

LITTLE DRIBBLERS

RULES & REGULATIONS



1. Equipment
 - a. Game Ball shall be a size 3 basketball (22" circumference or 7" diameter) and will be provided by gym supervisor.
 - b. Basket height shall be modified to 7' in height. Baskets will be provided by gym supervisor.
 - c. Cones will be provided by gym supervisor.
2. Uniforms
 - a. Team members are required to have the same color jersey, to be provided by the league.
 - b. All players must wear soft-sole rubber athletic shoes.
 - c. All players must wear one colored wristband as assigned to them by supervisor and/or coaches (match-up purposes).
3. Players
 - a. Games will be played 4 vs 4
 - b. Every player must participate as equally as possible in every game unless special circumstances apply.
 - c. Players will only be allowed to participate on a single team's roster.
 - d. Substitutions: will be allowed to enter at any stoppage.
 - e. Team Matchup: at the start of the game or after substitutions are made (before play begins/resumes), coaches should match up players of similar skill levels with each other; five colored wristbands will provided to each coach that the players are required to wear for match-up purposes.
4. Coaches
 - a. One coach from each team will be allowed on the playing court with their respective team.
 - b. Coaches are expected to be role models and ensure that good sportsmanship is being exhibited.
5. Officials
 - a. The coaches from each team will act as the on-court officials.
6. Timing Rules
 - a. Each team will be granted 60 minutes of court access time.
 - b. Teams will receive 30 minutes for practice on a half court, followed by 30 minutes for a game on the full court vs the other Erie team sharing the court.
 - c. It is a running clock for the entire 60 minutes. Coaches may agree on a shorter practice/longer game, but the 60 minute court access time is not to be exceeded.
7. Offense
 - a. Teams are not allowed to fast break. After a rebound or change in possession, grant the other team an opportunity to run back to their side to play defense.
8. Defense
 - a. All players are required to play Person-to-Person defense. (Utilize wrist bands to determine who is guarding who)
 - b. Zone types of defenses are not allowed.
 - c. Teams are not allowed to play full-court defense at any time. Players must wait for their person to fully cross half court before attempting to guard them.
 - d. Double-teaming is not allowed. (Utilize wrist-bands)
 - e. Stealing the ball off the dribble from an opponent is not allowed. However, stealing a pass or a loose ball is allowed.
 - f. Blocking a shot attempt is only allowed if the defender's hands are straight up and feet are on the ground.
9. Fouls & Violations
 - a. Traveling and double dribbling violations should be called loosely. Teach and encourage players to use their dribble and utilize proper fundamentals to avoid excessive traveling and double dribbling. If excessive traveling or double dribbling occurs, call a violation and give possession to the other team.
 - b. Common fouls (pushing, holding, etc.) should be called moderately. Teach and encourage players not to make contact with other players. If contact is made and it impacts the game, call the foul and award possession to the team that was fouled.
 - c. Any foul committed on a player in the act of shooting will award possession back to the shooting team; no free throws will be attempted.
 - d. Discourage any unsportsmanlike behavior or rough play. If unsportsmanlike play occurs, stop play and remove the player from the game. Explain the issue to discourage it from happening further. Give possession to the fouled team.