

HAMBURG LITTLE CAGERS

9-10 BOYS

RULES OF PLAY

Games: 40 total minutes/ Two (20 minute) RUNNING CLOCK halves.

1st half---20 minutes

5 minutes – OPEN
5 minutes – “B” Team
5 minutes – OPEN
5 minutes – “B” Team

2nd half---20 minutes

5 minutes – “B” Team
5 minutes – OPEN
5 minutes – “B” team
5 minutes--- OPEN

During OPEN time...subs are permitted, anyone can play.

During “B” Team...subs are not permitted (see “B” team rules below).

Timeouts: Each team is permitted 2 timeouts per half (45 seconds long).

Overtime: 3 minute OT/ jump ball starts OT/ Each team gets 1 timeout during OT/ “A” team plays OT.

Line Transition: “A” team and “B” transition is NOT A TIMEOUT, it is simply treated as an in-game substitution

Line transition possession: The team with possession of the ball at the time of the referee’s transition whistle retains possession when play continues after a line change.

*****Regular season only...if the game is tied after one OT period, the game ends in a tie*****

During the last 60 seconds of regulation or OT: if the score has a 6 point margin or less – the game clock will not start when the **leading team has possession in the backcourt** until they advance the ball beyond half court. The clock will run normally when the trailing team has possession or if the game is tied, no matter where possession is held on the court.

Basketball: 28.5” size

Game Playing Time structure:

****The “A” team** is comprised of the more developed/highly skilled players on the team.**

****The “B” team** MUST consist of the **WEAKEST** players on the team that are present at that particular game **

Playing Time and “B” Team Regulations:

1. Each head coach chooses his/ her FIVE (5) “weakest” players that are PRESENT at the game on that particular day. This is that team’s B SQUAD for THAT ENTIRE GAME, and there are no substitutions on the “B” team (see exceptions below)!
2. Head coaches have the right to make changes to the opposing team’s B Squad ONE TIME if he/ she sees fit with no questions asked or arguments. Changes can be made one time during the first half or at halftime. Once the second half begins, no changes may be made. Changes must be presented to the scorer’s table, and the scorekeeper must alert the referees to stop play while the changes are decided upon.
3. Division Reps have the right to overrule/ overturn “B” teams and “B” team changes at their discretion.
4. There are NO SUBSTITUTIONS ON “B” TEAM (exceptions include but are not limited to...opposing coach protests, injury, illness, late arrival or early exit by players from a game).
5. “B” team players cannot foul out during “B” team, but if a “B” team player commits 5 per fouls during any point in the game, he is ineligible to play during “open” time for the rest of the game.
6. “B” squad players ARE PERMITTED to play the entire game when there are less than 10 players present.
7. Age and/or size of a player have **NO BEARING** on whether he is on the “A” team or the “B” team. It is solely based on skill level/ overall ability.
8. EVERY PLAYER present at the game must play at least 16 minutes of game time. This rule is non-negotiable unless extenuating circumstances exist (injury, illness, etc.).

Defense Special Rules:

- There is absolutely NO backcourt defense. The defensive team will not start playing defense until the offensive team has moved the ball beyond half court.
- Man to Man defense is the ONLY defense that is permitted to be played in this division. NO zone defense or double teams are allowed at any time. If a team is playing anything other than man-to-man defense (at the discretion of the referee), a warning will be issued on the first offense. On the second offense and any offense after that, a technical foul will be called and the offensive team will be awarded one free throw and possession of the ball.
- It is up to the referees to discern between “help defense” and a zone or double team, and he/ she will make that call accordingly.

Offense Special Rules:

- Free throws for all players...players have the choice to shoot from the tape line or the official free throw line.
 - Note: regardless of the FT line chosen, there WILL be shooter violations called on shooters who step or jump over the FT line before the ball hits the rim.
- 10 second violations will not be called, but offensive teams will be instructed to advance the ball beyond half court in a timely fashion. If the referee determines that a team is intentionally stalling, a 10 second “clock” may be instituted during the game.
- Over and Back violations will not be called. Once the ball is advanced beyond half court, and there is a ball that travels into the backcourt, it is considered a loose ball. If the offensive team regains possession, they must advance the ball into the front court in a timely fashion, at the discretion of the referees. The offensive team can also intentionally bring the ball into the backcourt, and they are safe from defense, but must advance the ball into the frontcourt in a timely fashion.
- There are no 3-pointers. All field goals are worth 2 points/ All free throws are worth 1 point.

Fouling Out:

- “A” team players foul out upon committing their 5th personal foul.
- “B” team players cannot foul out during “B” team, but if a “B” team player commits 5 per fouls during any point in the game, they are ineligible to play during “open” time for the rest of the game.

Flagrant and Intentional Fouls: The team that is opposing the team whose player commits a flagrant or intentional foul will receive 2 **free throws** AND the ball. FTs must be taken by the player who was fouled, unless they are injured and unable to.

Technical Fouls: The team that is opposing the team whose player/ coach/ spectator commits a technical foul will receive 2 **points** AND the ball.

Hamburg Little Cagers League-Wide Rule on Ejections:

1. If a player, a coach, or a spectator is ejected from a game for any reason, he/ she will be automatically suspended from his/ her team’s next regularly scheduled game.
2. However, the Hamburg Little Cagers Board of Directors reserves the right to increase or decrease any suspension upon further review and consultation with the Division Representative.
3. Ejection from a game means that the ejected individual MUST leave the facility and the property of the facility in a timely fashion.
4. If an individual is suspended, that individual is not permitted to be at the facility or the property of the facility during the game(s) that he/ she is suspended for.
5. Players and Coaches who are suspended, are still permitted to participate in practices during their suspension unless the Hamburg Little Cagers Board of Directors decides otherwise.