

Kindergarten/First Grade Rules

- 1. To allow the game to be played, double dribbling and traveling will be left to the discretion of the head coaches. Both violations should be called minimally to not at all at the beginning of the season. By seasons end, more calls should be called for major violations for double dribbling and traveling, but again it will be up to the coaches in charge of the games.**
- 2. In jump ball situations, the possession will alternate.**
- 3. No child may foul out. If a child is perpetually fouling the other team, she or he should be removed from the game for an appropriate period of time to adjust their game play.**
- 4. All fouls will result in the ball being passed back into play(no foul shots).**
- 5. All defense must be played from inside the three point arc. Man on Man or Zone defense is acceptable, but no double teaming or trapping is allowed.**
- 6. Defenders may not steal the basketball from a player dribbling or holding the basketball unless the offensive player possessing the ball has at least one foot in the lane(the paint).**
- 7. Any pass made within the arc may be intercepted.**
- 8. Blocked shots may only occur when the defensive player is between the shooter and the basket. The defender may not jump and must have both hands straight above the head in a proper defensive position. A shot may not be blocked from the side or behind as well.**
- 9. Two 20 minute halves and a 5 minute half time.**
- 10. The clock only stops for timeouts.**
- 11. One timeout per half. The first half timeout will not carry over to the second half.**
- 12. Substitutes should be called at or around 5, 10, and 15 minute marks of each half.**
- 13. The rim will be set at 8 feet.**
- 14. Sportsmanship is MANDATORY!!!**

Little Dribbler's Rules

2-3rd Grade



1. Each game will begin by a jump ball -- it's fun!
2. Each basketball game will consist of two, twenty-minute halves with a running clock the entire time (includes free throws and during substitution breaks).
3. Each team will receive one timeout per half.
4. Substitutions will occur three times per half or every five minutes (other than injury, you may not sub at any other time).
5. Jump Balls go to the team that the possession arrow is facing. The possession arrow will switch direction after each jump ball and start of second half.
6. No defense can be played until the offense fully brings the basketball across half court.
7. Double team defense is not allowed. Man or Zone defense is allowed.
8. Free throws will result only after a shooting foul. Team fouls will not be recorded.
9. The rim will be at 8.5 ft in all 2nd/3rd grade games.
10. Any flagrant or over excessive foul will result in an immediate substitution of the offending player.
11. Double dribbling and traveling will be called more frequently as the season continues.
12. Only the Head Coach and Assistant Coach may be on the sideline with the players (unless an injury occurs).
13. Each coach must appoint a scorekeeper to keep track of the score.
14. **Sportsmanship is mandatory 100% of the time!**