



ST. CHARLES STORM BASKETBALL

BITTY LEAGUE RULES - BOYS

Game Rules

In general, games will be governed by IHSA Basketball Rules. Listed below are Bitty specifics:

Section A: Clock & Time Management

1. Games are played with two 20-minute halves with a 4-minute half time.
2. Games are played with a running clock. The clock will only stop for the following:
 - Substitutions every 5 minutes. Incoming players match up at half court & play resumes.
 - Timeouts - Each team gets one (1 minute) time out per game.
 - Free Throws (applies only to 4th grade).
 - Every whistle in the final minute of the 1st half and 2nd half.
3. In the event of a tie at the end of regulation there will be NO overtime. The game is declared a tie.
4. No scoreboard at 2nd Grade.

Section B: Playing Time & Substitutions

1. All players should get equal playing time.
2. If the full team is not present, the extra playing time should be divided as equally as possible.
3. At five-minute intervals, the clock will stop for substitutions.
4. Line up the incoming players in a straight line facing each other at the half court line.
5. Match up players by talent, NOT height - per the following process:
 - Line players up w/ your best player closest to the score table.
 - Then line players in descending order of ability.
 - Your least talented player should be in the 5th spot farthest away from the score table.

Section C: Fouls (Applies to all Bitty Grade Levels)

1. A player fouled in the act of shooting (referee's discretion) will result in 1 point being awarded to the team fouled plus the fouled team gets the ball back underneath the basket. If the basket was made, 3 points are awarded and the ball goes to the opposing team.
2. Team fouls are kept by the score keeper and upon the 7th team foul (Bonus) per half, non-shooting fouls will result in 1 point being awarded plus the fouled team gets the ball back.
3. Although team fouls are kept, individual player fouls are not tracked and players cannot foul out.

Section D: Free Throws (Only Applies to 4th Grade during the last 2 minutes of the 2nd half)

1. A player fouled in the act of shooting (referee's discretion) during the last 2 minutes of the game will result in 2 free throws. If the basket was made, the team gets those 2 points and 1 free throw (for a potential 3-point play).
2. Non-shooting fouls during the last 2 minutes of the game will result in a 1-and-1 free throw situation upon the 7th team foul (Bonus). Upon the 10th team foul during the last 2 minutes, non-shooting fouls result in 2 free throws (Double Bonus).

Section E: Defense

1. Man to Man defense is required.
2. Zone defense or sagging in the middle is not allowed.
3. Full or Half court pressing or any kind of trapping or back court pressure is not allowed.
4. Slight double teaming "help and recover" is allowed ONLY in the lane.
5. Double teaming away from the ball is not allowed.
6. Switching is allowed if a defensive player is screened – needs to be a clean switch w/o double teaming.
7. Initial Man to Man defensive set requires the defensive team not to engage their assigned offensive player until that player crosses the top of the key moving towards the basket (imagine a straight line sideline to sideline extended from the top of the key). **If there is a 3-point line, use that as your line for defense.**
8. Once the offensive player crosses the top of the key, the defensive player must be within 5 feet of the player they are guarding to prevent sagging into a partial zone.
9. The top of the key defensive engagement rule only applies to the initial offensive set of each possession. Once the top of the key has been penetrated, the defense can man up anywhere in the half court until the possession change. So - if within the same possession, the offense brings the ball back out to the top to reset the offense, the defenders can follow them and guard them.
10. Enforcement of the defensive rules will be at the discretion of the referee. The referee will issue a warning for illegal defense when it's deemed appropriate. Coaches are required to work with the referee to get their team in compliance with the defensive rules.

Section F: Miscellaneous

1. Baskets are to be set at 10 feet for 4th grade, 9 feet for 3rd grade, and 8 feet for 2nd grade.
2. At no time should the score differential be more than 15 points. Once a 15 point gap is reached, the leading team score should not be advanced until the differential again falls below 15 points.
3. Violations such as traveling, double-dribbling and 5-seconds in the lane will normally be called loosely but are always at the discretion of the referee.

Coaching Rules

- Both coaches along with the referee need to have a brief meeting before each game to clearly discuss the basic rules and the manner (tight or loose) they mutually want the game called.
- Every effort should be made to make the playing time equal for every player at each game. Skill level or attendance at practice should not be a determinate for playing time.
- Coaches are not allowed to argue with a referee under any circumstance. A coach will not allow a player to argue with a referee under any circumstance either.
- Coaches will teach the game of basketball and instruct their team in both practices and games in accordance with the rules stated in the Storm **Game Rules**, especially with regards to the defensive rules.
- Coaches will instill a spirit of good sportsmanship in their teams and will always set a good example for their players to follow.
- No videotaping or scouting other teams.
- Coaches represent the Storm program as a whole, not just their own team, meaning they will provide support and encouragement to any and all players and coaches in the program.
- Any Bitty or In-House level coach ejected from a game will be suspended a minimum of 2 weeks and a maximum of the entire season as determined by the Board. Any ejection by a coach, parent or player shall be reported to the program coordinator within 24 hours of the occurrence.

Facility Rules

- We are allowed to play in our gyms with the permission of the schools and the individual principals. We have to take great care of these schools or we will lose our privilege to use them.
- Our contract with the school district includes use of only the gyms. We do not have the use of locker rooms at any facility. Players must come to the gym prepared to play or practice.
- Players, siblings, and parents must stay in the gym except for restroom visits. Parents must keep their kids with them in the seating area.
- No one is allowed to loiter in the hallways at the school for either the games or practices. Coaches must enforce this. A high school student will be assigned as a gym supervisor for games to assist with this enforcement.
- No food or beverages may be brought into the gyms except player's water bottles. Coaches are responsible for making sure their bench area is cleaned up for the next game.
- No bouncing of balls, shooting or warming up on the sidelines during games or practices. Teams must wait until the game or practice before them is finished.
- Coaches will need to bring a copy of these rules and a score sheet to each game for use at the scorer's table. Some form of a scoreboard will be provided at each game site.