

Brownsburg Junior Basketball League

Information and Rules

2nd Grade Boys & Girls

(Revision Approved 9/23/18)

General rules.

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 team number appearing first on the schedule will be the home team and will use the bench farthest from the gym entrance.
3. Teams will wear jerseys provided by the league. T-shirts may be worn underneath. In instances that colors are similar, the jersey may be turned inside out. Colors will be assigned by an outside vendor.
4. 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.
5. 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 Board of Directors will make all final decisions on either the dismissal or suspension of a player.
6. There will be no practices or team meeting held at any time or place other than those designated by the League Director.
7. 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.
8. Any player with a cast, splint, etc., will not be allowed to play or practice. Players must remove any jewelry before practice and games.

B. Rules

1. Games will consist of (6) 3-minute stop clock periods.
2. The goal height is 8 feet, 6 inches.
3. Free-throw shooters must start with both feet behind the free-throw line, which will be 10 feet. To encourage proper shooting technique, freethrow shooters will be allowed to hop over the line during the shot. 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).
4. No team score will be kept until the last two games, but individual stats will be kept for the players. Each player will be allowed to score a maximum of 12 points. If a player is fouled in the act of scoring his/her 12th point, he/she will be allowed to shoot the resulting free throw. The player will be allowed to remain in the game, but if he/she scores, 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 for the scored-out player.
5. There are 2 allowable timeouts per half. Unused timeouts do not carry forward from the first half to the second half. Consecutive dead ball timeouts cannot be called.
6. The 3-second foul lane becomes 6 seconds.
7. 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.
8. The defense cannot guard until the ball and both feet of the dribbler touch

the court entirely in the frontcourt. The defense cannot steal the ball off the dribble before the ball passes the free-throw line extended. A team has 10 seconds to get the ball across the centerline.

9. All players present at game must play 3 full periods and have played 1 of the first 2 periods in each half. There will be no substitutions. The only exception being injury, illness, emergencies and rules 10, 13, & 14.

10. If a player arrives during the first half, the coach is obligated to play the player only one period. If a player arrives after the start of the second half, the coach is not obligated to play him/her.

11. No game is to be played if a team has less than 4 players present.

12. Man-to-man defense must be played. Zone defense is not allowed.

13. No offensive team shall run an offense that (in the judgment of the League Director or Representative) is designed as an isolation or clear-out type of offense. There will be 1 warning per half and each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball is awarded to the defensive team.

14. Upon receipt of a second technical foul during the season, the head coach must appear before the Board before the next schedule practice. At such time the Board will decide whether or not the coach will retain his/her team. Upon the receipt on a third technical foul, the Board will appoint a coach as a replacement. The same rule applies to assistants.

15. League Director or their proxies (Board Members) may assess a technical foul by informing the coach during the game. This technical foul will not be shot, but will count towards the coach's total.

16. Any head coaches may be called before the Board for unsportsmanlike conduct by the coaches, players, or fans.
17. Only players, the head coach, and one assistant coach are allowed on the bench during games. No Adults or Children are allowed on the stage.
18. All players and coaches must carry (NOT WEAR) basketball shoes to be worn in the gym for games and practice sessions.
19. All shoes worn by coaches and players must be NON-MARKING soles.
20. The home team must submit their starting line-up first.
21. All rules and regulations not specifically listed special for these leagues shall be governed by the basketball rules as published by the Indiana High School Athletic Association.