

**Jr. Comet Basketball League 2023-24**  
**4th and 5th Grade Leagues**

**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 and will sit to the right of the scorekeeper. Teams should warm up opposite of their bench.
3. Play will begin on December 2<sup>nd</sup> and run through February 17<sup>th</sup> (tournament). Games will be on Saturdays on the Bishop Kelley campus and other Diocesan schools (Monte Cassino and Marquette) 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](http://www.jrcomethoops.com) If you have any questions, comments or concerns feel free to email us at [jrcomethoops@bishopkelley.org](mailto:jrcomethoops@bishopkelley.org)

**Game Rules**

1. **Games**
  - a. Length - each game will consist of four 5-minute quarters. The clock will stop on every dead ball (HS rules). 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. Switching and helping is allowed, double teaming is not.
  - b. Individual player personal fouls as well as team fouls will be kept. A player will be disqualified with their 5<sup>th</sup> personal foul. One and one will be shot on the 7<sup>th</sup> team foul and two shots on the 10<sup>th</sup> of each half.
  - c. Zone defense is allowed in the 4<sup>th</sup> and 5<sup>th</sup> grades.
  - d. Pressing and zone-trap defenses (for example 1-3-1 half court trap) ARE allowed ONLY during the 4<sup>th</sup> quarter for both 4<sup>th</sup> and 5<sup>th</sup> grades. If a team is up by 10 points or more, pressing is not allowed.
3. **Offense**
  - a. There is a 3-point line in the 4<sup>th</sup> and 5<sup>th</sup> grades.
  - b. Four corner offenses and stalling are legal but are not encouraged.
4. **Violations**
  - a. 4<sup>th</sup> & 5<sup>th</sup> grades - High School rules will apply.
  - b. Violations will result in a change of possession.
  - c. Player and team fouls will be kept. Players will foul out on their 5<sup>th</sup> personal foul.
  - d. On the 5<sup>th</sup> 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. **Substitutions will be allowed during the quarter, so it is up to the coach to make sure each player plays half the game.**
  - b. There is a limit of 10 players per roster. The league must approve any roster with more than 10
6. **Misc. Rules**
  - a. Free throw lines: 15ft
  - b. Goal height: 10ft
  - c. Ball size: 28.5