

Philosophy

The Little Indians Boys Basketball program is focused on giving players a chance to have fun, learn, and play the game of basketball under organized conditions and in good sportsmanship.

1. UNSPORTSMANLIKE CONDUCT

1. There will be no toleration for unsportsmanlike conduct from players or coaches (this involves but is not limited to physical altercations or verbal/nonverbal communication detrimental to the Program).
2. At the conclusion of each game, players and coaches will shake hands with the opposing team.
3. Any player or coach ejected from a game for any reason will not be allowed to participate in the next game played by their team. A second offense will result in an ejection from the League, and the player or coach ejected will not be permitted to attend or participate in future League activities (practices, games, etc.). All protests will be at the discretion of the League Administrators.
4. If a parent or guardian is ejected from a game or from the game facility, their child is also ejected. The parent or guardian will not be permitted to attend the next game played by their child's team. The child will also not be permitted to participate in that team's next scheduled game. A second offense will result in an ejection from the League, and the parent or guardian (and their child) ejected will not be permitted to attend or participate in future League activities (practices, games, etc.). All protests will be at the discretion of the League Administrators.

2. GAME LENGTH AND CLOCK

1. Games will be a maximum of 60 minutes in length, with four 8-minute quarters - with a running clock.
2. Warm ups be approx. 5 minutes in length and halftime will be approx. 3 mins.
3. If necessary, a two-minute overtime period will be played.
4. If necessary, a second two-minute overtime period will be played.
5. If the score is tied after the 2nd overtime period, the result will be a draw.
6. The clock will stop for free throws in the last 30 seconds of quarters 1-3 and the last 2 minutes of the fourth quarter.
7. The clock will stop for dead balls during the last two minutes of the fourth quarter and overtime period.

3. PLAYING TIME

1. Each player must play at least one full quarter from start to finish.
2. Players are expected to play as evenly as possible.
3. Players accumulating five fouls will be disqualified from the game.
4. Coaches have the right to deny playing time due to misconduct or missed practices, but this must be explained to the officials, opposing coaches, and League Administrators on or before the day of the game.

4. DEFENSE (3rd/4th grade)

1. Defensive players must pick up their man at the half court line.
2. Teams must play man-to-man defense for the entirety of the game.
3. Help-side defense is permitted, but double-teaming may only occur in the "paint".

4. In the last 2 minutes of the 4th quarter, teams can press full court, maintaining man-to-man defense. No double teaming or trapping.

5. DEFENSE (5th/6th grade):

1. For the first three quarters, defensive players must pick up their man at half court and play man-to-man defense.
2. For the first three quarters, help-side is permitted, but double-teaming may only occur in the “paint”.
3. In the fourth quarter and overtime, teams are permitted to press and trap but they must run a man-to-man defense in the half-court.
4. If a team is ahead by 10 points or more in the fourth quarter or overtime, then rule 5c is invalid and teams must abide by rules 5a and 5b. Upon the first offense of violation of this rule, teams will be warned. Subsequent offenses will result in a technical foul each time.

6. FREE THROWS

1. Shooting fouls that are not converted will result in one point and one free throw attempt.
2. A converted shooting foul will result in two points and one free throw attempt.
3. The 3rd/4th grade free throw lines **may** be adjusted to 12 feet and marked with tape

7. TIMEOUTS

1. Each team will have one timeout in the first half and two timeouts in the second half (45 seconds each).
2. Injury timeouts may be charged to the injured player’s team at the discretion of the officials and League Administrators.
3. Timeouts do not carry over from the first half to the second half.
4. In overtime, each team is awarded an additional timeout + however many timeouts they had remaining from the second half.

8. APPAREL

1. Players must wear their team-issued jersey in order to participate in league games.
2. Jersey’s should be tucked in at all times.
3. Shorts should be worn at the waste line and should not be shorter than arm’s length.
4. It is strictly prohibited to wear jewelry (rings, necklaces, piercings, watches, etc).

9. COACHES

1. Coaches must stay in the coach’s box at all times (other than injury related stoppages that may require the coach’s attention).
2. There may only be two coaches on the bench at a given time while the game is in play.
3. Only one coach may be standing at a given time while the game is in play.
4. First offense violations of rules 9a, 9b, and/or 9c will result in a warning. Subsequent violations will result in a technical foul each time.

10. REFEREES

1. Coaches and players must defer to any call made by a referee.
2. Do not treat referees with disrespect through any verbal or nonverbal means. A first offense violation of this rule will result in a warning and subsequent violations will result in a technical foul each time.
3. **NEW RULE: There will be no yelling** at the referees this year. If you have a question about a call, you may take it up with the league administrator during a dead ball or stoppage of play. If you would like to calmy and quietly

talk to the referee, you may also do so, at a dead ball or stoppage of play. You will get one warning. Second violation will be a technical foul and you must sit the rest of the game. 3rd violation, ejection from contest.

11. SCOREBOARD

1. If a team goes ahead by 20 points, the scores will be removed from the scoreboard and the clock will run continuously. The score will still be kept at the scorer's table.

12. EQUIPMENT

1. All games will be played using a 28.5" leather (indoor) basketball.
2. The League Administrators will be responsible for providing one game ball and two warm up balls for each game. No other basketballs should be brought to the host sites.

13. PRACTICES

1. **Only coaches and players are allowed in the practice facilities. No parents, siblings or other relatives should be inside the facilities except for drop-offs and pick-ups.**
2. Coaches must remain at the practice facility until every player on their team is picked up
3. On any days in which school is canceled (snow, fog, etc), practices must be canceled.

14. LEAGUE ADMINISTRATORS

1. League Administrators withhold the right of judgment on all situations.
2. Any of the aforementioned rules and violations may be amended by League Administrators in the spirit of cultivating a healthy playing and competitive environment.
3. Any and all judgements made by League Administrators will be made in the best interest of the coaches, players, and community.