

Community Basketball League

Rules:

1. Games will be a 4v4 format.
2. Game will be two, 16 minute halves.
3. Game will be a running clock, besides:
 - a. Under two (2) minutes, clock will stop for fouls and out of bounds; not baskets.
 - b. The clock will not start when the team that is leading has the ball until the ball is advanced past center court. Once the ball is advanced, the clock will start. **This only applies when the team that is leading has the ball.**
4. The clock will stop every four (4) minutes (or as close to as possible) so that substitutions can be made. All players must play equal amounts.
5. Overtime will be three (3) minutes
6. Each team gets two (2) time outs per half.
7. There is NO backcourt defense. The defensive team will not start playing defense until center court.
8. Man to Man defense is the only defense that is permitted to be played. No zone. Fouls will be called if zone is played.
9. There is no intentional double teaming allowed. A player may play "help defense" if his teammate gets beat, but must retreat as soon as his teammate has recovered.
10. "Over and back" will not be called.
11. There are no 3-pointers.
12. No player will foul out. However, if a specific player is becoming overly aggressive, he will be addressed accordingly by the official. This may result in an intentional foul, or a possible mandatory "sit down: for a specific number of minutes.
13. There will be no "bonus" and team fouls will not be kept. Any foul on the floor will result in the ball out of bounds, and any shooting foul will result in free throws.
14. The rest will be "normal" basketball. Obviously, officials will treat this as 3-6 graders playing. Travels and double dribbles will be called at a minimum. It will be a learning process.
15. Playoffs will begin after regular season.
16. Please have fun. Remember, this is 3-6 graders playing a sport most have never played. Be patient, learn the game, and have fun.