

# 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. **Officials:**

1. The Tournament Host will provide two qualified officials currently in good standing with the official state organization for the area (THSBOA).
2. The host league must require the head tournament official to put on a Rules Clinic before the tournament for all officials assigned to call Rookie or Junior Division games.
3. The host president and the head official must certify in writing that these requirements have been completed. This certification must be submitted to Little Dribblers' Headquarters before the start of the tournament.
4. Only officials who completed the Rules Clinic and were certified to call Little Dribblers' Special Playing Rules can be assigned to games involving the Rookie and Junior teams.
5. Officials calling the Rookie and Junior Division games must agree to call all Special Little Dribblers Playing Rules.
6. Officials who reside in the host city shall not call games involving the host teams.

### 2. **QUALIFICATION:**

### 3. **Definition:** One complete, uninterrupted quarter means that the player enters the game at the beginning of a quarter and plays the entire quarter.

1. Each player on the 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.
2. 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.
3. If a player is injured during the quarter and cannot 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.
4. A player who has fouled out of the game is considered qualified.
5. The penalty for failing to qualify all required players is a forfeit.

6. The enforcement of this rule is the responsibility of the official scorekeeper. **For the penalty to be assessed, the official scorekeeper must notify the teams before play begins for the fourth quarter if a player or players have not qualified, giving them a chance to qualify them in the fourth quarter.**

#### 4. ZONE DEFENSE:

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

1. **Definition:** a system of defense in which each player guards an assigned area of the court rather than a specific opponent or chases the ball.
2. Rookie and Junior Division: A zone defense shall not be permitted at any time during the game.
3. Penalty: Technical Foul: Repeated violations may result in forfeiture of the game. The technical foul will be a team foul.
4. 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),
  - 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.
  - Note: Coaches and players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation the same. Coaches should adapt their 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.

**5. DEFENSE IN THE BACKCOURT** (This rule is not applicable in the Major or Senior Divisions)

1. Rookie & Junior Divisions: Defense in the backcourt **is prohibited** except during the fourth quarter of the game and any overtime.
2. 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.

**6. ISOLATION OFFENSE**

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

1. 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.
2. This will be a judgment call of the official.
3. Rookie & Junior Divisions: This rule is applicable during the entire game including overtime play.
4. Penalty: Technical Foul

**7. ALL-STAR ROSTERS**

1. **Teams must start each All-Star Tournament with the minimum number of players required for their division.**
2. **American and National Leagues:**  
Rookie Division-Minimum 10 players, Maximum 12 players  
Junior Division-Minimum 10 players, Maximum 12 players  
Major Division- Minimum 10 players, Maximum 12 players  
Senior Division-Minimum 8 players, Maximum 12 players
3. **Continental Division:**  
Rookie Division-Minimum 8 players, Maximum 12 players  
Junior Division-Minimum 8 players, Maximum 12 players  
Major Division-Minimum 8 players, Maximum 12 players  
Senior Division-Minimum 7 players, Maximum 12 players
4. All leagues: Alternates  
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.
5. 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.

**8. LANE VIOLATION:**

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

## 9. FREE THROW LINE:

Major and Senior Divisions-15'0" from the front of the backboard.

Junior Divisions- 13'6" from the front of the backboard.

Rookie Division-12'0" from the front of the backboard.

## 10. BASKET:

1. Rookie & Junior Divisions -The basket shall be 8'6" from the floor.
2. Major & Senior Divisions-The basket shall be 10' from the floor.

## 11. BALL:

1. Boys & Girls Rookie Division-Ball size 6 (28 ½ -29 in)
2. Boys & Girl Junior Divisions- Ball size 6 (28 ½ -29 in)
3. Girl Major Division- Ball size 6 (28 ½ -29 in)
4. Girls Senior Division- Ball size 6 (28 ½ -29 in)
5. Boys Junior Division-Ball size 6 (28 ½ -29 in)
6. Boys Major & Senior Divisions-Ball size 7 (29 ½ -30 in)

## 12. UNIFORMS:

1. 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.
2. Numerals 0-5 are the only numerals to be used on uniforms. **Numerals 6-9 are not allowed in any combination.**

## 13. 3-POINT RULE:

1. There will be no 3-point rule in the Rookie & Junior Divisions.
2. The 3-point shot is allowed and will be counted in the Major and Senior divisions.

## 14. CLOCK:

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

## 15. MERCY RULE:

1. 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.
2. This rule will also be enforced in all age divisions division during all Regional and National Tournament games.
3. Penalty: Technical Foul