
Little Dribblers

K-1ST

1. To allow the game to be played, double dribbling and traveling will be left to the discretion of the head coaches. Both violations should be called minimally to not at all at the beginning of the season. By seasons end, more calls should be called for major violations for double dribbling and traveling, but again it will be up to the coaches in charge of the games.
 2. In jump ball situations, the possession will alternate.
 3. No child may foul out. If a child is perpetually fouling the other team, she or he should be removed from the game for an appropriate period of time to adjust their game play.
 4. All fouls will result in the ball being passed back into play (no foul shots).
 5. All defense must be played from inside the three point arc. Man on Man or Zone defense is acceptable, but no double teaming or trapping is allowed.
 6. Defenders may not steal the basketball from a player dribbling or holding the basketball.
 7. Any pass made within the arc may be intercepted.
 8. Blocked shots may only occur when the defensive player is between the shooter and the basket. The defender may not jump and must have both hands straight above the head in a proper defensive position. A shot may not be blocked from the side or behind as well.
 9. Two 20 minute halves and a 5 minute half time.
 10. The clock only stops for timeouts.
 11. One timeout per half. The first half timeout will not carry over to the second half.
 12. Substitutes should be called at or around 5, 10, and 15 minute marks of each half.
 13. The rim will be set at 8 feet.
 14. For this league, keeping score is discouraged. Wins/losses are not recorded. This is a learning league.
 15. Sportsmanship is **MANDATORY!!**
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1. Each game will begin by a jump ball -- it's fun!
 2. Each basketball game will consist of two twenty minute halves with a running clock the entire time (excludes free throws, substitutions, injury, and stoppage of play within the last minute of the 1st half and game) and a 5 minute half time.
 3. Each team will receive one timeout per half. Unused timeouts do not roll over.
 4. Substitutions will occur only at the midpoint of each half. The only other time you may sub is during an injury, equipment failure, or during a time out.
 5. Jump balls go to the team that the possession arrow is facing. The possession arrow will switch direction after each jump ball and start of the second half.
 6. No defense can be played until the offense fully brings the basketball across the three-point line. Either team can play on any loose ball beyond half court.
 7. Double team defense is not allowed. Man or Zone defense is allowed. No fast breaks.
 8. Free throws will result only after a shooting foul. Team fouls will not be recorded.
 9. The rim will be at 8 ft in all 2nd/3rd grade games. The game basketball is 27.5in.
 10. Any flagrant or over excessive fouling will result in an immediate substitution of the offending player or further action.
 11. Double dribbling and traveling will be called if it is being grossly done, or it gives the player/team a competitive advantage. All violations will result in a turnover.
 12. Only the Head Coach and Assistant Coach may be on the sideline with the players (unless an injury occurs).
 13. Each coach must appoint a scorekeeper to keep track of the score.
 14. One coach is allowed on the court at a time, for teaching purposes only.
 15. Overtime- 4 Min quarter(s). Play until the tie is broken. (Post Season Only)
 16. Sportsmanship is **mandatory 100% of the time!**
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