



roseheights CHURCH

Rose Heights Church Official Basketball League

Special Playing Rules [taken from <http://tylerdribblers.com/> with some adaptations]

The Official Basketball Rules as 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. QUALIFICATION:

Each player on the team roster who is present (10) minutes before the scheduled starting time of the game shall be required to play one complete quarter of play. In the event one team has two or more players less than its opponent, the team having the greater number of players shall draw at random from the opponent's players. The players drawn shall be required to play two uninterrupted quarters of play.

Note: It is the duty of the official scorer to enforce this rule on his own or upon notification by one of the team coaches. The official scorer must notify the team in violation of this rule prior to the fourth quarter.

Penalty: Forfeit

Clarification: One complete quarter is defined as playing one full, uninterrupted quarter. If a player is injured during the quarter and is unable to return for the remainder of the game, the player is considered qualified due to injury. However, if the player is able to return to play, the player must play one full, uninterrupted quarter in order to be qualified. Additionally: If a player commits 3 or more fouls prior to completing one full, uninterrupted quarter, the player is considered qualified.

2. ZONE DEFENSE:

All-Pro Division: A zone defense shall not be permitted during the first 3 quarters of the game.

All-Star Division: A zone defense shall not be permitted during the 1st half of the game.

Penalty: 1st offense: warning, subsequent offenses: Technical Foul.

Comment: A zone defense penalty should be called when:

a.) A defensive player plays the ball as opposed to guarding an offensive Player ("chasing the ball"), or

b.) A defensive player guards an area of the court as opposed to guarding an offensive player.

Additionally: Whether or not a defensive player is "zoning" will be a judgment call of the official. Officials are cautioned that the zone defense rule does not prohibit a defensive team from "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 intent of the rule is to prevent the "chaser" defense, where one or more players chases 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 of these situations is easily detected by anyone knowledgeable of basketball and should be strictly enforced. This rule is applicable in the frontcourt and backcourt.

Coaches and players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation exactly the same. A good team will be one that is coached to adapt its offense and defense according to 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 with the zone defense rule.

3. DEFENSE IN THE BACKCOURT

All-Pro Division: Defense in the backcourt is prohibited during the first 3 quarters of the game.

All-Star / Senior Division: Defense in the backcourt is prohibited during the 1st half of the game.

Penalty: 1st offense: warning, subsequent offenses: Technical Foul

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. The defense must retreat to half court only when the offense clearly possesses and is in full control of the ball.

Note: Defense in the backcourt is prohibited when the winning team is at least 20 points ahead of the other team.

4. ISOLATION OFFENSE:

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 of its players in the offensive pattern. This will be a judgment call of the official.

All-Pro Division: This rule is applicable during the entire game including overtime play.

Penalty: 1st offense: warning, subsequent offenses: Technical Foul

5. LANE VIOLATION:

In the All-Pro Division, the 3-second lane violation rule will be changed to a 5-second lane violation rule. In the All-Star division, the rule will remain as 3-seconds.

6. FREE THROW LINE:

In the All-Pro Division only, the free throw line shall be 13'6" from the plane of the face of the backboard. When using the goals that "hang over" the 10 foot goals, the standard free throw line will be used since the temporary goals protrude forward almost 1.5 feet.

7. BASKET:

(Applicable to the All-Pro Division only). The basket shall be 8'6" from the floor. The basket for the All-Star and senior divisions will be 10' from the floor.

8. BALL:

The official Women's ball (28.5 in) shall be used in the following divisions: Girls All-Pro, Girls All-Star, Girls Senior and All-Pro Boys. The official Men's ball (29.5 in) will be used in the Boys All-Star and Senior divisions.

9. UNIFORMS:

It is suggested that you have a light and dark uniform for your tournament teams. Shirts must have numbers on the BACK. Player' name, team name or sponsors name are allowed on the uniform. Numbers 1-10 are the only numbers to be used on uniforms.

10. 3-POINT RULE:

There will be no 3-point rule in the All-Pro Division. The 3-point shot is allowed and will be counted in the All-Star divisions.

11. Game Clock:

All divisions: 6 minute quarters, 5 minute halftime, and 2 minute overtime periods. If the game is still tied after 2 overtime periods, it will be declared a tie. Standard start/stop clock will be used. A running clock will be used in the 4th quarter if one team is ahead by 20 or more points. Teams will be allowed a minimum of 5 minutes of warm-up time prior to the start of the game. (i.e. if the 9:00 game is running late, the refs shall not force a tip-off for the following game without giving teams at least 5 minutes to warm up).

12. Time outs:

Each team will have 2 timeouts per half. 1 unused 1st half timeout may be carried over to the 2nd half. Each team will only have 1 timeout in the 1st overtime period. There will be no timeouts in any subsequent overtime periods.