

HAMBURG LITTLE CAGERS

Boys 11-12 Division

Rules of Play

NYHS Boys Basketball Rules will be used, with the exception of the following local rules:

Basketball: 29.5 size regulation basketball will be used

Game Duration: 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

4 minutes – “B” Team

6 minutes – OPEN

4 minutes – “B” team

6 minutes--- OPEN

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

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

Timeouts: Teams are permitted two (2) timeouts per half.

Overtime rules

- 3 minutes of OPEN time during OT.
- Each team is granted ONE timeout during OT.
- Jump-ball will start OT.
- Team fouls from 2nd half continue to be counted during OT.

***During the regular season, a game that is still tied after one OT period will end in a tie and will be counted as a tie in the league standings.

During the last minute of each half and OT, the clock will stop on all whistles. The clock will also stop, within reason, during line transition periods

Line change transition

→ Line changes are NOT timeouts...coaches must have their 5 players ready to enter the game.

→The team with possession of the ball at the time of the buzzer/ whistle retains possession when play continues after a line change.

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!
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.
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 (if injury occurs, opposing coach’s choice).

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 have the option to shoot free throws from tape line at 13', not the regulation 15' line. If a "B" team player chooses the 13' tape line, that line will be treated no differently than the regular foul line and regular basketball rules/ violations apply.
7. "B" squad players ARE PERMITTED to play during OPEN TIME at the coach's discretion.

Defense Rules:

1. Defense **cannot** be played in the back court:
 - *After a made basket, made free throw, turnover, or defensive rebound – the defensive team must fall back beyond the half court line.
 - *Defensive rebounds or turnovers that lead to **fast-break opportunities** out of the "backcourt" will be called as follows...
 - 1-A dribbler is protected until THE BALL crosses the center court line into the front court.
 - 2-If a player loses possession or throws a reckless pass in the back court due to no fault of the opposing team, the ball becomes a loose ball and both teams have a right to gain possession of the ball (**referee's discretion**).
 - *Players securing defensive rebounds or securing turnovers that result in backcourt pressure or contact from the opposition can be called one of two ways:
 - 1-Whistle & rebounding team retains possession – ball inbounded.
 - 2-Whistle & if enough contact was made, a personal foul is called.
3. Zone Defenses are NOT permitted. Referees will call "illegal defense" **AT THEIR DISCRETION** if they deem a team to be playing a zone defense. The first "illegal defense" call will result in a warning to the team that commits the violation. On the second "illegal defense" called against a team (and every one after that), the offensive team will be awarded 2 points.
5. Teams may also trap and double team in the half court, but may not play zone defense.
6. Over-and-Back violations will be called.
7. 10 second violations will be called.
8. During the last 60 seconds of regulation – 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.

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.