

Hico Lil' Dribblers Game Rules

Game Rules for All Divisions

1. Games will be 4 six minute quarters. Clock will be a running clock. Clock stops at free throws, time-outs, and the last 1 minute of the game unless both coaches agree to run the clock in the last minute.
2. First player technical or intentional foul will result in dismissal from the game and the player must also sit out of the next game. Second player technical or intentional foul during league play will result in termination from the league.
3. Substitution rules and foul rules will vary per division. Please refer to each division's rules.
4. Overtime will be a sudden death free throw; a player from each team will shoot a free throw and the first team to make a free throw when the other team doesn't, will win; rock, paper, scissors between coaches or players will determine which team will shoot first.
5. During games, each team gets two sixty second timeouts per half.
6. The number of players on each team is small so that all players will get a substantial amount of playing time. If a player will miss a game or a coach needs additional subs, a coach may pick up a player from another Hico team. Do not carry more than 8 when playing another Hico team unless under special circumstances. Use integrity when picking up a player. Use this option when it will help your team execute more efficiently such as having a backup ball handler if yours struggles, a player struggles to play most of the game and needs to sub out more, you're playing a team from another town and you need to strengthen your team to make the game more respectable. Do not pick up players so that you can beat another Hico team and do not play these pick up players more than you are playing your own players. If you're picking up a player when playing another Hico team because one of your players will be gone, choose a player of similar skill and athletic ability. Boys teams may pick up a girl if necessary but boys may not play on girls teams. Try to only play your pick up players half the game or less. Again, do not abuse this rule.
7. Each team must provide a person who will keep the book or clock during games. If you are the first 1st/2nd grade team to play, arrive early to help set up the small goals. If you are the last 1st/2nd grade team, help take the small goals down.
8. UIL Rule: If a player does not attend school, they cannot play in the game that day.

1st/2nd Grade

1. The 1st/2nd grade will play full court 4 on 4.
2. The 1st/2nd grade divisions may only play man defense.
3. Players will wear colored wristbands to indicate who they are guarding; red wristbands will guard red wristbands, etc;
*The coaches can discuss match ups prior to the game.
4. A player cannot change their wristband on the court unless coaches from both teams are asking that the wristbands be changed. In every other circumstance, a player must change the wristbands when subbing, during a timeout, end of quarter, or halftime.
5. Players cannot double team the ball, but they can help on defense if their teammate gets beat.
6. Teams can only play half court defense. No pressing allowed.
7. If a team gets a 10 point lead, that team cannot guard outside the three point line.
8. Shooting fouls will result in two free throws worth one point each.
9. The 1st/2nd grade division will shoot from the red line for free throws.
10. Individual fouls will not be kept up with in the 1st/2nd division; therefore there are no bonus free throws in this division.
11. Substitutions must take place every 3 minutes (All subs on the bench must go in unless they are sick, injured, or refuse to go in)

3rd/4th Grade

1. The 3rd/4th grade will play 5 on 5.
2. The 3rd/4th grade may play man or zone defense, but we encourage a man defense for developmental purposes.
3. Teams can only play half court defense the entire game; there is no pressing.
4. The 3rd/4th grade division will shoot from the red line for free throws.
5. Individual fouls will be kept up with; a player will foul out if he or she gets five fouls; when a team gets to the 5th foul per quarter, a player will shoot two free throws.
6. Coaches can substitute at their discretion, but must play every player some in each quarter unless in foul trouble, injured, sick, or refuses to go in.

5th/6th Grade

1. 5th and 6th grade will play 5 on 5.
2. 5th and 6th grade may play man or zone defense, but we encourage a man defense for developmental purposes.
3. Teams may press at any point in the game unless a team is more than 10 points ahead. If 10 or more points ahead, a team cannot full court press.
4. Individual fouls will be kept up with; a player will foul out if he or she gets five fouls; when a team gets to the 5th foul per quarter, a player will shoot two free throws.
5. Coaches can substitute at their discretion, but must play every player some in each half unless in foul trouble, injured, or sick.