



**Brownsburg Junior Basketball League**  
**Information and Rules**  
**1<sup>st</sup> – 6<sup>th</sup> Grade Rules for both Boys and Girls Divisions**  
**Revision - Approved 10/01/2023**

**A. General Information**

1. A schedule of all games and practices will be available on our website. Initial practice days will be established on draft day.
2. The Head Coaches of the first games of a given day are expected to arrive early to ensure the gym is setup and ready for gameplay.
3. The listed home team will use the bench farthest from the gym entrance.
4. The home team shall furnish the timekeeper (1<sup>st</sup> and 2<sup>nd</sup> Grade – Score will not be kept on scoreboard until the last two games). Away team will furnish a scorekeeper. Scorekeeper will keep track of playing time for each player as indicated on score sheet. Additionally, score keeper will keep track of max points for players and notify referees if anyone reaches the max allowable points.
5. Teams will wear jerseys provided by the league. T-shirts may be worn underneath.
6. A player or player's parent is expected to call their coach if, for any reason, the player is to be absent for a game or practice session.
7. 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 BJBL Board of Directors will make all final decisions on either the dismissal or suspension of a player.
8. There will be no practices or team meetings held at any time or place other than those designated by the League Scheduler.
9. 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.
10. Any player with a cast, splint, etc., will not be allowed to play or practice. Players must remove any jewelry before practice and games.
11. Any team at game time with less than 4 players must forfeit.
12. During the Regular Season (rule does not apply during the Tourney), a team with fewer than 5 players may pick up other BJBL players within that division, provided the players are not on the opposing team and provided Coaches from both teams agree. A maximum of 2 players may be picked up without a forfeit being declared. If more than two players are picked up, the game may be played. However, the official scoring of the game will be a forfeit by the team picking up more than 2 players. Any player that has been picked up may NOT score more than the following points (based on the division):
  - a. 1<sup>st</sup> - 2<sup>nd</sup> Grade Max = 6 Points
  - b. 3<sup>rd</sup> - 4<sup>th</sup> Grade Max = 7 Points
  - c. 5<sup>th</sup> - 6<sup>th</sup> Grade Max = 10 Points
13. During the Tourney, Players may play only on his/her designated team (Rule A-9 does not apply during the tournament). A team must have a minimum of 4 players to play a tournament game. Teams with less than 4 players will forfeit.
14. All players and coaches must carry (not wear) basketball shoes to be worn in the gym for games and practice sessions.
15. All shoes worn by players and coaches must be NON-MARKING soles.
16. Tournament –
  - a. 1<sup>st</sup> – 2<sup>nd</sup> Grade - No end of season tournament
  - b. 3<sup>rd</sup> – 6<sup>th</sup> Grade - Regular season standings will be kept; the tournament will be seeded by ranking prior to the final regular season game for each team. Game results should be submitted to the league director by the home team immediately following the game. Awards will be determined by BJBL.

## **B. Playing Rules**

### **1. Game Length:**

- a. Regulation:
  - i. 1<sup>st</sup> – 3<sup>rd</sup> Grade Games will consist of (6) 3-minute stop clock periods.
  - ii. 4<sup>th</sup> – 6<sup>th</sup> Grade Games will consist of (6) 4-minute stop clock periods.
- b. Overtime periods will be 2 minutes. A maximum of 1 overtime period will be played during the regular season.
- c. Halftime will be 3 minutes in length.

**2. Timeouts:** 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.

### **3. Fouls:**

- a. Five personal fouls disqualify a player.
- b. The 1-and-1 bonus foul shot will be taken on the 7th team foul each half.
- c. The double bonus foul shots will be taken on the 10th team foul each half.

### **4. Violations / Ball Placement:**

- a. 1<sup>st</sup> – 3<sup>rd</sup> Grade: Any rule violation taking place in the front court the ball will be taken out at *half court*. Any violation in the back court can be taken out at the spot of the infraction.
- b. 4<sup>th</sup> – 6<sup>th</sup> Grade: Any rule violation taking place in the front court, the ball will be taken out at the *spot of infraction*. Any violation in the back court can be taken out at the spot of the infraction.

### **5. 3-second foul lane:**

- a. 1<sup>st</sup> – 4<sup>th</sup> Grade - The 3-second foul lane becomes 6 seconds.
- b. 5<sup>th</sup> - 6<sup>th</sup> Grade - The 3-second foul lane becomes 5 seconds.

### **6. Free Throw:**

To encourage proper shooting technique, free-throw shooters must start with both feet behind the free-throw line and will be allowed to hop over the line during the shot (1<sup>st</sup> – 5<sup>th</sup> Grade). 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.

The free throw line distance will be:

- a. 1<sup>st</sup> - 2<sup>nd</sup> Grade - 10 feet.
- b. 3<sup>rd</sup> - 4<sup>th</sup> Grade – 12 feet.
- c. 5<sup>th</sup> - Grade – regulation 15 feet
- d. 6<sup>th</sup> Grade - The foul line is the regulation 15 ft. Note: Free-throw shooters may not touch or cross the line until the ball hits the rim.

### **7. Goal Height:**

- a. 1<sup>st</sup> and 2<sup>nd</sup> Grade: 8 feet, 6 inches.
- b. 3<sup>rd</sup> Grade: 9 feet.
- c. 4<sup>th</sup> - 6<sup>th</sup> Grade: 10 feet.

### **8. Ball Size:**

- a. 1<sup>st</sup> and 2<sup>nd</sup> Grade - Size 5, 27.5"

- b. 3<sup>rd</sup> Grade Girls Size 5, 27.5" - 3<sup>rd</sup> Grade Boys Size 6, 28.5"
- c. 4<sup>th</sup> - 6<sup>th</sup> Grade: Size 6, 28.5"

**9. Max Score:** Each player will be allowed to score a maximum of [see below] points. If a player is fouled in the act of scoring their [see below] point, they will be allowed to shoot the resulting free throw. The player will be allowed to remain in the game, but if they score, 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.

- a. 1<sup>st</sup> - 2<sup>nd</sup> Grade Max = 12 Points
- b. 3<sup>rd</sup> - 4<sup>th</sup> Grade Max = 14 Points
- c. 5<sup>th</sup> - 6<sup>th</sup> Grade Max = 20 Points

**10. Playing Time:** It is the intent of the League for all players to have equal playing time. Teams found in violation will forfeit the game. Repeated violations will make it so that coaches will no longer be allowed to coach in our program.

- a. Substitutions will only be allowed between periods, with the following exceptions:
  - i. Injury, Illness, Emergency
  - ii. Disqualification of a player
  - iii. Receipt of a technical foul
  - iv. In the event a coach deems it beneficial or necessary for disciplinary or attitude reasons, a substitution may be made during a dead ball if all of the following conditions are met:
    - 1. Both coaches and official(s) agree to the substitution and understand/agree with the rationale of substitution.
    - 2. The opposing team's coach will select the substitute from the bench of eligible players.
    - 3. Additional Implications of substitution in this situation:
      - a. Once the player has been substituted for in a period, he/she may not re-enter in that period (unless there are no other eligible players and there is an additional injury/illness, disqualification, or technical foul).
      - b. Both players will have considered to have played a period in this situation.
- b. Please see the corresponding playing time requirements based on the number of players present at the start of the game:
  - i. **6 players:** Everyone plays 5 periods
  - ii. **7 players:** Two play 5 periods, 5 play 4 periods
  - iii. **8 players:** 6 play 4 periods, 2 play 3 periods, all players must sit out 1 period per half
  - iv. **9 players:** 3 play 4 periods, 6 play 3 periods, all players must sit out 1 period per half
  - v. **10 players:** all play 3 periods, all players must sit out 1 period per half
- c. 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 them. Normal rules apply to the remainder of the game.

**11. Defense:**

- a. After a dead ball the defense cannot guard until the ball and both feet of the dribbler touch the court entirely in the front court. The only exception if less than 20-point lead, teams may guard (man-to-man) press the entire floor during
  - i. 1<sup>st</sup> - 3<sup>rd</sup> Grade - NO PRESS
  - ii. 4<sup>th</sup> - 5<sup>th</sup> Grade + 6<sup>th</sup> Grade Girls: the last 60 seconds of the game and last 60 seconds of overtime
  - iii. 6<sup>th</sup> Grade Boys: the last period of the game and all of the overtime

- b. Man-to-man defense must be used.
- c. Switching defenders is permitted, under the following conditions:
  - i. Slowing/stopping a fast break.
  - ii. In a set offense, a screen is set on a defender.
- d. Switching is not permitted based on who has the ball. Example of where this is not permitted: Player A is guarding Player 1, dribbling the ball up the floor. Player 1 passes to Player 2 and Player A switches to guard Player 2 with no screen or help needed. This is consistent with the concept of a zone defense and is prohibited.
- e. Zone defenses are not allowed and will result in 1 warning. Each additional violation will result in a bench technical foul. The penalty for a bench technical foul is two free throws and the offensive team retains possession of the ball.
- f. Double-teaming:
  - i. 1<sup>st</sup> - 2<sup>nd</sup> Grade: No double team allowed.
  - ii. 3<sup>rd</sup> - 4<sup>th</sup> Grade: Double Teaming the ball is permitted only in the free throw lane.
  - iii. 5<sup>th</sup> - 6<sup>th</sup> Grade: Double Teaming the ball is permitted only in the 3-point arc.
- g. Defensive players must be within 4 feet of their 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 their pivot foot in Double-Team Area.
- h. Help Defense is allowed outside the Double-Team Area, so long as it does not result in a double-team.
- i. If a Double-Team occurs, play will stop, instruction will be given, and the ball will be returned to the offense.
- j. A bench technical foul may be issued at the official's discretion if it is believed that a team is repeatedly and intentionally trying to deviate from the spirit of the defensive philosophy. The penalty for a bench technical foul is two free throws and the offensive team retains possession of the ball.

**12. Offense:** No offensive team shall run an offense that (in the judgement of the League Director or Representative) is designed as an isolation or clear-out type of offense. This will be 1 warning per half and each additional violation will result in a bench technical foul. The penalty for a bench technical foul is two free throws and the defensive team will be granted possession. Any points scored as a direct result of an isolation play will be nullified.

### 13. Technical Fouls

- a. Technical fouls MUST be reported to the Division Director and/or the VP of the Respective league at the conclusion of the game by the head coach of the team receiving the technical foul. When reporting the technical, the head coach must provide the name of the person receiving the technical, as well as relevant details of what happened. Failure to report technical fouls may also lead to disciplinary actions against the head coach.
- b. Technical fouls will be classified using a tiered system. The tiers are defined in the following manner:
  - i. Technical Tier 1: Tier 1 technical fouls are less serious infractions, often involving minor to moderate violations of the rules.
    - 1. Examples:
      - a. A player/coach inappropriately questioning a referee's call.
      - b. Coach entering the court without permission/failure to comply with referee's instructions.
      - c. Excessive complaining
      - d. Unsportsmanlike behavior (such as trash talking)
  - ii. Technical Tier 2: Tier 2 technical fouls are moderate to serious violations of the rules, and generally include egregious actions (and should lead to an immediate ejection from the game).
    - 1. Examples
      - a. Fighting

- b. Making intentional or accidental physical contact with an official, player, coach, or spectator in a confrontational, aggressive, and/or intimidating fashion.
  - c. Verbal abuse of another player, coach, or official
  - d. Excessive use of profanity
- c. Consequences:
- i. Tier 1 Technical Fouls: Upon receipt of three and all subsequent Tier 1 technical fouls will result in an automatic one-game suspension of the player or coach. Additionally, the Head Coach of the team receiving the Tier 1 technical fouls (whether player, assistant coach, or self) must appear before the executive board to determine if further discipline is warranted.
    - 1. Clarification: If a player receives three Tier 1 technical fouls, is reinstated after suspension, and receives another technical foul, he/she is automatically suspended for one game and the player's head coach must appear again before the executive board to determine if further discipline is warranted.
  - ii. Tier 2 Technical Fouls: Receipt of any Tier 2 technical fouls will result in an immediate, indefinite suspension of the player or coach. The Head Coach of the team receiving the Tier 2 technical (whether player, assistant coach, or self) must appear before the executive board to determine the full length of the suspension, which may extend into future seasons and/or lead to expulsion from the league for all future seasons.
  - iii. Player - Upon receipt of a technical foul, the player must be subbed out of the game at that moment. The player can return to the game in a subsequent period, after consultation with their coach. Coaches must report all technical fouls (with an explanation of what happened) to the Division Director for tracking.
  - iv. Coach - Upon receipt of a direct technical foul, the head coach must remain in his/her seat for the remainder of the game, except during timeouts or between periods.
- d. Non-technical ejections: If a player is ejected from a game without a technical foul being issued (rare situation), the ejection will be evaluated and tracked with the same classification as if it were a technical foul being issued.
- e. 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.
- f. Any head coach may be called before the Board for unsportsmanlike conduct by his/her coaches, players, or fans.

#### 14. Bench Decorum:

- a. Only players, the head coach and an approved 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.
- b. Assistant coaches must remain seated on the bench **at all times**, except during timeouts or between periods. Assistant coaches must **NOT** interact with officials.

#### 15. Officials:

- a. Grades 1-2: One coach from each team will be required to officiate the games.
- b. Grades 3-6: Officials will be provided by the league.

16. 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.