

Brownsburg Junior Basketball League
Information and Rules
3rd Grade Boys

(Revision Approved 10/22/06)

A. General Information

1. A schedule of all games and practices will be distributed to all coaches.
2. The team number appearing first on the schedule will be the home team and will use the bench farthest from the gym entrance. The home team will wear white and the visitors will wear purple.
3. A player or player's parents is expected to call their coach if, for any reason, the player is to be absent for a game or practice session.
4. Players may be permanently dropped or temporarily suspended for reasons of discipline, non-participation, or repeated missing of practices or games (without a legitimate excuse). The Board of Directors will make all final decisions on either the dismissal or suspension of a player.
5. There will be no practices or team meeting held at any time or place other than those designated by the League Director.
6. Any practice called off due to weather or other emergencies will not be rescheduled. School days cancelled or dismissed early due to weather or other emergencies will automatically cancel that evening's scheduled activities.
7. Any player with a cast, splint, etc., will not be allowed to play or practice. Players must remove any jewelry before practice and games.

B. Rules

1. Games will consist of (6) 3-minute stop clock periods.
2. Overtime periods will be 2 minutes.
3. Half time will be 3 to 5 minutes at the discretion of the League Director (or representative).
4. There are 2 allowable timeouts per half and 1 additional time-out for each overtime. Unused timeouts do not carry forward from the first half to the second half or to the overtime(s). Consecutive dead ball time-outs cannot be called.
5. The over and back rule will be enforced.
6. The 3-second foul lane becomes 6 seconds.
7. Free-throw shooters must start with both feet behind the free-throw line, which will be 12 feet. To encourage proper shooting technique, free-throw shooters will be allowed to hop over the line during the shot. However, the shooter must immediately stay put until the ball hits the rim. (Coaches should encourage stronger players to stay behind the line, if possible).
8. The goal height is 9 ft.
9. The defense cannot guard until the ball and both feet of the dribbler touch the court entirely in the front court. The only exceptions are that a team may guard (man-to-man) press the entire floor during the last 30 seconds of the game, and the last 30 seconds of the overtime.
10. Five personal fouls disqualify a player.
11. A successful shot from the back of the center-line will not count when the ball is taken out from the back half of the court, except for the last 30 seconds of the regulation and last 30 seconds of overtime. The penalty for a successful shot during all other times is ball out of bounds at center court to the opposite team.
12. The 1-and-1 bonus foul shot will be taken on the 7th team foul each half. The double bonus foul shots will be taken on the 10th team foul each half.

13. Each player will be allowed to score a maximum of 14 points. If a player is fouled in the act of scoring his 14th point, he will be allowed to shoot the resulting free throw. The player will be allowed to remain in the game, but if he scores, the basket will not count and the opposing team will be given possession of the ball at half court. If the scored-out player is fouled subsequent to obtaining the maximum points and the foul results in free throws, the offensive team's coach will designate a different player, from the other players on the court at the time of the foul, to shoot the free throws of the scored-out player.
14. It is the intent of the League for all players to have equal playing time. When a team has 8 players or more at the beginning of the game:
 - Every player must play 3 periods and no one shall play more than 4 periods.
 - All players must sit out 1 period per half.

No substitutions will be allowed during regulation play; however, substitutions will be allowed during OT play. If a player is removed during a period, that period shall count as a full period played. A substitute will also be charged with a full period played, however with the permission of the "Board Member in charge" a substituted player may return within the same quarter and the substitute will not be charged with a quarter played.

The only exceptions being injury, illness, emergencies, and rules 10, 15, and 16.

Teams found in violation will forfeit the game.

15. If a player arrives during the first half, the coach is only obligated to play that player one period in the first half. If a player arrives after the start of the second half, the coach is not obligated to play him. Normal rules apply to the remainder of the game.
16. Any team at game time with less than 4 players must forfeit.
17. Man-to-man defense must be used. Zone defenses are not allowed and will result in 1 warning per half. Each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball is awarded to the offensive team.

Double-teaming the ball is permitted only in the free throw lane. Defensive players must be within 4 feet of his offensive player when the offensive player is inside the 3 point arc. The exception to the 4 feet rule is

when the player with ball has his pivot foot in the free-throw lane. Help Defense is allowed outside the free throw lane, so long as it does not result in a double-team.

18. No offensive team shall run an offense that (in the judgment of the League Director or Representative) is designed as an isolation or clear-out type of offense. There will be 1 warning per half and each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball is awarded to the defensive team.
19. Upon receipt of a second direct technical foul during the season, the head coach must appear before the Board before his/her next scheduled practice. At such time the Board will decide whether or not the coach will retain his/her team. Upon receipt of the third technical foul, the coach will automatically lose his/her team for the season and the Board will appoint coach as a replacement. The same rule applies to assistants.
20. League Directors or their proxies (Board Members) may assess a technical foul by informing the coach during the game. This technical will not be shot, but it will count toward the coach's total.
21. Any head coach may be called before the Board for unsportsmanlike conduct by his/her coaches, players, or fans.
22. Only players, the head coach and an assistant coach are allowed on the bench during the game. Only League Directors or proxies, scorekeepers and timekeepers are allowed by the stage areas. No Adults or Children are allowed on the stage.
23. The home team shall furnish the timekeeper. Both teams will furnish a scorekeeper.
24. All players and coaches must carry (not wear) basketball shoes to be worn in the gym for games and practice sessions.
25. All shoes worn by players and coaches must be NON-MARKING soles.

26. Regular season standings will not be kept; the tournament will be seeded by a blind draw at completion of regular season games. This is to encourage all coaches to focus on the fundamentals more than having a good tournament seeding. Trophies will be awarded as follows:
- Tourney Champs
 - Tourney Runner-ups
 - 3rd Place
 - 4th Place
27. All rules and regulations not specifically listed as special for this league shall be governed by the basketball rules as published by the Indiana High School Athletic Association.