

2024 Nocona Little Dribblers and Nocona Basketball Blowout Tournament

Basketball Playing Rules

Updated 2/14/2024

The Official Basketball Rules as adopted by the National Federation of State High School Associations have been adopted as the official Nocona Little Dribbler Playing Rules except as changed by the following special rules:

1. ZONE DEFENSE:

8U Division & Below: A zone defense shall not be permitted at any time during the game.

Penalty: Technical Foul. Repeated violations may result in forfeiture of the game.

Comment: A zone defense penalty should be called when: A defensive player plays the ball as opposed to guarding an offensive player ("chasing the ball or A defensive player guards an area of the court as opposed to guarding an offensive player.

Additionally: Whether or not a defensive player is 'zoning" will be a judgment call of the official. Officials are cautioned that the zone defense rule does not prohibit a defensive team from 'double teaming, " 'trapping, " 'switching, " or 'sagging. " The rule does not require the defensive player to remain within a certain distance of his offensive player, unless required by the National Federation Rules. (This rule does not require a team to guard the person throwing in the ball on an inbounds play.)

The intent of the rule is to prevent the 'Chaser" defense, where one or more players chases the offensive player having the ball; and the traditional zone defense, where one or more defensive players ' primary responsibility is protecting an area of the court. Each of these situations is easily detected by anyone knowledgeable of basketball and should be strictly enforced. This rule is applicable in the front court and backcourt.

Coaches and players should not expect complete uniformity in the enforcement of this rule. No two officials will judge a situation exactly the same. A good team will be one that is coached to adapt its offense and defense according to how the officials are calling the game. This is true regarding how the officials call fouls, lane violations and traveling violations. It should be the same with the zone defense rule.

2. DEFENSE IN THE BACKCOURT

(This rule is not applicable in the 12U or 14U Divisions)

10U Division & Below: Defense in the backcourt is prohibited except during the last 7 minutes of the game and in any overtimes.

This rule shall not be interpreted to allow a 'free' outlet pass starting a fast break, or to allow rolling the ball during the inbounds of the ball.

Note: Defense in the backcourt is prohibited when the winning team is at least 20 points ahead of the other team. This rule will also be enforced in all age divisions division.

Penalty: Technical Foul

3. LANE VIOLATION:

In the 10U Division & below, the 3-second lane violation rule will be changed to a 5-second lane violation rule. In the 12U thru 14U divisions the rule will remain as 3-seconds.

4. FREE THROWS, FOULS AND FREE THROW LINE:

Players will shoot 1 free throw for 2 points on all shooting fouls. If the bucket is made and player is fouled, player will shoot the free throw.

**Since we do halves instead of quarters, at 7 TEAM fouls, player will then shoot 1 free throw for 2 points.

In the 10U Division & below only, the free throw line shall be 13 6" from the plane of the face of the backboard.

5. BASKET:

(Applicable to the 10U Division & below only) the basket can be set a minimum of 8 6" from the floor up to 10'. The set basket height must be declared prior to the start of any game. The basket for the 12U or 14U divisions will be 10' from the floor.

6. BALL:

The official ball size will be used in the following divisions: 8U Girls & Boys: (Youth 27") 10U Girls & Boys: (Women's 28 5") 12U & Up Girls: (Women's 28.5") 12U & Up Boys: (size 29-30 in)

7. UNIFORMS:

It is suggested that you have a light and dark uniform for your tournament teams. Shirts must have numbers on the FRONT and BACK.

8. CLOCK:

Games will consist of 2 halves: Each half will consist of the following: 14U-7th/8th Grade - eighteen (18) minute running clock, 12U-5^h/6^h Grade- sixteen (16) minute running clock, 10U-3^d/4th Grade-fifteen (15) minute running clock, 8U-1st/2nd Grade-fourteen (14) minute running clock with the following exception: The clock is to be stopped for: 1) All shooting fouls and re-started when the ball is put into play by the official for the shot. 2) On called time outs. 3) At the discretion of the game officials. 12U and 14U: The last 2:00 minutes of the second Half will be played as a stop clock (Regulation Clock). 8U and 10U: The last 1:00 minute of the second Half will be played as a stop clock (Regulation Clock). Exception: The clock will remain a running clock if a team is or becomes down by 20 or more points in the last 2 minutes of the second half. Time Outs: 3 Total Two (1) minute and One (30) second per game. Half Time: Three (3) minutes

****TABLE WORKERS FOR CLOCK AND BOOK WILL BE PROVIDED.****

9. OVERTIME: Each overtime period shall be two (2) minutes in length regulation clock. Time Outs: Two (30) Second

10. GAME TIME: Game time is forfeit time. All games will start at their scheduled time or in the event games are running behind, 3 minutes after the prior game has completed on the scheduled court.

[Additional Tournament Rules & Information](#)

- Venues: Directions to each venue can be found at www.playnocona.com
- Warm-Up Balls: Each team will need to supply their own balls to warm-up. NYSA will supply game balls
- Officials: We will provide two qualified officials. Each official must be familiar with all playing rules including the official comment on Zone Defense.
- Awards: Individual awards will be presented to the championship and runner-up teams at each level of tournament play. Awards will be given to ten players only.
- Protests: The Official Tournament Director shall decide any protests regarding tournament competition. Protests may be made with a \$100 CASH protest fee prior to the end of any game being protested. Any game completed under protest will have both teams rosters verified. Once a game has been completed no protest can be filed. Judgment calls of the official cannot be protested
- Age documentation: Proof of age documents must accompany all players to each game. Photocopies of Original Birth Certificates or Certified Birth Certificates will be accepted.
- Technical Fouls: Technical Fouls will not count as a player foul. It shall count as a team foul. All technical fouls shall be two shots.
- Ejections: If a Coach, Player, Parent or Spectator is ejected from a game for any reason they will serve the remainder of the game they were ejected from plus a

minimum of one more game. If a Coach, Player, Parent or Spectator is ejected from two games they will be eliminated from attending any other event games. The Tournament Director will have final say concerning ejections.