

Jr. Comet Basketball League 2023-24

3rd Grade

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 home team is listed second and will sit to the left of the scorekeeper. The visiting team is listed first will sit to the right of the scorekeeper. Teams should warm up opposite of their bench.
3. Play will begin on December 2nd and run through February 17th (tournament). Games will be on Saturdays on the Bishop Kelley campus and other Diocesan schools when necessary.
4. **Teams need 5 players to play a game. Teams will have 10 minutes after the scheduled start time to field 5 players or a forfeit occurs. You may NOT borrow players from other teams. A roster for each team will be submitted at the beginning of the season including names and numbers. A game day roster will need to be filled out at the scorer's table prior to each game. If a team does not have 5 players to play the game, it will go down as a forfeit in the standings if it can't be rescheduled. We will make every effort to reschedule games when informed of a player shortage at least 24 hours prior to the game. There is no guarantee that games will be rescheduled, it will be based on gym (referee) availability.**
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 jrcomethoops@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). Each team will have **3 timeouts** per game.
- b. Coaches are not allowed on the floor.
- c. Overtime - There will be 1-minute overtime if the game ends in a tie. If it is still tied at the end of overtime, we will go to sudden death (first team to score, wins).

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 a one and one shot on the 7th team foul and two shots on the 10th.
- c. 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. Walking and double dribbling will be called progressively tighter as the season progresses. The offensive team will keep possession after the referee instruction.
- b. All other high school rules will apply. Violations will result in a change of possession.
- c. Team fouls will be kept. On the 5th team foul of the quarter the opposing team will shoot 2 shots (no more 1 and 1). Fouls will reset each quarter.

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 10 players per roster. The league must approve any roster above 10.

6. Misc. Rules

- a. Free throw lines: 12 ft
- b. 3rd Grade Goal Height: 9 ft
- c. 3rd Grade Ball Size 28.5"