

LITTLE DRIBBLERS' BASKETBALL, INC.

SPECIAL PLAYING RULES

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

1. QUALIFICATION:

Each player on the team roster who is present (10) minutes before the scheduled starting time of the game shall be required to play one complete, uninterrupted, quarter of play. In the event one team has one player less than its opponent, the team having the greater number of players shall draw at random from the opponent's players. The player drawn shall be required to play two uninterrupted quarters of play.

Note: The official scorer must enforce this rule on his own or upon notification by one of the team coaches. The official scorer must notify the team before the fourth quarter if one or more players have not qualified by playing one complete, uninterrupted quarter for the penalty to be assessed.

Penalty: Forfeit

Clarification: 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 returns to play, the player must play one full, uninterrupted quarter to be qualified.

Additionally: If a player fouls out of the game before completing one full, uninterrupted quarter, the player is considered qualified.

2. ZONE DEFENSE:

(The following rule is not applicable in the Major or Senior Divisions)

Junior Division: A zone defense shall not be permitted at any time during the game.

Penalty: Technical Foul. Repeated violations may result in forfeiture of the game.

Comment: A zone defense penalty should be called when:

- A defensive player plays the ball as opposed to guarding an offensive player ("chasing the ball"), or
- A defensive player guards an area of the court as opposed to guarding an offensive player.

Additionally: “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 not require the defensive player to remain within a certain distance of his offensive player unless required by the National Federation Rules. (This rule does not require a team to guard the person throwing in the ball on an inbounds play.)

The rule intends to prevent the “chaser” defense, where one or more players chase 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 situation is easily detected by anyone knowledgeable of basketball and should be strictly enforced. This rule is applicable in the front court and backcourt.

Coaches and players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation the same. A good team will be coached to adapt its offense and defense based on 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 as the zone defense rule.

3. DEFENSE IN THE BACKCOURT

(This rule is not applicable in the Major or Senior Divisions)

Junior Division: Defense in the backcourt is prohibited except during the fourth quarter of the game and any overtime.

This rule shall not be interpreted to allow a “free” outlet pass starting a fast break or to allow rolling the ball during the inbounds of the ball.

4. ISOLATION OFFENSE

(This rule is not applicable in the Major or Senior Divisions)

No isolation-type offense involving one or two players will be permitted. Clearing the floor to one side for a one-on-one or two-on-two offense is prohibited. Teams must involve all players in the offensive pattern. This will be a judgment call of the official.

Junior Division: This rule is applicable during the entire game including overtime play.

Penalty: Technical Foul

5. ALL-STAR ROSTERS

American and National Leagues:

Tournament rosters must consist of a minimum of ten (10) players and a maximum of twelve (12) players. Teams must play their first tournament game with a minimum of ten (10) players. After the first game, the team may consist of less than ten players in case of player(s) injury, illness, or school-related conflict. Tournament teams may never consist of less than eight (8) players.

Continental Leagues:

Tournament All-Star Rosters must consist of a minimum of eight (8) players and a maximum of twelve (12) players. Teams must play their first tournament game with a minimum of eight (8) players. After the first game, the team may consist of less than eight players in case of players' injury, illness, or school-related conflict. Tournament All-Star teams may never consist of less than seven (7) players.

All leagues: Tournament

It is recommended that tournament teams select more than the minimum number of players. You must have the minimum number of players for your division to start a tournament. By selecting alternates, you avoid having to forfeit due to player injury or illness.

Before each game, teams must designate which players will be alternates in the official scorebook. Alternates may play at any time but do not have to qualify.

6. LANE VIOLATION:

- Junior Division: the 3-second lane violation rule will be changed to a 5-second lane violation rule.
- Major and Senior Divisions: the rule will remain 3 seconds.

7. FREE THROW LINE:

In the Junior Division, the free throw line shall be 13'6" from the plane of the face of the backboard.

8. BASKET:

(Junior Division only) The basket shall be 8'6" from the floor. The basket for the major and senior divisions will be 10' from the floor.

9. BALL:

- Girls Junior, Girls Major, Girls Senior, and Junior Boys-
Official Women's ball (size 6 28 ½-29 in)
- Boys Major and Senior divisions.
Men's ball (size 7, 29 ½ -30 in.)

10. UNIFORMS:

- It is suggested that you have a light and dark uniform for your tournament teams. Shirts must have numbers on the FRONT and BACK. The player's name, team name, or sponsor's name are allowed on the uniform.
- Numerals 0-5 are the only numerals to be used on uniforms. Numerals 6-9 are not allowed.

11. 3-POINT RULE:

There will be no 3-point rule in the Junior Division. *The 3-point shot is allowed and will be counted in the Major and Senior divisions.*

12. CLOCK:

- Each quarter will be six (6) minutes.
- The clock is to be stopped on every official whistle and every dead ball.
- There is never a “Running” clock during a Regional or National tournament.
- Time Outs: One (1) minute
- Half Time: Three (3) minutes

13. MERCY RULE:

Defense in the backcourt is prohibited when the winning team is at least 20 points ahead of the other team. This rule applies to all local league games in all divisions. This rule will also be enforced in all age divisions division during all Regional and National Tournament games.

Penalty: Technical Foul

