

GENERAL GAME RULES FOR BASKETBALL

Grade Level / Quarters / Game Length / Hoop Height

2nd grade – (4) - 5 minute quarters – stopped time – 8 Feet

3/4 grade – (4) - 6 minute quarters – stopped time – 9 Feet

5/6 grade – (4) - 6 minute quarters – stopped time – 10 Feet

1 minute between quarters & 3 minutes for halftime

Games may end in a tie (no overtime)

5 time-outs per game / per team; (3) – one minute & (2) – thirty seconds

Jump ball to begin game then possession arrow will be used at the scorers table

5 seconds in the bucket

Foul shots may be taken from either the “normal” foul line or the “shorter” line (a lane violation will not be call unless the foul shooter steps over the “shorter” free throw line)

Keep track of fouls (individual & team)

5 personal fouls = player is taken off the court and not allowed to return (over the entire game)

7 team fouls = opposing team receives a 1 & 1 free throw attempt (team fouls restart after halftime)

10 team fouls = opposing team receives 2 free throw attempts (team fouls restart after halftime)

Half court defense only (offensive team must be allowed to cross half court)

Backcourt – Once the offensive team crosses the half court line (the “back court line” will be the imaginary line at the top of the center circle on the offensive teams side of the court they defend)

SCOREBOARD RULES

Do not keep score for 1/2 grade games on the scoreboard (actual score will be kept in book)

Score will not go beyond a 10 point difference on scoreboard (actual score will be kept in book)

ED FENN RULES

Do not provide the locker room combination to anyone (especially players)

Only coaches & referees are allowed in the locker room (room must remained locked at all times)

No one is permitted in the back portion of the locker room (Ed Fenn equipment area)

Ensure all items are placed back in the gym (tables, mats, etc)

Ensure all basketball equipment (balls, cones, pinnies, etc) are returned to the locker room

If the Ed Fenn side door is locked when you need to use the gym, you may sign the keys out at the police station dispatch. **DO NOT LEAVE THE BUILDING WITH THE DOOR UNLOCKED!!!**