

Jr. Comet Basketball League 2024-25

Kindergarten

General Information

1. The actions of all Coaches, Players, and Fans should glorify God in the spirit of Christian Fellowship. This league was established for the social and physical development of players. The goals of the league are to teach basketball fundamentals, promote sportsmanship, and develop a love of the game.
2. All games will begin with prayer. The home team will lead the prayer. On the schedule, the visiting team is listed first and will sit to the right of the scorekeeper. The home team is listed second and will sit to the left of the scorekeeper. Teams should warm up opposite their bench.
3. Play will begin on December 14th and run through February 15th. Games will be on Saturdays on the Bishop Kelley campus and other Diocesan schools when necessary.
4. **Teams need 4 players to play a game. Teams will have 10 minutes after the scheduled start time to field 4 players or a forfeit occurs. If a team needs to borrow a player to start the game, you can borrow from another team from your school. The 2 coaches (as well as the coach who is loaning the player) must agree on what player will be shared. If the 4th player shows up, the borrowed player is no longer needed and should then leave the game.**
5. Players should attend the school they are playing for OR support that parish. (We need to be aware of any player that does not attend the school but is on the team.)
6. Additional information will be posted on our website – www.jrcomethoops.com If you have any questions, comments or concerns feel free to email us at jrcmethoops@bishopkelley.org

Game Rules

1. Games

- a. Length - each game will consist of four 6-minute quarters. The clock will stop during the last minute of each half and when there is an excessive stoppage in play (i.e., FT's, injuries). The score will be erased after each quarter. Each team will have **3 timeouts** per game.
- b. Teams will play 4 on 4.
- c. Games will start with each player on the roster shooting a FT that will count towards the team's 1st quarter score.
- d. Coaches are not allowed on the floor.

2. Defense

- a. All teams must play a man-to-man defense. Switching and helping is allowed, double teaming is not. Zones are not allowed. No press of any type is allowed.
- b. No player fouls are kept. Team fouls will be kept, with 2 shots awarded after the 5th foul of each quarter. Team fouls reset each quarter. If constant fouling occurs by an individual player, the referee has the discretion to ask the coach to remove said player until the next dead ball.

3. Offense

- a. No stalling or four corners offense. The offense must purposefully attack the defense.
- b. Isolation plays are not a part of Jr. Comet Basketball. It takes away the opportunity for all players to improve.
- c. There will be no 3-point shots.

4. Violations

- a. Kindergarten - Only excessive traveling and double dribbling will be called. The offensive team will keep possession after the referee's instruction.
- b. If a team stalls, they will receive a warning from the official. The next time results in a turnover.

5. Playing Time

- a. All players will play at least 2 full quarters. **No substituting within a quarter unless an injury occurs.**
- b. There is a limit of 8 players per roster. The league must approve any roster with more than 8.

6. Misc. Rules

- a. Free throw lines: 10 feet
- b. Goal height – 8.0 feet
- c. Ball size: 27.5