

NOVICE HOUSE LEAGUE RULES

Information for Coaches/Parents

- Practices are at St Patrick's School. If there are ever any problems with the alarm or at the school during practice, please call Paul Peyton at 905-835-5331 . The number for the alarm company is printed on the pass card. Please call if there is a problem to avoid false alarm charges.
- No one should be outside any gym area or washrooms during practices or games as the alarm is not disabled throughout either St. Patrick's or St. Therese schools.
- **No balls are allowed** in foyer area at St. Patrick's where the water fountain is located
- Please ask your players/parents to call you if they are going to miss a practice or a game
- Games take place at St. Therese school unless notified by the convener
- On game days, we will encourage a parent/family member to keep score or/and operate the game clock
- Foul line is set at 13' and the basket stays at regulation height. You may have a total of either 5 or 6 players at the key during foul shots.
- Players use a size 5 ball at novice.
- During games, man to man defense **must be** played by all players, except when the ball is inside the key. The referees will enforce this rule by stopping play and coaches must ensure that their players "stay with their checks"
- During games there will be 6 - 3 minute shifts per half. All shifts will be straight time, except the clock will stop on a foul shot or injury.
- No "pressing" is allowed during games and all defensive players must fall back over half after a basket or a change in possession.
- Due to the size of the court we do not call "over and back" during games.
- A player who is injured must return to play as soon as they are able, on the next break in play, if possible.

- Please remind and check that all players remove any form of jewelry to prevent injury to themselves and others. This also includes metal hair clips.
- If **OVERTIME** is necessary, it will be one 3 minute overtime period and any player may play during overtime. If there is still a tie at the end of the overtime period then the game will result in a tie and each team will receive one point in the standings.
- Teams are allowed to call one 30 second time out per half. One time out can be called in overtime.
- The goal of our games is for children to learn basketball skills and have fun. Winning is secondary at this level.
- A player cannot be double shifted. The only exception would be for those games where you are playing with less than 12 players or if a player plays the shift at the end of the first half and the beginning of the second half.
- The scorekeeper will track the number of shifts played by each player and advise the coach if players are over/under the shift requirements.
- The calls made by the referees are considered final.