

LUMBERTON LITTLE DRIBBLERS
ADDITIONAL RULES
AND
REGULATIONS
(As of August 2016)

TEAMS:

Each team shall consist of a minimum of 6 players and a maximum of 10 players. (not applicable to the mini minors division.) A player who has not participated in more than 50% of the regularly scheduled games shall not be eligible for tournament competition unless baring injury.

No player shall be added to a team roster after the initial team formation except to complete a team roster. A “complete roster” shall be defined as the maximum number of players on the largest team at initial team formation.

No player shall be added to a team roster after the first regular scheduled game unless authorized by all coaches of that division and the board of directors.

PLAYERS/COACHES:

Players/coaches ejected from a game will result in automatic ineligibility for the next scheduled-sanctioned game that the team is to play.

No abusive behavior or language will be tolerated.

Repeated offenders can and will be banned from league play.

Players that are constantly absent from practices can be subject to suspension by the coach of that team. Notification of suspension by the coach must be made to the board prior to the start of the next regularly scheduled game. Players should be at the gym 15 minutes before the start of their scheduled game.

No eating, or drinking or any tobacco products are allowed in the gym. Bottled water is ok at the player’s bench.

CANCELLATION and/or POSTPONEMENT of SCHEDULED GAMES:

Regularly scheduled games can only be postponed or re-scheduled for reasons of extreme hardship, as determined by the Game Scheduler and/or the Vice President of that group. One must re-schedule through the Game Scheduler and/or Vice President of that group at least 4

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days in advance of the game to be postponed. Cancelled games will be re-scheduled by the Game Scheduler and/or Vice President of that group.

FORFEITS:

Any of the following constitutes as a game for forfeiture.

1. Fielding an ineligible player or suspended player,
2. A suspended coach appearing at the game to coach his/her team or assist coach,
3. Failure to field a team with a minimum of 5 players. If a team does not have 5 players at game time, 5 minutes will be put on the clock by the referee. If after the 5 minute grace period expires and the team still does not have the minimum of 5 players, that team will forfeit the game. Play may resume with 4 players, including the opposing team after the declared forfeit.
4. Failure to play an eligible player who is present to play,
5. Failure of a coach or other responsible adult to show up at the scheduled game time. Again a 5- minute grace period will be put on the clock by the referee. If after the 5minute grace time has expired and the coach or responsible adult has not arrived, his/her team will forfeit,
6. Any team which receives player ejections on 2 separate occasions during one game shall forfeit said game by a score of 2 – 0. All play will cease with the second ejection and all players will be required to leave the gym.

GAME DURATION:

Games will consist of 4 periods of 6 minutes on the clock, with 1-minute between periods and a 3-minute halftime. (See each division for period length adjustments). Except for minis/ minors (clock is 5 minute each period and a 3-minute halftime)

Three (3) timeouts are given per regular game duration, with each time out being one minute in length.

If the score is tied at the end of the 4th period, play will continue without a change of baskets for one or more extra periods until a winner is achieved (Except minors – After 2 overtime periods there will be a free throw shootout with all active players on the court at the end of 2nd overtime period of play). One-minute intermissions will be given before each extra period.

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Each extra period will be 2 minutes in length.

One timeout per team will be allowed during each overtime period.

Teams remaining timeouts at the end of regulation play can be carried over to overtime periods.
(Not applicable for mini minors and minors)

MINI MINORS:

Players are at the age of 5 or 6 years old.

1. Goals will be 7'6" from the floor.
2. Each team prior to game play will complete all 5 basketball drills.
3. Four (4) periods, playing with a 5-minute continuously running clock. Clock will only be stopped on player injury or coach's time out.
4. All players on each team will be on the court of all the drills and quarter play.
Coaches are to be on the court with their team with a maximum of two (2) coaches per team on the court at one time. In the event teams are uneven, the team with fewer players will have the appropriate number of players complete the drills twice. The team with more players will randomly select which player(s) from the opposing team to complete the drills twice.
5. Use of a youth size ball will be made for games only. Ball size: Boys & Girls 27.5
 7. Free throws are 6' from the face of the backboard.
 8. Free throw/throw in option applies to this age group. The coach has the option to choose to let his/her team inbound the ball under their basket, or have the fouled player shoot the free throws.

Minors Division: 7 & 8 year olds

1. Goals will be 7'6" from the floor.
2. Four (4) periods of 5 minutes each.
For the 1st and 3rd periods there will be a continuously running clock.
For the 2nd and 4th periods there will be a continuously running clock until the last 2 minutes of the period. During the last 2 minutes of these two periods, the clock will stop at all whistles.
3. Three of the five basketball skill drills will be used for the start of the game. The skill drills will be drawn by a board member prior to the start of the first game, and they will be used for the rest of that days games. If team size is uneven see minis rule # 4. Depending on drill results, no 2 teams shall start the game with a point differential greater than 10. The team with the lowest amount of points will have points added to equal a 10 point differential. (Example Team A – 25 and Team B 7 – then Team A will have 25 and Team B bring up to 15 points).
4. 5 seconds limit in the lane.

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5. No zone defense. Only man to man.
6. No isolation offense. All players must be involved.
7. No 3-point baskets will be awarded.
8. No All-Star competition.
9. All players must play at least one full period of five (5) continuous minutes.
10. Use of a youth sized ball will be made available for games. Ball size Boys/Girls 27.5
11. The free throw line will be 12' from the face of the backboard.
12. If the score is tied at the end of the 4th quarter, for overtime a free throw contest will be used to decide the winner of the game. The players on the court as the time expired will shoot one free throw each. The team with the most made free throws wins the game. The free throw contest will be repeated until the tie is broken.
13. Free throw/throw in option available for minors. The coach can choose to have the team inbound the ball under the basket or have the fouled player shoot the free throw.
14. A continuous clock enforced when winning team is up by 20 points or more. Winning team will substitute or change position of main scorer when team is up by 20 points or more.

Juniors Division: 9 & 10 year olds

1. Goals will be 8'6" from the floor.
2. Free throw line will be 13'6" from the face of the backboard.
3. No 3 point baskets will be awarded.
4. Five (5) seconds in the lane.
5. No zone defense. Only man to man is allowed.
6. No isolation offense will be allowed at any time.
7. Full court pressure in the 4th quarter and overtime only.
8. Official NCAA women's basketball will be used for boys and girls.

Ball Size	Boys	Girls
	28.5	28.5

9. All-Star competition at the end of the season.
10. No defense in the backcourt by the winning team, when the winning team is 20 points ahead.
11. Overtime periods will be 2 minutes.
12. There will be four (6) minute periods. Clock stops on all whistles.
13. A continuous clock enforced when winning team is up by 20 points or more.

Majors Division: 11 & 12 year olds

1. Goals will be 10' from the floor.

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2. The free throw line will be the standard 15' from the base of the backboard.
3. 3-point baskets will be awarded.
4. Three (3) seconds in the lane.
5. Any defense is allowed in all quarters.
6. Isolation offense is allowed in all quarters.
7. Official NCAA men's basketball is used for boys.

Official NCAA women's basketball is used for girls.

Ball Size	Boys	Girls
	29.5	28.5

8. Defense in the backcourt by the winning team, when the winning team has a 20-point lead is prohibited during local league play, but will be allowed in tournament play.
9. There will be four (6) minute periods. Clock stops on all whistles.
10. Overtime periods will be 2 minutes.
11. All-Star competition at the end of the season.
12. A Continuous clock enforced when winning team is up by 20 points or more.

Seniors Division: 13 & 14 year olds

All rules from majors apply.

The board will decide if there will be an All-Star competition prior to formation of teams.

Practices:

A gym will be provided for one to two hours of practice times per week, depending on gym availability. If a team is going to hold a practice or function a minimum of two adults should be present.

No practices on Sundays are permitted for local league teams.

Practice schedules will be as follows. (If gym space is available)

Mini Minors	up to 1.5 hours a week one night a week
Minors	up to 1.5 hours a week one night a week
Juniors-Majors	up to 3 hours a week two nights a week
Seniors	no time limit, but at middle school gym only

The Divisional Champions:

The best record at the end of the regular season will determine the divisional champions.

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If there are any teams that are tied at the end of the regular season then the head-to-head competition will decide the divisional champions.

If the champion still cannot be determined after head-to-head results, it will be declared a tie for that place.

All-Star Teams & All-Star Coach Selections:

(For Juniors, Majors and Seniors Divisions)

The all-star players and the all-star coaches will be voted on and elected by the coaches of the affected divisions, at the end of the season.

The all-star coach will be voted on and elected by the coaches of the affected division. The coach with highest number of votes will be selected as the all-star coach.

Ten (10) players will be voted on and elected by the coaches of the same division. The top 8 players with the most votes” will automatically be placed onto the all-star team, and the duly voted on Coach will be able to select two players from the remaining players.

If there are more than 8 players receiving unanimous votes, then those players are on the team and the coach is still able to choose up to 2 players to fill a 12 man roster.

A list of players that have received votes will be given to the all-star coach. The coach can choose two out of the remaining vote getters. It is recommended that the coach choose from the players having the highest number of remaining votes. The vice-president of the all-stars and the president of the league will show the player list available to be chosen from. If the coach picks a player that has a number of votes less than other players on the list he/she is obligated to explain in detail his/her reasons for wanting that player. The president and the all-star vicepresident will then have to approve that pick or advise the coach to choose again. It will be understood that from time to time a coach will assess the need to have more than the allotted 10 all-star players on his/her team due to illness, injury, or school related function, or extenuating circumstances of a player. The board will approve or deny these changes. Their decision is final.

After the announcement of the all-star players, each player and parent will be required to decide within 48 hours if he/she will or will not play for the all-star team.

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If a player decides to withdraw within the 48-hour window, then he/she will be eligible to be voted upon again for the all-stars the following year.

If a player backs out AFTER the allotted 48-hour window, then that player WILL NOT be eligible for an all-star team the following year.

Any excused reasoning for backing out AFTER the allotted 48-hour window must be presented to the board and they will make the decision to determine if the player will be eligible for allstar play the following year.

The all-star head coach can choose his assistant coach from the coaches or assistant coaches that coached in his division in league play.

Final selection of the all-stars after all the votes are tallied is to be approved by the board.

Player Draft:

The following rules have been adopted for the drafting of teams:

All players must participate on the team they are drafted to. Abandonment of the team drafted to will cause suspension for a term of not less than one year, unless extenuating circumstances exist and are brought to the full attention of the board, and approved by the board.

It will be the responsibility of the coaches of each division to assess the ability of each player during tryouts. Each player will be assigned a score of:

A (Excellent) B (Good to Average) or C (Room for improvement)

Each player will perform various tasks at try-outs, including but not limited to:

Timed running, vertical leap, dribbling, shooting, passing and/or other drills deemed to help evaluate a player's skills.

All coach's kids are protected from the draft and are placed on their parent's/coach teams. Any coach which does not have a child playing in the division he/she is coaching, will get a supplemental pick before the draft starts. This coach will still be eligible to draw a chip for first round order, for their regular first round selection.

However, any potential parent coach will take precedence over a non-player (sibling) parent coach in picking a coach (see #23 in Articles Board of Directors).

Assistant coaches are not allowed to participate in the draft unless approved by the board.

Assistant coach's children are not protected and can be drafted by any team. Siblings in the

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same division will be drafted together on the same team, unless otherwise approved by the board.

Twin and/or siblings: Board ranks and board will determines round of second player.

The draft order will be selected in a private location with the coaches following the tryouts. Coaches will draw numbers to establish draft order. The draft will be a serpentine draft, meaning the first coach will pick and then progress in sequence to the last number, then the last coach will choose again and the draft order will reverse upwards back to the first coach. All “A” players are encouraged to be picked first, but this is at the discretion of the coaches.

When an odd number of players exist so that every coach cannot draft a player in the final round, those remaining players names will be put in a hat along with blank tags to complete the number needed for a complete round of picks.

Any player not attending the tryouts will be discussed prior to draft for familiarity. If a known player, coaches will estimate an A/B/C rating and then approve this player as a draftable player. If an unknown player, then this player will be a hat pick.

Coaches will refrain from any discussion of the upcoming draft either before or during the process of the draft.

If a player’s parents have stated that a player will not play for a certain coach, the parent must provide a written letter to the VP or President of the board. The board will decide if the coach needs to be notified if the player was selected by the coach.

There will be no trading of players once a player has been placed on a team.

The vice-president of the affected division and the president will settle any conflicts that arise.

All player assignments to teams are final and will meet the approval of the board.

General Rules:

All gym floors must be swept between every game and every practice.

Loose basketballs, food, and drinks are not allowed in any of the gyms at any time.

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Practices are for players only. No children are to be outside of the gym. Extra children must be accompanied by a parent/guardian.

Everyone is required to be seated in the stands during the play of the games, unless they are the players, coaches, officials, or workers for the games in progress, or board members.

Coaches Guidelines and Duties:

The reputation of Lumberton Little Dribblers can be hurt by the actions of one, or even a small group of people both on and off the courts. Players, parents, coaches, and league directors all share the responsibility of upholding the name of the program. Public quarreling and bickering, whether over court playing situations, or league administration's problems only serves to weaken the entire organization in the community. You as a coach are in direct contact with the youth of this program and are directly responsible for whatever benefit the youth derives from the program. Since the program is designed to aid in the development of our youth, the entire program must be considered a failure if this aid does not help develop them.

The coach must be able to develop fundamentals of the game and develop the values of teamwork, fair play, good sponsorship and consideration for others in his/her players. A working knowledge of basketball and the fundamental, physical actions involved in the game are absolute pre-requisites for a coach in that he/she must know basketball in order to gain the respect of the players they teach.

Coaches must know and abide by the rules and playing functions of the Lumberton Little Dribblers.

Coaches must be present at their respective draft or have a designated replacement available that is approved by the board.

If the coach cannot be present and has no replacement, the board will have a member sit in and draft for that coach.

Coaches must be sure all team members and parents understand all practices and game times.

Issue uniforms and makes sure team pictures are given to the players.

Be responsible for team conduct both on and off the courts.

Know the gym duties and be sure parents are aware of their responsibilities.

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Participate in league fundraisers.

No smoking or tobacco products may be used inside the gyms.

Coaches should not appear to be under the influence of any drugs or alcohol.

Coaches Guidelines and Duties Continued: Technical Fouls & Coach Conduct

The board will take a strong stand against a coach when assessed a technical foul.

In addition, after being warned for such, a coach in certain circumstances can and may be suspended.

Repeated rule violations may lead to the permanent loss of coaching privileges. Coaches ejected from a game will be suspended from the next scheduled game.

NO abusive behavior or language will be tolerated.

Coaches are encouraged to show his/her players what proper sportsmanship behavior looks like.

Do not gripe about or to the referees, use abusive language or fuss after a loss. Etc.

Coaches Guidelines and Duties: Game Day Duties

Coaches are responsible for all their players and player's parents on and off the court.

Coaches will vote for the all-star teams and the all-star coach.

While this outline may not have everything on it, good adult judgment should cover any other items not specified.

The board of directors may review violations of any of the items, specified or unspecified.

The coach will be subject to board actions, including removal and permanent suspension.