.2.1.1. "Guarding Only the Ball" or "Chasing the Ball" is defined as a player guarding who ever has possession of the ball, regardless of who it is, that is more than one pass away (i.e. they do not guard a specific person but just follow the ball around the court).
 - 4.1.2.1.1.1. Example: The offensive point guard passes the ball to the wing and the point guard defender goes to double team the wing, this is NOT Chasing the Ball but rather is Double Teaming and this is permitted. BUT if the wing then passes the ball to the post (or to any other player other than the point guard who originally passed him the ball) and the original point guard defender then leaves the wing to go double team this third offensive player, then the point guard is "Chasing the Ball" (i.e. following the ball more than one pass away from their offensive person they are guarding), which is prohibited.
 - 4.1.2.1.2. "Guarding an Area of the Court" is defined as a player stays in one area of the court, regardless of where the ball is, and guards anyone who enters this area. Positioning a person in the center of the lane to guard whoever drives into the lane is the most obvious example.
 - 4.1.2.1.3. Whether or not a defensive player is "zoning" will be the **judgment call of the official(s)**.
 - 4.1.2.1.4. Coaches & players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation exactly the same.
 - 4.1.2.2. Officials are cautioned that neither the zone defense rule nor the chasing the ball rule prohibits a defensive team from "double teaming," "trapping," "switching," or "sagging." They only prevent teams from "guarding only the ball", "guarding an area of the court" and "chasing the ball".
- 4.1.3. Full-court pressing in the backcourt only during the final 2 minutes of the 4th Quarter of games and all overtimes when applicable..

4.1.3.1. A team cannot play defense in the backcourt if that team is twelve or more points ahead. Full court pressure can resume when the point differential is reduced to six or less points.

4.1.3.2. This rule shall not be interpreted to allow rolling the ball during the inbounds of the ball to save time on the clock

4.2. Major – A team must play man-to-man defense once the ball passes half court in the 1st and 2nd Quarters of all games. There are no restrictions on the types of defenses that may be used (man-to-man or zone) for the 3rd and 4th Quarters

4.2.1. During the 1st and 2nd Quarter any defense may be used in the full court press.

4.2.1.1. Per 2013-2014 Coaches Decision – NO FULL COURT DEFENSE ON A DEAD BALL (including a made basket) for the first 4 weeks of season for 1st and 2nd Quarters of the game.

4.2.2. Defense in the backcourt is prohibited anytime a team is twenty or more points ahead. Full court pressure can resume when the point differential is reduced to ten or less points.

4.3. Violations of any defensive rule will result in a technical foul per Section 1.6.

5. MISCELLANEOUS

5.1. All jewelry should be removed – this includes wrist bands, necklaces, and even new ear piercings.

5.2. All players will wear their shirts tucked in at all times.

5.3. To prevent finger injuries, shorts with pockets are not allowed. Please enforce this rule on your team!

5.4. Only the coaches (two per team), a scorekeeper and players may sit on the team's bench.

5.5. Only coaches may approach the scoring table. Parents are NOT to approach or ask questions of those keeping the clock or scorebooks – if there is a question they need to ask either their team's coach or the Board member on duty.

5.6. Only the head coach may STAND on the sideline!

5.7. Coaches and players need to clean up the bench area after their game.

5.8. Each team will be assigned two basketballs, four pennies, and one equipment bag for team use. The balls are for Dribblers use only and are for INDOOR use only! Coaches agree to financially reimburse the Georgetown Dribblers for any equipment damaged or lost at the following costs (replacing the item yourself is NOT an acceptable resolution):

5.8.1. Basketballs - \$30.00 each

5.8.2. Pennies - \$4.00 each

5.8.3. Equipment Bag - \$5.00 each

5.9. Each team will keep their team and/or individual stats if desired.

5.10. Georgetown Dribblers will provide personnel to keep the books and the clock as well as UIL officials for each game.

5.11. Before the start of each quarter, all players must check in at the scorer's table by lining up in front of the table with their backs to the table so that their numbers can be recorded in the Official Scorebook for 3rd Quarter tracking.

5.12. After each game, one of the coaches MUST sign the official scorebook at the scorer's table validating the line up, score, 3rd quarters played, etc. Only the official scorebook at the scorer's table will be used to address any discrepancies.

5.12.1. NOTE: Coaches, if you do not sign the book, you cannot dispute the 3rd Quarter rule or the game results at a later date - so don't even try!

5.13. Coaching Volunteers: Both the head coach and the assistant coach should be committed to coach the entire season. In the event that a coach does request to be voluntarily removed from his coaching position due to extenuating circumstances, the coach must make the request in writing to any Board member and the Board will make a ruling. In the event a coach is voluntarily relieved of his coaching duties, the Board will find / approve the replacement – coaches are not allowed to find their own replacement. If neither coach can attend a scheduled game, the Board must be notified and they will decide who will coach the game (this is for the children's safety so please do not ask someone else to coach your team in your absence).

5.14. Only practices scheduled by Georgetown Dribblers are authorized. There will be NO EXTRA or ALTERNATIVE PRACTICES allowed. Failure to abide by this rule will result in the offending coach(s) immediate removal from the league.

5.15. Protests for any game must be put in writing by the head coach on the same day as the game occurred and submitted to the Board member on duty by the end of the final game of that day. Protest forms can be obtained from the Board member on duty. Either coach may pick up and fill out the form. NOTE: A judgment call by an official cannot be protested!

THE BOARD WILL INTERVENE IF ANY PROBLEMS ARISE WITH THESE RULES. IF COACHES DO NOT ABIDE BY THE GEORGETOWN DRIBBLERS LOCAL RULES, THE BOARD HAS THE RIGHT TO REMOVE THEM FROM THEIR COACHING POSITION. IF PARENTS ARE ACTING IN AN UNSPORTSMAN LIKE MANNER, THE BOARD HAS THE RIGHT TO REMOVE THEM FROM PRACTICES AND/OR GAMES.

Remember – This is an instructional league for ALL level of players. Every player on the court should be involved in your offensive and defensive plays. Be a positive role model for the players in this league. HAVE FUN!!

**GEORGETOWN DRIBBLERS
2013-2014 SEASON
BASKETBALL RULES
BOY'S LEAGUE**

**I hereby acknowledge by my signature below that I have read, understand, and will abide by the Georgetown Dribblers
2013 – 2014 Season Basketball Rules – Boy's League.**

Head Coach Signature / Date

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