

HAMBURG LITTLE CAGERS

GIRLS 11-14 DIVISION

RULES OF PLAY

Time Structure:

First Half – 20 Mins RUNNING CLOCK *Clock stops in last min of play*

6 minutes – OPEN

4 minutes – “B” Team (14 Min Mark)

6 minutes – OPEN (10 Min Mark)

4 minutes – “B” Team (4 Min Mark)

HALF TIME – 2 MINUTES

Second Half – 20 Mins RUNNING CLOCK *Clock stops in last min of play*

4 minutes – “B” Team

6 minutes – OPEN (16 Min Mark)

4 minutes – “B” Team (10 Min Mark)

6 minutes – OPEN (6 Min Mark)



*Clock will stop on shooting fouls and will not begin until the shooter received the ball for the SECOND shot..

The clock will stop in the last minute of the game if there is a **4** point differential (or less) after a basket. The clock will start once the team in the lead advances the ball past the guarding line. This will prevent the team in the lead from holding the ball until the clock runs out.

When the team behind has the ball, or if the score is tied, the clock will run as normal.

Time-outs: (3) 1 minute timeouts per game, Can only use 2 in a half. If you don't use any in the first half you still only get 2 in the second half.

Overtime

3 minutes---OPEN

-tip off at center court

-1 timeout during OT

-if tied after 3 minutes...game ends in a tie

LINE CHANGES:

Not a timeout...have your 5 players ready.

*CLOCK WILL STOP FOR 20 SECONDS FOR TRANSITION. PLAYERS MUST BE READY.

-Team with possession inbounds ball where they last possessed the ball when whistle blew (referee's discretion).

-The clock will run until the play is over. At the Tables discretion.

-Strategy...not necessary to take an ill-advised shot.

Line change transition

PLAYING TIME RULES:

OPEN playing time is for coaches to play whomever they want - not just their top 5 or 6. But if you have 11 players at a game, you **MUST** sub at least your top 6 during the OPEN time slots. **If you have 11 players present, make sure the "6th player" who does not start the game gets her fair share of playing time.**

B-Squad:

1. **Five (5) "weakest" players that are PRESENT at a game are your B TEAM!** Coaches please confirm these 5 at the scorebook with the other coach **BEFORE** every game.
2. **The opposing coach has the right to determine 5 weakest players** if he disagrees with "B" team selection. Opposing coach can intervene and determine this at ANY TIME BEFORE the 2nd half begins.
3. **NO SUBSTITUTIONS ON "B" TEAM UNLESS INJURY OCCURS** (if injury occurs, opposing coach's choice)

4. "B" team players cannot foul out during "B" minutes, but if such a player commits 5 fouls, she cannot play during OPEN minutes for the rest of the game.
5. "B" team players can shoot free throws from 13' - not the regulation 15' line.

Defensive Play – Over & Back:

1. There is no back court defense. After made basket, made free throw, turnover, or defensive rebound – the **defensive team must fall back beyond half court.**
2. **NO ZONE DEFENSE ON THE "B LINE"** If a "B line" 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.
2. **Defense must allow offense to cross half-court.**
Offensive team, once beyond half court cannot take the ball back across the half court line. If this happens, "over-and-back" will be called and the opposing team will get the ball.
3. Players securing defensive rebounds or turnovers that result in backcourt pressure from the opposition can be called one of two ways:
 1. Whistle & team retains ball – out of bounds.
 2. Whistle & if enough contact was made, a personal foul is called.

FREE THROW LINEUP:

The defense must have two players (one on each side) on the low block

REBOUNDING A FREE THROW: players on the lane may enter the key when the shooter **releases** the ball – the shooter and all others cannot go for the rebound until the ball hits the rim.

SHOOTER: B line shooters – No violation for crossing line on follow through. **A line – VIOLATION for crossing line.**

Shooter violation #1...The free throw shot does not hit the rim or go in the basket.

Shooter violation #2...The shooter or outside players go for the rebound before the ball makes contact with the basket.

No 1 & 1: 10 fouls – double bonus

Any foul in the last minute of the game is a shooting foul.

CANCELLATIONS...

Practice: If the school that you practice at cancels school or cancels all evening activities, your practice is definitely canceled!

Games: We will call you if games are canceled. The "no school Friday/ no game Saturday" rule is not necessarily in effect. We will call you to cancel!

Each coach is responsible for notifying his team of any cancellations that occurs

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.