

**COOPER HOOPSTER 2026**  
**GAME RULES AND GUIDELINES**

**MINORS DIVISION (3rd and 4th Grade)**

**GAME FORMAT:** All games will be six-minute quarters.

**Minors:** The clock will run continuously except for substitutions, free throws and timeouts except for the final three (3) minutes of the game. During the final three (3) minutes of the game, the clock will stop on every whistle.

**BALL SIZE:**

**Minors:** will use a 28.5" basketball (girls' basketball).

**GOAL HEIGHT:** Minors will play on a regulation 10' goal.

**TIME-OUTS:** Teams are allowed four time-outs per game.

**PRESS:** Minor league players are permitted to press throughout the entire fourth quarter. No pressing after a 10-point lead.

**REQUIRED PLAYING TIME:**

**MINORS DIVISION:** All players are required to play one complete quarter during each half of the game. A player arriving after the start of the second quarter may play his required quarter in the second half. All players present at the start of the game will play a minimum of 2 full quarters total during a game. Players must play an entire quarter unless an injury occurs or both players that are being subbed have reached the 2-quarter minimum. EACH PLAYER MUST SIT AT LEAST ONE FULL QUARTER unless a team has six or less players. Substitutions are only allowed in the fourth quarter and only if all playing requirements have been met.

A coach's failure intentionally or inadvertently, to comply with any of the Required Playing Time Division Rules or any part thereof, may result in forfeiture of the game in question. Coaches should make every effort to have the scorebook documented to reflect their compliance with these rules when they have either an ill, injured, or disqualified player, or a player absent from their official roster.

**FOULS:** Each player will be allowed five personal fouls per game. After the fifth personal foul that player is disqualified and must remain on the bench for the remainder of the game. Team fouls will be tracked by quarter. Each quarter, the fifth team foul by one team will result in two free throws for the opposing team. Team fouls will reset each quarter.

**MINIMUM NUMBER OF PLAYERS:** Four players are required to begin a game. A minimum of two players are required to complete a game. If a team does not have at least four players present by 5 minutes after the starting time, the officials will declare the game a forfeit. The game can be played with fewer players as a scrimmage.

**CONDUCT:** There shall be no disrespectful or hostile activity by a coach, player or spectator directed toward officials, coaches, players or spectators. Occurrence of a second incidence will require that person to leave the gym area. Coaches should direct offenders to a board member if a problem should arise. This decision will be made and enforced by officials and the Board.

Any technical fouls assessed to a player or coach during a game will result in further action by the board. These actions may include the following: sitting out the remainder of the game, sitting out the next game, removal from the league, being banned from the league in the future.

If a parent or coach is thrown out of a game and/or the gym by an official, the board reserves the right to prevent their child from playing in future games. Further punishment will be decided by the board on a case-by-case basis.

**OVERTIME:** If the game is tied at the end of the fourth quarter, a two-minute overtime period will be played. If the game is tied at the end of the first overtime period, then the first team to score in the second overtime period will be the winner. Coaches can play any five players, that have not fouled out, during overtimes.

**DEFENSIVE STRATEGY:**

Minors: Man-to-man half-court defense only for the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> quarters; full court man defense is allowed in the 4<sup>th</sup> quarter and subsequent overtime periods. Double-teams are not allowed. However, as the ball get inside the three-point line, players are allowed to help the primary defender and recover as needed.

**\*\*No technical fouls will be called for illegal defense in the and Minors divisions. Each team will receive one warning, then subsequent violations will result in a team foul for the offending team.**

**\*\*\*If you are utilizing a ball screen in your coaching strategy, it is likely that player will be guarded by two players for a short time. It is recommended to avoid using ball screens if you complain about the double team rule.**

**THREE-POINT SHOTS:** Three-point shots will be recognized in the Minors league.

**BENCH RULES:** Only players and coaches are allowed on the bench; all others will be asked to leave the bench area. Only one coach is allowed to stand and address the referee during the game.

**SCORERS TABLE:** Each team is required to provide a volunteer to operate the clock and keep the score book during each game.

**END OF SEASON TOURNAMENT:** A tournament will be played at the end of regular season games. The tournament bracket will be designed by the board based on the team standings.

**AWARDS:** Awards will be presented following the final tournament game in each division.

## **Lubbock Cooper Hoopsters Playing Time Rules**

### **Bucs & Minors Divisions**

<b># of Players</b>	<b>Minimum Playing Time</b>	<b>Extra Playing Time</b>	<b>Maximum Playing Time</b>
10 players	Every Player plays 2 full quarters	None	No player plays 3 or 4 quarters
9 players	Every Player plays 2 full quarters	2 players play 3 quarters	No player plays 4 quarters
8 players	Every Player plays 2 full quarters	3 players play 3 quarters	No player plays 4 quarters
7 players	Every Player plays 2 full quarters	5 players play 3 quarters	No player plays 4 quarters
6 players	Every Player plays 2 full quarters	4 players play 3 quarters	2 players play 4 quarters

### **General Rules:**

- Every player must play one full quarter in the first half and one full quarter in the second half
- Every player must play 2 full quarters before any player can play 3 quarters
- No player may play 4 quarters unless there are only 6 players available
- Substitutions may only occur for an injured player, and then only in the 4<sup>TH</sup> QUARTER if required playing time has been met by the players being subbed in and out