Junior Comet Basketball League 2017-18
4th and 5th 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 5 players to play a game. Teams will have 10 minutes after the scheduled start to field 5 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** Jeff Renegar: **jrenegar@bishopkelley.org** Jade Allison: **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 4th quarter. Each team will have **3 timeouts per game**.
- B. Coaches are not allowed on the floor.
- C. Overtime- There will be a 1 minute overtime if the game ends in a tie. If it is still tied at the end of overtime, we will go to sudden death.

2. Defense
- A. Switching and helping is allowed, double-teaming is not.
- B. No player fouls are kept. Team fouls will be kept, with a one and one shot on the 7th team foul and two shots on the 10th.
- C. 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.
- D. Zone defense is allowed in the 4th and 5th grades. Zone-trap defenses (for example- 1-3-1 half court trap) are NOT allowed.
- **E. Pressing and zone-trap defenses (for example- 1-3-1 half court trap) ARE allowed ONLY during the 4th quarter for both 4th and 5th grades. If a team is up by 10 points or more, pressing is not allowed.**

3. Offense
- A. There is a 3 point line in the 4th and 5th grades.
- B. Four corner offenses and stalling are legal, but are not encouraged. These offenses take away the opportunity for all players to improve.

4. Violations
- A. 4th & 5th Grades--High school rules will apply.
- B. Violations will result in a change of possession.

5. **Playing Time-**
- A. All players will play at least 2 full quarters. No substituting within a quarter unless an injury occurs. There is a limit of 10 players per roster.
- B. Approval must be given by the league coordinator to carry more than 10.

6. Misc. Rules

A. F.T. Lines 15 ft. B. Goal Height 10 ft. C. Ball Size 28.5