



## Brownsburg Junior Basketball League

### Information and Rules

#### 1<sup>st</sup> – 6<sup>th</sup> Grade Rules for both Boys and Girls Divisions

Revision - Approved 2/11/2021

### General Rules

#### A. General Information

1. A schedule of all games and practices will be available on our website. Initial practice days will be established on draft day.
2. The team number appearing first on the schedule will be the home team and will use the bench farthest from the gym entrance.
3. Teams will wear jerseys provided by the league. T-shirts may be worn underneath. Home team should wear the white side of the reversible jersey and away team should wear the purple side of the reversible jersey.
4. A player or player's parent is expected to call their coach if, for any reason, the player is to be absent for a game or practice session.
5. Players may be permanently dropped or temporarily suspended for reasons of discipline, non-participation, or repeated missing of practices or games (without a legitimate excuse). The Board of Directors will make all final decisions on either the dismissal or suspension of a player.
6. There will be no practices or team meeting held at any time or place other than those designated by the League Director.
7. Any practice called off due to weather or other emergencies will not be rescheduled. School days cancelled or dismissed early due to weather or other emergencies will automatically cancel that evening's scheduled activities.
8. Any player with a cast, splint, etc., will not be allowed to play or practice. Players must remove any jewelry before practice and games.
9. During the Regular Season (rule does not apply during the Tourney), a team with fewer than 5 players may pick up other BJBL players within that division, provided the players are not on the opposing team and provided Coaches from both teams agree.
10. During the Tourney, Players may play only on his/her designated team (Rule A-9 does not apply during the tournament). A team must have a minimum of 4 players to play a tournament game. Teams with less than 4 players will forfeit.

#### B. Rules

1. Game Length:
  - a. 1<sup>st</sup> – 3<sup>rd</sup> Grade Games will consist of (6) 3-minute stop clock periods.
  - b. 4<sup>th</sup> – 6<sup>th</sup> Grade Games will consist of (6) 4-minute stop clock periods.
2. Overtime periods will be 2 minutes. (if protocols allow)
3. Halftime will be 3 to 5 minutes at the discretion of the League Director (or representative).
4. There are 2 allowable timeouts per half and 1 additional time-out for each overtime. Unused timeouts do not carry forward from the first half to the second half or to the overtime(s). Consecutive dead ball time-outs cannot be called.
5. Violations / Ball Placement:
  - a. 1<sup>st</sup> – 3<sup>rd</sup> Grade: Any rule violation taking place in the front court the ball will be taken out at *half court*. Any violation in the back court can be taken out at the spot of the infraction.
  - b. 4<sup>th</sup> – 6<sup>th</sup> Grade: Any rule violation taking place in the front court, the ball will be taken out at the *spot of infraction*. Any violation in the back court can be taken out at the spot of the infraction.

6. 3-second foul lane:
  - a. 1<sup>st</sup> – 4<sup>th</sup> Grade - The 3-second foul lane becomes 6 seconds.
  - b. 5<sup>th</sup> - 6<sup>th</sup> Grade - The 3-second foul lane becomes 5 seconds.
7. Free Throw:

To encourage proper shooting technique, free-throw shooters must start with both feet behind the free-throw line and will be allowed to hop over the line during the shot (1<sup>st</sup> – 5<sup>th</sup> Grade). However, the shooter must immediately stay put until the ball hits the rim. Coaches should encourage stronger players to stay behind the line, if possible. The free throw line distance will be:

  - a. 1<sup>st</sup> - 2<sup>nd</sup> Grade - 10 feet
  - b. 3<sup>rd</sup> - 4<sup>th</sup> Grade – 12 feet
  - c. 5<sup>th</sup> - Grade – regulation 15 feet
  - d. 6<sup>th</sup> Grade - The foul line is the regulation 15 ft. Note: Free-throw shooters may not touch or cross the line until the ball hits the rim.
8. Goal Height:
  - a. 1<sup>st</sup> and 2<sup>nd</sup> Grade: 8 feet, 6 inches
  - b. 3<sup>rd</sup> Grade: 9 feet
  - c. 4<sup>th</sup> - 6<sup>th</sup> Grade: 10 feet
9. Ball Size:
  - a. 1<sup>st</sup> and 2<sup>nd</sup> Grade - Size 5, 27.5”
  - b. 3<sup>rd</sup> Grade Girls Size 5, 27.5” - 3<sup>rd</sup> Grade Boys Size 6, 28.5”
  - c. 4<sup>th</sup> - 6<sup>th</sup> Grade: Size 6, 28.5”
10. After a dead ball the defense cannot guard until the ball and both feet of the dribbler touch the court entirely in the front court. The only exception if less than 20-point lead, teams may guard (man-to-man) press the entire floor during
  - a. 1<sup>st</sup> – 3<sup>rd</sup> Grade – NO PRESS
  - b. 4<sup>th</sup> – 5<sup>th</sup> Grade + 6<sup>th</sup> Grade Girls: the last 60 seconds of the game and last 60 seconds of overtime
  - c. 6<sup>th</sup> Grade Boys: the last period of the game and all of the overtime
11. Max Score: Each player will be allowed to score a maximum of [see below] points. If a player is fouled in the act of scoring their [see below] point, they will be allowed to shoot the resulting free throw. The player will be allowed to remain in the game, but if they score, the basket will not count and the opposing team will be given possession of the ball at half court. If the scored-out player is fouled subsequent to obtaining the maximum points and the foul results in free throws, the offensive team’s coach will designate a different player, from the other players on the court at the time of the foul, to shoot the free throws of the scored-out player.
  - a. 1<sup>st</sup> - 2<sup>nd</sup> Grade Max = 12 Points
  - b. 3<sup>rd</sup> - 4<sup>th</sup> Grade Max = 14 Points
  - c. 5<sup>th</sup> - 6<sup>th</sup> Grade Max = 20 Points
12. It is the intent of the League for all players to have equal playing time. Teams found in violation will forfeit the game. Repeated violations will make it so that coaches will no longer be allowed to coach in our program.
  - a. When a team has 8 players or more at the beginning of the game:
    - i. Every player must play 3 periods and no one shall play more than 4 periods.
    - ii. All players must sit out 1 period per half.
    - iii. No substitutions will be allowed during regulation play; however, substitutions will be allowed during OT play. If a player is removed during a period, that period shall count as a full period played. A substitute will also be charged with a full period played, however with the permission of the “Board Member in charge” a substituted player may return within the same quarter and the substitute will not be charged with a quarter played. The only exceptions being injury, illness, emergencies.

- b. If you do not have 8 players at the start of the game, please see the corresponding playing time.

**6 players:** Everyone plays 5 periods

**7 players:** Two play 5 periods, 5 play 4 periods

**8 players:** 6 play 4 periods, 2 play 3 periods

**9 players:** 3 play 4 periods, 6 play 3 periods

**10 players:** all play 3 periods

- 13. If a player arrives during the first half, the coach is only obligated to play that player one period in the first half. If a player arrives after the start of the second half, the coach is not obligated to play them. Normal rules apply to the remainder of the game.

- 14. Any team at game time with less than 4 players must forfeit.

15. Defense:

- a. Man-to-man defense must be used.
- b. Zone defenses are not allowed and will result in 1 warning per half. Each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball is awarded to the offensive team.
- c. Double-teaming:
  - i. 1<sup>st</sup> - 2<sup>nd</sup> Grade: No double team allowed
  - ii. 3<sup>rd</sup> - 4<sup>th</sup> Grade: Double Teaming the ball is permitted only in the free throw lane
  - iii. 5<sup>th</sup> - 6<sup>th</sup> Grade: Double Teaming the ball is permitted only in the 3-point arc
- d. Defensive players must be within 4 feet of their offensive player when the offensive player is inside the 3-point arc. The exception to the 4 feet rule is when the player with ball has their pivot foot in Double-Team Area.
- e. Help Defense is allowed outside the Double-Team Area, so long as it does not result in a double-team.

- 16. No offensive team shall run an offense that (in the judgement of the League Director or Representative) is designed as an isolation or clear-out type of offense. This will be 1 warning per half and each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball is awarded to the defensive team.

17. Technical Fouls

- a. Must be reported to the division director by head coach for record keeping.
- b. Player - Upon receipt of the first technical foul, the player must be subbed out of the game. The player can return to the game after consultation with their coach. Upon receipt of a second technical during the season, player should be removed from the game, the coach needs to submit to the executive board the occurrences of what happened for each technical foul and how the coach addressed the incidents internally. Failure to report the player's multiple technical situations can result in the coach being dismissed from the league. The executive board will determine if the player will be reprimanded with the potential of game suspension(s) or removal from the league. If the player receives three technicals throughout the season, they will be removed from the league pending executive board approval and cannot attend any future events for that season. The executive board will also determine if the player will be allowed to return for any future programs.
- c. Coach - Upon receipt of a second direct technical foul during the season, the head coach must appear before the executive board before his/her next scheduled practice. At such time the executive board will decide whether or not the coach will retain his/her team. Upon receipt of the third technical foul, the coach will automatically lose his/her team for the season and the executive board will appoint a coach as a replacement. The same rule applies to assistants.

- 18. League Directors or their proxies (Board Members) may assess a technical foul by informing the coach during the game. This technical will not be shot, but it will count toward the coach's total.

19. Any head coach may be called before the Board for unsportsmanlike conduct by his/her coaches, players, or fans.
20. Only players, the head coach and an approved assistant coach are allowed on the bench during the game. Only League Directors or proxies, scorekeepers and timekeepers are allowed by the stage areas. No Adults or Children are allowed on the stage.
21. The home team shall furnish the timekeeper (1<sup>st</sup> and 2<sup>nd</sup> Grade – Score will not be kept on scoreboard until the last two games). Away team will furnish a scorekeeper. Score keeper will keep track of playing time for each player as indicated on score sheet. Additionally, score keeper will keep track of max points for players and notify referees if anyone reaches the max allowable points.
22. All players and coaches must carry (not wear) basketball shoes to be worn in the gym for games and practice sessions.
23. All shoes worn by players and coaches must be NON-MARKING soles.
24. Tournament –
  - a. 1<sup>st</sup> – 2<sup>nd</sup> Grade - No end of season tournament
  - b. 3<sup>rd</sup> – 6<sup>th</sup> Grade - Regular season standings will be kept; the tournament will be seeded by ranking at completion of regular season games or as determined by the league. Game results should be submitted to the league director by the home team immediately following the game. Trophies will be determined by BJBL.
25. All rules and regulations not specifically listed as special for this league shall be governed by the basketball rules as published by the Indiana High School Athletic Association.