

TIDEWATER CATHOLIC BASKETBALL LEAGUE MIDGET DIVISION RULES

Amended: 27 October 2010

I. MIDGET DIVISION MISSION

The mission of the midget division is to teach fundamentals of basketball, fair play and sportsmanship.

II. TEAMS

A. Member parishes/schools may enter a team in the midget division. The Midget Division will consist of a girls division and a boys division. Co-ed teams will play in the boys division.

B. Teams in these divisions shall be composed of players who have not yet entered the fifth grade and have not reached the age of 11 on or before March 1 of the current season

C. There will be a limit of 20 players per team roster.

III. GAME TIME / SCORING

A. Regulation games will consist of four (4) seven (7)-minute quarters with a running clock for the first six(6) minutes. During the last minute of each quarter, the clock will stop for all whistled plays. Clock will also stop for all free throws throughout the period.

B. One (1) full time out (one minute) will be allowed per quarter - no carryover. Clock will stop for all time-outs.

C. There will be no overtime period during regular season games. Regular season games that end in a tie will be declared a tie to downplay competition

D. **During Tournament play**, if a game is tied at the end of regulation, teams will play a seven (7) minute overtime period with a running clock for the first six (6) minutes. During the last minute of the period, the clock will stop for all whistled play. Clock will also stop for all free throws throughout the period.

This will continue until a winner is determined. Each team will have one (1) full time out (one minute) during the overtime period. For the Tournament Championship game, if the game remains tied at the end of the first overtime period, the result will be a tie and the teams will be declared Tournament Co-Champions.

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IV. PLAYING TIME

A. Teams with eleven or more players will be required to play each player one full quarter. The coach has the right to determine which quarter each player will play. No player may play more than two (2) quarters.

B. Teams with ten players or less will be required to play each player two full quarters. The coach has the right to determine which quarter each player will play. No one player plays additional quarters until all players play the same number quarters.

C. Substitutions will not be permitted once a period starts unless a player is injured or otherwise unable to complete a period.

D. Every parish/school must have a scorebook with all the players' names and numbers entered for each game. If a player cannot play in a game, it must be noted.

E. **During tournament play**, if a game goes into an overtime normal substitution patterns will be followed. This means that no player can play an extra periods until all players play the same number of quarters

V. FOULS/FREE THROWS

A. Normal calls will be made regarding fouls.

B. Five (5) team fouls will result in a bonus situation for the opposing team during each half. Unless the foul is a shooting foul, all foul shots in the bonus situation will be one and one. There is no double bonus situation.

C. **Free throw line markings: The Midget free throw line will be measured three feet down from the normal free throw line in the direction of the basket**

D. Non-shooting fouls prior to the bonus situation will be dead ball fouls and the ball will be inbounded by the offended team at the sideline hash mark on their offensive end of the court.

E. *Free throw lane occupation: During a free throw, lane space may be occupied by a maximum of four defensive and three offensive players (which includes the shooter). The second slots to the right and left of the shooter may be filled by defensive players, the third (middle) slots will be filled by offensive players and the fourth (bottom) slots will be filled by defensive players.*

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VI. GAME PLAY

A. League play will be governed by the current National Federation of State High School Association (NFHSA) rules, with the following exceptions:

a. No full court press.

b. Man to man defense may be played by only one (1) player outside the three-point arc, while the remaining four (4) players must play below the three-point arc in any type of defense. At any point If a second player steps out of the three point arc it will result in an "illegal defense" call. The second "illegal defense" violation and all subsequent violations will result in a technical foul assessed against the bench.

c. No fast break

d. 3 point shot count as 2 points

e. In order to prevent a team from stalling on offense, the offense must initiate play by having the player with possession have both feet inside the 3 point line, by passing or dribbling. The offense has 15 seconds to initiate play after crossing half court.

Offenses that do not initiate per this rule, will be warned by the officials. A second warning will result in the ball being turned over to the other team.

Stalling is counter productive to developing young players. One of the goals of the midget division is how to initiate play within 15 seconds of crossing half court.

B. When a team gains possession of the ball because of a stolen pass, rebound, blocked shot, jump ball, or made basket, they may not advance the ball over half-court until the last defensive players have crosses over half court. This

eliminates a fast break. A violation of this rule will result in the team committing the violation to retain possession of the ball and inbound the ball at the side hash mark on the defense end of the court

C. With 30 seconds or less remaining in any period, the team with possession of the ball may call time out (if they have any available) and receive the ball at the half court line regardless of where the ball was when the time out was called. This is an option to the offensive team.

D. Coaches and/or Parish/School representatives will not adjust any game rules prior to the game.

VII. PARISH REP / REFEREE RESPONSIBILITIES

A. Each parish/school will be required to ensure that the Referees have been briefed on the TCBL exceptions to the NFHSA rules as outlined in Section VI of these By-laws regarding Game Play

B. To promote the Midget Division mission, when a referee calls a violation, an explanation of the violation will be given to both the player and coach.

VIII. COACHES RESPONSIBILITIES

The Board of Directors (BOD) requires coaches to downplay winning and to teach the fundamental of basketball, fair play and sportsmanship to their players. The coaches should set the example regarding these three basic rules at practice and during games.

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VIII. PARENTS

To make the Midget program successful, we need parents to encourage all players regardless of which team they represent. All persons involved with the games are volunteers; they are not perfect and are not expected to be. Your positive support will help keep this program going.