

NBIAA

Northern Burlington Instructional Athletic Association
P.O. Box 334, Columbus, New Jersey 08022

Northern Burlington Instructional Basketball League

Minor League – 3rd & 4th Grade Rules - 2014

Playing Rules: As adopted by the National Federation Rules Committee and amended by agreement of the participating township, Base or community league representatives.

Rule 1: Players

a. Eligibility

Minor League: Comprised of girls and boys (separate leagues) in the 2nd and 3rd **who have not reached their eleventh birthday before October 1, 2014.** Exceptions regarding a player's eligibility for a specific league will be considered on an individual basis (skill assessments, capability of playing at this or the next level).

b. Substitutions/Playing Time

- i. **Coaches must play each individual one half of every game.** The league has determined that no roster shall contain more than 10 players, and the “ideal” roster size is 8. The intent of the rule is to play each player as much as possible. **This is an instructional league,** and players learn by practicing and playing. Coaches are encouraged to substitute one or two players at a time. This procedure will help provide continuity and allow players to participate with/against all other players.
- ii. **A 30 second time-out will be called at the midpoint of each quarter (4:45 to 5:15 mark) to allow for the substitution of players. Substitutions will be allowed only at the midpoint of the quarter, except in the case of injury, medical condition, emergency, or other unforeseen situation.**
- iii. **The balance of the 5 minutes of an injured player may be played by any player. However, all rules must be followed to ensure fairness. (i.e. if you are going to play a player 35 minutes, he/she must sit at least 5 minutes before the fourth quarter). Each player being substituted in will have been deemed to play the entire period.**
- iv. Substitutes must report to the midcourt area, and the opposing coach and/or official scorer notified.
- v. Exception of (b.i). - If a Player does not show up at the start of a game, the coach is only obligated to play the player half the time of the remaining quarters following the current Period. (i.e. if a player shows up mid-way through the first period, the coach is only obligated but not limited to playing him half the remaining 2nd, 3rd, and 4th period or 15 minutes).
- vi. **To avoid forfeits,** teams not having enough players to start the game will be permitted to use a player from a lower league: A list of players will be provided by your town’s administrators for available kids. It will be the coach’s responsibility to determine if there is a need, and who to contact. If there are 6 or more available players, then the use of a lower league will not be permitted. If a lower league player is used, **That player may only play the MINIMUM number of half quarters.** He/She should NOT take time away from a regular player. The league should be notified before making the request for additional players as well as after to ensure a jersey can be provided for the game. In the unfortunate event

that only 4 or less for a team show up to a game, then the result will be a 15 – 0 forfeit. If you want to play the game for the kids, a player(s) from the other team may be used. However, the official score will still be a 15 – 0 forfeit.

- vii. **Every player must sit at least one half-quarter of every game (five minutes, unless only five players are available to play). Each player must sit their five minutes prior to the 4th quarter.**

c. Conduct

i. Inappropriate conduct by players, coaches, officials or spectators will not be tolerated at any level. **Cheering for players or a team is strongly encouraged. Berating officials, players, coaches or other spectators will absolutely not be tolerated.** The league reserves the right to remove player, coach or spectator from the game and/or site—and team or league (pending a scheduled hearing)—for conduct deemed excessively inappropriate. Game officials have full control once the games begin. Officials have been made aware of the league policies, and are also subject to the intent of those policies.

ii. Profanity (by player or coach):

- 1st offense: Warning
- 2nd offense: Technical, and thereafter at official's discretion.

iii. Fighting:

- 1st offense: Ejection and **automatic** one game suspension
- 2nd offense: Removal from league

Any coach, player, parent, or spectator who is ejected from the game will have an automatic one game suspension. (Including the current game, and the next game as well.)

Note: The use of alcohol before and during the game, and the use of tobacco during the game, is strictly prohibited by any player, coach, official or spectator. Additionally, drinking, eating or gum chewing in any league gymnasium is prohibited.

Rule 2: Equipment

a. The Ball.

Size 6 (28.5) for Girls and Boys league.

b. The Basket

*****NINE-foot baskets will be used in all Minor Leagues.** There has been significant discussion and debate on this topic over the past several years. The intent of this league is to teach proper mechanics and fundamentals, including shooting. THE MAJORITY of 3rd and 4th graders are not physically capable of “shooting the BEEF (Balance, Eyes on the basket, Elbow straight, Follow-through)” properly with baskets at the 10-foot level.

c. Uniforms

An effort has been made to equip all teams with uniform shirts that are reversible or different in color to any opponent they may play. Players should be in proper uniform for all games, including uniform shirt, shorts and sneakers.

Rule 3: Officials

- a. All officials must be certified through the National Federation of High School Officials Association, or through the National Youth Sports Coaches Association or through the Rutgers Sports Awareness of Educating Today’s Youth (SAFETY) Clinic.
- b. one official will be assigned to Minor League games.
- c. If no referee shows up, please contact your local administrator first. If it is deemed that a ref will not be available, and both coaches agree to the selection, 1 – 2 parents may be used to ref the game.

Rule 4: Timing of Games

- a. 10 minute per quarter running clock throughout the game.

- b. Time will be kept on the court by the official or with the scoreboard clock if operable.
- c. **The timing should be done by an adult/one of the parents.**
- d. **The last two minutes of the game (fourth quarter), the clock will stop after all whistles, on any violations, fouls, foul shots, etc.**

Rule 4A: Time-outs, Substitutions, Quarter Breaks, Half-time

- a. Two time-outs per half, at one minute per time-out.
- b. **A 30 second timeout will be called by the coaches and/or officials at the midpoint of each quarter (4:45 to 5:15 mark) to allow for the substitution of players. Preferably at a dead ball whistle or after a score, coaches will call out "SUBS" and play will stop.**
- c. **One-minute timeout** between quarters.
- d. Half time will last **three minutes**.

Rule 4B: Overtime (END-OF-THE-SEASON TOURNAMENT ONLY)

- a. There will be one three-minute overtime period with a running clock (except for the last two minutes of OT) for games tied after regulation.
- b. One time-out per team, per overtime. No carry-overs from regulation time.

Rule 5: Scoring

- a. The score should be kept by both teams for the purposes of game completion only.

NO FORMAL LEAGUE STANDINGS WILL BE KEPT FOR THE NBIBL.

THERE WILL BE NO FORMAL REGULAR SEASON LEAGUE CHAMPION NAMED.

Team records will be used for seeding purposes for the end-of-season tournament.

Rule 5: Scoring (cont.)

- b. **There will be NO 3-POINT SCORING in Minor Ball play, including during tournament play.**

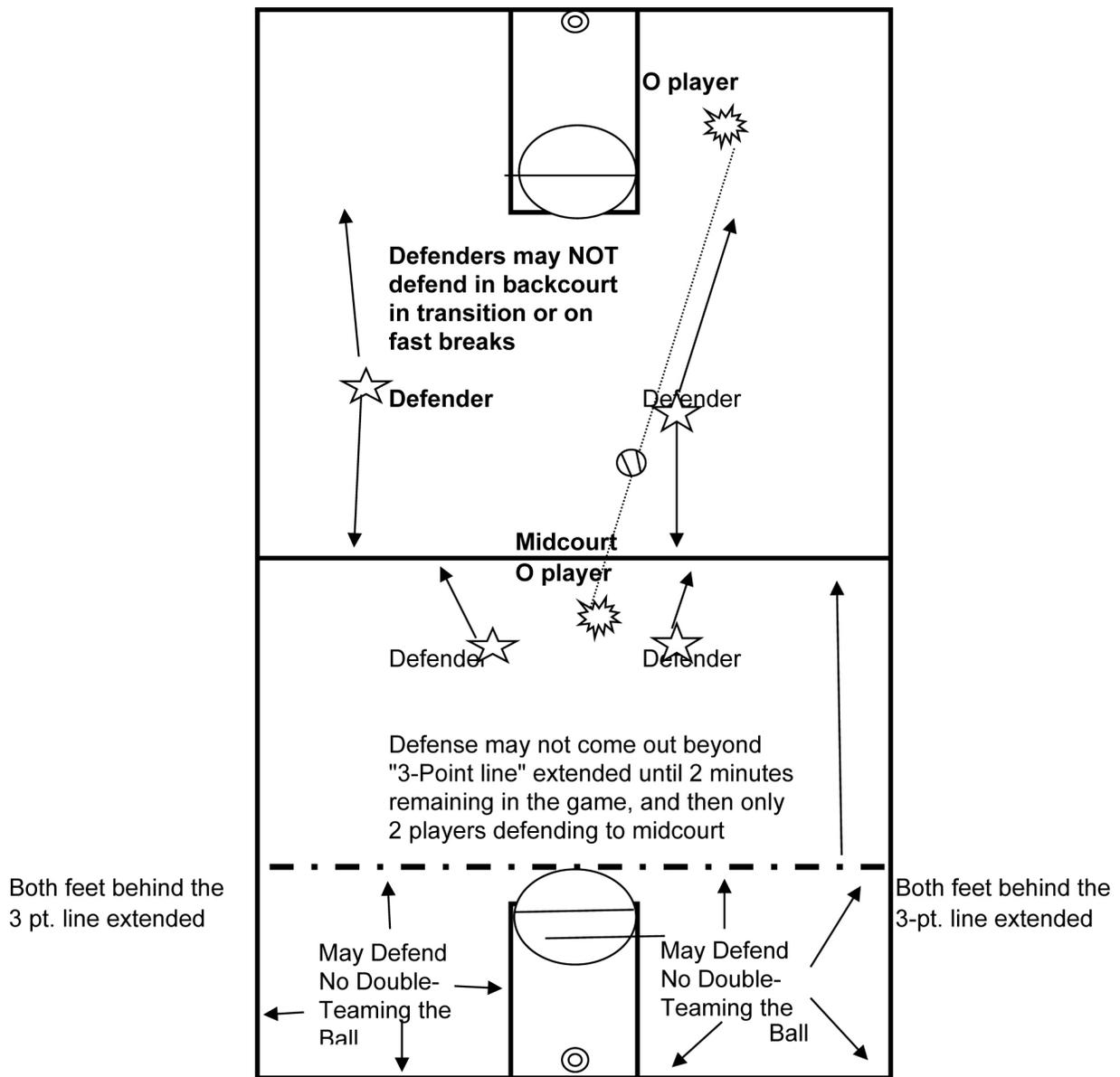
Rule 6: Alternating Possession

In all jump ball situations other than the start of the game and the start of an overtime period, teams will alternate taking the ball out of bounds for a throw-in. The team not obtaining control of the jump ball will begin the alternating procedure. The official will be responsible of subsequent awarding of possession.

Rule 7: Defense

- a. **A 2-3 Zone defense is RECOMMENDED for Minor League play.**
Alternate options such as 2-1-2 or 1-3-1 defensive ZONE sets can be used. Defense begins at a line that extends sideline to sideline at the top of the key circle by two defensive players only. The other three defensive players must defend in the lower zones near the basket. **Man-to-Man principles should be taught while playing the zone.**
- c. **Double-teaming the ball is allowed in the lane only. No doubling the ball in the perimeter.**
- d. **NO FULL COURT PRESSING AT ANY TIME.**
- e. The defensive practice of forcing a jump ball by reaching in and grabbing the ball will be strongly controlled. Offensive players must protect the ball; however, defensive players will be called for "reaching-in" if any contact is made while attempting to force the jump ball.
- f. **The backcourt line while playing in the smaller gymnasiums (Springfield School) will be the foul line in the back-court area, NOT the midcourt line. This is due to insufficient space in the smaller gyms.**
- g. **During the last two minutes of the game, the defense is allowed to defend the ball at midcourt while still maintaining a zone defense.**
- h. ***Once an offensive team crosses the midcourt line, it must make an attempt to advance the ball toward the basket (and not slow down play). If a team refuses to advance the ball after five (5) seconds, they will receive a warning for the first violation from the official. If it happens a second time, it's a violation and will result in a loss of possession (turnover).**

NOTE: The purpose of the “top of the key circle” defense rule is to allow players sufficient time to set-up offensive patterns. Courts tend to be smaller at this level. Give the offensive players space to work. However, as in ‘d’ above, the offense will not be protected during the last two minutes of the game by stalling behind the “top of the key circle”.



Rule 8: Fouls

- vii. Personal and shooting fouls will be called. At courts without drop-down baskets where the basket is moved forward, the foul line is moved forward to 12 feet. On courts with drop-down baskets, the normal foul line is used.
 - viii. Every effort should be made to prevent a player from fouling out in this league, although overly aggressive play will be dealt with at the discretion of the game officials.
- b. Players will foul out of the game after six personal fouls.**
- c. The clock will be stopped during foul shots in the last two minutes of the game.**

All other normal basketball rules are to be taught/monitored that are not explicitly detailed in these rules. Please discuss your league’s rules with the other coach and official prior to the game.