

Community Basketball – Rules Summarized

Kindergarten/First Grade Division:

Game Ball: Junior Size (27.5")

Rim Height: 8ft High

Court: Half Gym

Game Length: 4, 8-minute quarters: Automatic sub every 4 minutes, with a 4-minute half time

Clock: Running clock (except for injuries, sub timeouts, timeouts, half time and end of quarter)

Official: 1 official – will not stop game on every travel, double dribble, etc. Will use as teaching moment and give ball back to child.

Defense: Must be played within the BLUE HOUSE (defense outside of blue house = whistle and reset players inside the blue house). NO STEALING outside of the blue house. (whistle and reset). One on One defense, no double teams. Stealing and blocking can be done in the BLUE HOUSE ONLY.

Offense: Some travel and double dribbling is allowed – whistle will blow to stop and correct issue (not a turnover). No free throws for shooting fouls. NO FAST BREAKS!

Fouls: Actual/hard fouls will result in turnover (explain foul). No Free Throws

Ties: All games can end in a tie (K-4th)

Time-outs: Each team will get 4 total time-outs (2 each half – do not roll over)

Coach: One coach is allowed on the court the entire season, with two on the bench.

Score Book: Write teams, dates numbers, fouls and score of game at the end

Scoreboard: Score can be displayed, but not put on standings (keep final score in book)

Player Rotation Sheets: Coach will circle the players that go in each half quarter and keep at the end of the game. Each player must play at least two full quarters or 16 minutes.

Mercy Rule: Once a team is up by 20 points, freeze the scoreboard (points). Keep score in book. Once the losing team is within 10, turn back on the scoreboard.

Note: Grades K-1st: More instructional and correcting (help teach the game)

Community Basketball – Rules Summarized

Second/Third Grade Division:

Game Ball: Junior Size (28.5")

Rim Height: 8.5ft High

Court: Half Gym

Game Length: 4, 10-minute quarters: Automatic sub every 5 minutes, with a 4-minute half time

Clock: Running clock – stop for every whistle the last two minutes of each half (except for injuries, sub timeouts, timeouts, half time and end of quarter)

Defense: Zone Defense the first 4 weeks. Man to Man CAN be played after week 4 (not mandatory). NO STEALING on the dribble. Can steal on the pass. One on One defense, no intentional double teams.

Man to Man Defense: Is allowed after week 4

Offense: Minimal traveling and double dribbling is allowed – blow whistle to stop and correct major issue (not a turnover, unless continuously happening by same child).

Fast breaks: Are allowed.

Fouls: All fouls will be called and counted towards team total – 5 fouls = exit the game

Free-throws: Allowed for shooting fouls (first or second hash mark) – clock will continue to run

Ties: All games can end in a tie (K-4th)

Time-outs: Each team will get 4 total time-outs (2 each half – do not roll over)

Back Court Violation: Will be called. 10 seconds to get the ball across half court.

Coach: One coach is allowed on the court for the first 3 weeks, after that coach must remain in the box. Only head coach can approach score table or officials.

Score Book: Write teams, dates numbers, fouls and score of game at the end

Scoreboard: Score can be displayed, but not put on standings (keep final score in book). Scores and standings will be posted.

Mercy Rule: Once a team is up by 20 minutes, freeze the scoreboard (points). Keep score in book. Once the losing team is within 10, turn back on the scoreboard.

Player Rotation Sheets: Coach will circle the players that go in each half quarter and keep at the end of the game. Each player must play at least two full quarters or 20 minutes

Note: Fouls can be called, but league is still instructional.

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FOURTH Grade Division:

Game Ball: Intermediate (28.5")

Rim Height: 9ft High

Court: Half Gym

Game Length: 4, 10-minute quarters: Automatic sub every 5 minutes, with a 4-minute half time

Clock: Running clock – stop for every whistle the last two minutes of each half (except for injuries, sub timeouts, timeouts, half time and end of quarter)

Defense: Man to man or zone is allowed. Intentional double team is not allowed. Picks and screens allowed.

Press: Allowed in the 2nd half of the game. Cannot press if you are up by 20 points.

Offense: 4th Grade – No 3 Pointers – Picks and screens allowed

Fast breaks: Allowed.

Ties: All games can end in a tie (K-4th)

Time-outs: Each team will get 4 total time-outs (2 each half – do not roll over)

Fouls: All fouls will be called and counted towards team total – 5 fouls = exit the game

Free-throws: Allowed for shooting fouls (regular free-throw line) - clock will continue to run

Back court violation: Will be a turnover. Players will have 10 seconds to get the ball passed half court

Paint Violation: Violation called if in paint for more than 3-5 seconds

Coach: Must remain in coaching box. Only the head coach can approach score table and referee

Score Book: Write teams, date, numbers, substitutions, fouls and score of game at the end

Scoreboard: Score can be displayed (keep final score in book). Scores and standings posted for 3rd-8th

Mercy Rule: Once a team is up by 20 minutes, freeze the scoreboard (points). Keep score in book. Once the losing team is within 10, turn back on the scoreboard (All grade Levels)

Player Rotation Sheets: Coach will circle the players that go in each half quarter and keep at the end of the game. Each player must play at least two full quarters or 20 minutes.