

Little Dribblers Basketball Rules

(Nov 2021 Revision)

The Object of this league is to:

Develop skills, character, sportsmanship, leadership and to promote good will among our teams and individual players by providing a wholesome, enjoyable recreational opportunity for all participants.

The current rules governing the UIL State High School Basketball will apply to the League, except as modified below:

1. Age Classification – Little Dribblers 4-6 yrs old (K and 1st grade)
2. Roster Limit: Each team shall have no fewer than 5 and no more than 12 players.
3. Playing the Game:

Time

- Games consist of FOUR (8) minute periods.
- Two games MAY be run concurrently on the same game clock (if permitted)
- The game clock will be live and running for the entirety of the game
- Coaches will be required to follow an equal time rule for all players. Substitutions per period should occur at the Four (4) minute mark at which time the clock will stop for 1 min to allow changing of the wrist bands.
- Warm-ups will not exceed three minutes.
- No Half-time will be permitted.
- Overtime will not be permitted.
- One coach will be allowed on the court at all time with the players. If you choose to put one on the offensive end and one on the defensive end that is acceptable but only one can occupy the active court space.
- No tip off will occur. Instead the home team will bring the ball in at halfcourt at the beginning of the game.
- Clock and Book: the Home team will supply the book keeper and the Visitor team will supply the clock keeper. The game book and the stop watch/buzzer will be supplied by the gym facility. Unless the facility provides one for you.

Defense

- Upon change of possession, the defense MUST retreat and allow the offense an open court to advance the ball into the offensive zone.
- Coaches MUST encourage all five players to retreat to 'normal' defensive basketball positions at the change of possession – from a rebound, turnover or inbound play.
- Defense MUST be set before the offense advances the ball across the half-court line. • Players cited for two fouls in any given period MUST sit out the remainder of the period. IF the team has no substitutions available then the team will play shorthanded.
- No Foul Outs, and No in-game free-throws. Defensive fouls will award possession back to the offensive team.

- Colored wrist bands will be used in order to help learn proper defensive skills for man-on-man. However, during a fast break situation any defensive player can stop the advancement of the ball.
- Players shall not reach in and forcibly (take from hands) take possession of the ball away from the offensive team. Change of possession is permitted if the ball is knocked/swatted away during the dribble.
- Simultaneous possession of the ball (jump ball situations) shall be awarded to the player controlling the ball first. Gameplay will resume at that point or will be taken out and re-entered into play, depending on the offensive or defensive situation.

Offense

- All games will be played with the rims set at 8 feet above the court or as low as we can set the rim.
- Offensive team will have 10 seconds to bring the ball across mid-court.
- Offensive players are not allowed to travel with the ball. After 5 steps with no dribbling attempted or completed the coach of the Offensive team will stop play and rotate a new player into possession of the ball. The team shall not lose a possession.
- Out of bounds areas should be enforced **as closely as possible** while still allowing for free moving game play. If a possession is going out of bounds into an occupied area (spectator areas, other court areas, etc) or an area that poses a danger to the players, then play shall be stopped and possession shall be awarded to the team who did not have last touch before the ball leaving play.
- In-bounds plays may be used at the discretion of the coaches and may depend on the age and or skill level of the offensive team on the court. If no in-bounds play is requested, the Offensive coach may choose to enter the ball into play by handing or passing it to a ball-handler.

Teams

- A team must have 5 players suited up and ready to play at tip-off. IF one or both teams is unable to muster the appropriate number of players, coaches should do everything possible to get the game played (four on four, etc).
- Substitutions: IF a player has to come out of the game during a period of play, the substitution player will be the next player in rotation.
- ALL COACHES/REFEREE'S CALLS ARE FINAL. All issues with the officiating will be addressed to the Site Basketball Coordinator. The Referees HAVE THE RIGHT TO EJECT COACHES, PLAYERS, PARENTS, AND SPECTATORS at their sole discretion. Any ejection during a game, or any misconduct before, during or after a game can be cause for one or all of the following: a one game suspension for a first offense, a letter of reprimand for coaches misconduct, or a season ban for multiple offenses. Any disputes shall be referred to the North Texas Interlock Grievance Committee for proper adjudication. Coaches are responsible for the behavior of the players on their teams, and are strongly encouraged to ensure parents are involved in a healthy and respectful manner.