

# Jr. Comet Basketball League 2017-18

## 1<sup>st</sup> and 2<sup>nd</sup> Grade Leagues

### General Information

1. The actions of all Coaches, Players, and Fans should glorify God in the spirit of Christian fellowship. This league was established for the social and physical development of the players. The goals of the league are to teach basketball fundamentals, promote sportsmanship and develop a love of the game.
2. All games will begin with a prayer. The home team will lead the prayer. On the schedule, the home team is the team on the left side and will sit to the left of the scorekeeper. The visiting team is on the right and will sit to the right of the scorekeeper. Teams should warm up opposite of their bench.
3. Play will begin on November 11th and run through February 3rd. Games will be on Saturdays between 8:00 a.m. and 8:00 p.m. on the campuses of Bishop Kelley High School and Marquette School. Alternate sites may be needed.
4. **Teams need 4 players to play a game. Teams will have 10 minutes after the scheduled start to field 4 players or a forfeit occurs. If a team needs to borrow a player in order to start the game, you can borrow from another team from your school. The 2 coaches (as well as the coach who is loaning the player) must agree on what player will be shared. If the 5 player shows up, the borrowed player is no longer needed and should then leave the game.**
5. Players should attend the school they are playing for OR support that parish. (I need to be aware of any player that does not attend the school but is on the team.)
6. **Contact Information:** If you have any questions, comments or concerns feel free to contact one of the following:  
David Dee: [ddee@bishopkelley.org](mailto:ddee@bishopkelley.org) Jeff Renegar: [jrenegar@bishopkelley.org](mailto:jrenegar@bishopkelley.org) Jade Allison: [jallison@bishopkelley.org](mailto:jallison@bishopkelley.org)

### Game Rules

1. **Games**
  - A. Length- each game will consist of four 6-minute quarters. The clock will stop during the last minute of the 4<sup>th</sup> quarter. The score will be erased after each quarter. Each team will have **3 timeouts per game**.
  - B. Teams will play 4 on 4.
  - C. Coaches are not allowed on the floor.
2. **Defense**
  - A. All players will wear **colored wristbands**. Coaches should match the players up according to ability at the beginning of each quarter. The best player on the floor will wear **red**, the next best player will wear **black**, the next **gold** and the next **green**. This system will be used every week for every game.
  - B. All teams must play a man-to-man defense. Switching and helping is allowed, double-teaming is not. Zones are not allowed. No press of any type is allowed.
  - C. No player fouls are kept. Team fouls will be kept, with a one and one shot on the 7<sup>th</sup> team foul and two shots on the 10<sup>th</sup>. If constant fouling occurs by an individual player, the referee has the discretion to ask the coach to remove said player until the next dead ball.
3. **Offense**
  - A. No stalling or four corners offense. The offense must purposefully attack the defense.
  - B. Isolation plays are not part of Jr. Comet Basketball. It takes away the opportunity for all players to improve.
  - C. There will be no 3 point shots.
4. **Violations**
  - A. 1<sup>st</sup> & 2<sup>nd</sup> Grades--Only excessive traveling and double dribbling will be called. The offensive team will keep possession after referee instruction.
  - B. If a team stalls, they will receive a warning from the official. The next time results in a turnover.
5. **Playing Time-**
  - A. All players will play at least 2 full quarters. No substituting within a quarter unless an injury occurs.
  - B. There is a limit of 8 players per roster. Approval must be given by the league coordinator to carry more than
6. **Misc. Rules**
  - A. F.T. Lines 10 ft. B. Goal Height 8.5 ft. C. Ball Size 27.5