

Little Ballers League

GAME RULES

Rookies, Ages 5–6
All Stars, Ages 7–9



General Rules

- Home team sits on the right side when facing the score table.
- Chance to score rule: Each game for The Rookies will start with each player shooting from the free throw line and each point will count as one.
- Games will be played 4 on 4 or 5 on 5 depending on team size.
- Games will consist of two twelve (12) minute halves with a running clock. The clock only stops when there is a dead ball or referee whistle the last two minutes of the game for free throws.
- Halftime: 3 minutes
- Each team will be permitted one (2) timeout per half. They do not carry over.
- Each basket will count as 2 points, free throws count as 1 point.
- Substitutions are mandatory at every 4-minute mark in each half. Teams must empty the bench each substitution. Teams have 30 seconds to make substitutions.
- Every player must play 4 consecutive minutes twice (2x) during the game, a total of 8 minutes.
- Bench must be empty during the first half AND beginning 4 minutes of the second half
- The remaining 2 substitution times you are free to sub in and out whom you'd prefer.

Example: Players A, B, C, D, E, F, G, H, I, J

FIRST HALF

- 12 minute mark: A, B, C, D, E
- 8 minute mark: put in F,G,H,I,J
- 4 minute mark: put in A,B,C,D,E

SECOND HALF

- 12 minute mark: F, G, H, I, J
- 8 minute mark: Sub whom you prefer (free sub)
- 4 minute mark: Sub whom you prefer (free sub)
- This does not mean that you can call a time out and sub players. This way you will be able to sub according to the game situation. The strategy is up to you. For some, what we were doing works fine. For others, the adjustment may help. Please don't have any one player stay benched the entire 2nd half.
- Fouls will not be recorded. But if a player commits a foul, the opposing team will take out the ball from the sideline. If it is a shooting foul, the player will receive free throws.No triple-teaming.

- Players may not wear any form of jewelry.
- Games will be controlled by 1 or 2 referees to ensure a positive and fun environment for the participants.
- Mercy Rule: If lead is 20 points, or greater, the score board will no longer continue to show score. The team with the lead cannot employ full-court or half-court pressure and must play defense with both feet inside the key area at all times. The clock will run at all times, except for time-outs, until the difference is 10 points or less. If the difference remains over 20, the team up by 20 will be credited with the win.

Rookies Division Ages 5-6

- Rim Height: 8 feet
- Ball Size: 27.5
- Rookies must set up defense after half court. No back court defense allowed. The defense must stay below half-court line at all times. No full court press.
- Traveling and Double Dribble are called loosely
- Players are not allowed to steal the ball or rip the ball out of the other players hands if the other player has control of the basketball. They are allowed to only intercept bad passes or if it's a loose dribble that gets away from the player that is dribbling.
- One coach per team can be on the sidelines of the court during the game to help direct players as long as there is no interference with the opposing coach or team.
- All players should have the chance to bring the ball down the court.
- Have a Humble Team! We want kids to have fun and to continue playing basketball. We do not want kids to be discouraged from playing the game at such a young age. If your team is consistently making baskets, please encourage your team to allow the other teams to shoot and score too.

All Stars Division Ages 7-8

- Each game and half will begin with a tip-off.
- Rim Height: 10 feet
- Ball Size: 29.5 (standard)
- No full-court press until the second half of the game.



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