

*All SPRD Youth Basketball rules and regulations shall follow NFHS/OSAA rules with the following modifications and exceptions. These rules have been developed in partnership with Sisters School District and following guidelines from USA Basketball, NBA Jr., FIBA, and other nationally recognized basketball organizations. SPRD staff have the authority to enforce additional rules and regulations they deem necessary to maintain the spirit of the game and player safety.*

### Quick Reference Rules

	Kindergarten	Grade 1-2	Grade 3-4	Grade 5-6
Players*	3v3	3v3	4v4	<i>Please see RAPRD rules</i>
Ball Size	Junior- 27.5"	Junior- 27.5"	Junior- 27.5"	
Court Size (approx.)	50x42 ft.	74x50 ft.	74x50 ft.	
Goal Height	7 ft.	8 ft.	9 ft.	
Game Time	8-minute quarters	10-minute quarters	10-minute quarters	
Running Clock	Yes	Yes	Yes	
Timeouts (per half)	None	None	Two 30-second	
Quarter Break	1-minute	1-minute	1-minute	
Halftime	4-minutes	4-minutes	4-minutes	
Overtime	No	No	No	
Free Throws	None	None	15 ft.	
Stealing	None	Pass only	No restrictions	
Lane Violation	None	None	3-seconds	
Backcourt Violation	None	None	Yes	

*\*Player format may be adjusted at the discretion of the program coordinator and shall be based on the total number of participants registered per age group with the goals to 1) maximize the number of players in the program, and 2) maintain an even number of teams to avoid double-headers and bye weeks.*

### UNIFORMS & EQUIPMENT

- a. Players are required to wear the SPRD-issued uniform and athletic shorts/pants without pockets.
- b. **HOME** team will wear **WHITE**; **AWAY** team will wear **BLACK**.
- c. Non-marking basketball/athletic shoes are required.
- d. Hats are **prohibited**.
- e. Jewelry is **prohibited**; including but not limited to necklaces, rings, earrings, piercings, bracelets, and watches.

### OFFICIALS

- a. Officials are responsible for the following duties:
  - i. Inspect player equipment before the start of each game.
  - ii. Enforce all rules and regulations and explain each rule violation. Officials should provide verbal warnings before a rule is enforced.
  - iii. Stop gameplay in the event of an injured player.
  - iv. Report all accidents and incidents to the site supervisor.

- v. Keep the game FUN and educational!

## GAME PLAY

- a. **Time/Clock** - all games will operate with a running game clock, except during substitutions stoppages, free throws, and timeouts; any additional stoppage of time will be at the discretion of the official or site supervisor.
- b. **Score/Timekeeper** - each team is responsible for providing one volunteer to assist with keeping score and time.
- c. **Timeouts** - timeouts do not carry over from the first half.
- d. **Possession** -
  - i. The team listed as “**home**” will start each game with an inbound pass from halfcourt; teams will alternate possession for the remainder of the game.
  - ii. Each quarter will begin with an inbound pass from halfcourt.
  - iii. Teams will switch baskets to start the second half.
- e. **Defense**-
  - i. Player-to-player defense only.
  - ii. **NO** zone, full-court press, double-teams, or trapping.
  - iii. After a team establishes ball control, the opposing team **must** retreat to defense.
- f. **Technical Fouls**-
  - i. All technical fouls will result in an automatic 2-pts. and ball for the opposing team.
  - ii. **Players**- any player who receives a technical foul will be required to sit for a mandatory minimum period of 4 minutes; the player may reenter the game at the next substitution break following the 4-minute penalty. Any subsequent technical fouls will require the player to leave the game **and** facility immediately; players may be subject to further disciplinary action at the discretion of the program supervisor.
  - iii. **Coaches** - any coach who receives a technical foul will be required to remain seated for the remainder of the game. Any subsequent technical fouls will require the coach to leave the game **and** facility immediately; coaches may be subject to further disciplinary action at the discretion of the program supervisor.
- g. **Overtime** - no overtime will be played if the game is tied at the end of regulation.

## PLAYING TIME & SUBSTITUTIONS

- a. **Playing Time** - all players must receive **fair and equal playing** time regardless of ability; each player must play an equal amount of each game. Coaches should aim to play each player 50% of each game at a minimum.
- b. **Substitutions** -
  - i. **NO** free substitutions are allowed.
  - ii. Teams will substitute at the halfway point and end of each quarter.
  - iii. The timekeeper will signal the official at the halfway point of each quarter and the official will stop the game at the next dead ball, made basket, or defensive rebound, whichever comes first.
  - iv. The clock will stop for 60 seconds and players will match up at halfcourt.

## SPORTSMANSHIP

- a. All players, coaches, and parents/spectators are expected to display sportsmanship and respect. Unsportsmanlike conduct including, but not limited to, taunting, intimidation, threats, inappropriate physical gestures, and verbal/physical abuse of an official, coach, player, or district staff is strictly prohibited before, during, or after any game, and may result in a technical foul or removal from the facility without warning.
- b. Teams are expected to shake hands at the end of each game in a display of respect and sportsmanship.

## KINDERGARTEN RULES

- a. **Officiating** - one (1) coach per team will be responsible for on-court officiating.
- b. **Scoring/Standings** - no score or standings will be kept.
- c. **Free Throws** - no free throws will be shot.
- d. **Defense-**
  - i. Players will wear a colored wristband and must defend the player with the same color wristband.
  - ii. Players can move away from their player on a loose ball, shot attempt, or rebound.
  - iii. **Stealing** - stealing is **prohibited**. Players must play “hands up” defense.
- e. **Fouls** - fouls will not be tracked; all fouls will result in the ball out-of-bounds for the opposing team.
- f. **Traveling/Double Dribble** - excessive traveling and double dribbling should be called at the officials’ discretion after a player has been provided with sufficient verbal warning.
- g. **Lane Violation** - not enforced.
- h. **No inbounding under the basket** – all inboundings under the basket result in inbounding at half court.

## GRADE 1-2 RULES

- a. **Officiating** - one (1) coach per team will be responsible for on-court officiating.
- b. **Scoring** -
  - i. No score or standings will be kept
  - ii. All field goals will count as 2-points
- c. **Defense-**
  - i. Players will wear a colored wristband and must defend the player with the same color wristband.
  - ii. Players can move away from their player on a loose ball, shot attempt, or rebound.
  - iii. **Stealing** – stealing is allowed on the pass only; the ball cannot be stolen off the dribble or out of the hand.
- Fouls** - fouls will not be tracked; all fouls will result in the ball out-of-bounds for the opposing team.
- d. **Free Throws** - no free throws will be shot.
- e. **Traveling/Double Dribble** - excessive traveling and double dribbling will be called at the officials’ discretion after a player has been provided with sufficient verbal warning.
- f. **Lane Violation** – not enforced.
- g. **No inbounding under the basket** – all inboundings under the basket result in inbounding at half court.

## GRADE 3-4 RULES

- a. **Officiating** - SPRD will provide at least one (1) official per game; if an official is not available, one (1) coach per team will be responsible for on-court officiating.
- b. **Scoring** -
  - i. Score will be kept but not standings.
  - ii. Field goals will count as 2-pts or 3-pts accordingly, free throws will count as 1-point.
  - iii. If one team is ahead by 20 points, the score will be removed from the scoreboard for the remainder of the game. The scorekeeper will continue to keep the running score on the scoresheet, if the score differential returns to less than 10 points the score will be put back on the scoreboard.
- c. **Free Throws** - free throws will be shot on shooting fouls and when a team is in the bonus.
- d. **Defense-**
  - i. Players must defend a single player, no zone, pressing, double teams or trapping.
  - ii. Players can move away from their player on a loose ball, shot attempt, or rebound.
  - iii. Players may start defending at 3-point line.
  - iv. **Stealing** – no restrictions.
- e. **Fouls-**
  - i. Personal and team fouls will be tracked; players will have five (5) personal fouls per game before fouling out.

- ii. **Bonus-** Teams will be in the bonus and receive two (2) free throws when the opposing team reaches five (5) team fouls in a quarter; team fouls will reset at the beginning of each quarter.
- f. **Traveling/Double Dribble** - traveling and double dribbling will be called at the officials' discretion.
- g. **Lane Violation** - 3 seconds at the officials' discretion.

#### GRADE 5-6 RULES

- a. Please see Redmond Area Park & Recreation District rules for Grades 5-6.

#### FACILITY RULES & EXPECTATIONS

- a. Spectators must remain in the gym and are **prohibited** from wandering school facilities; children must be under parental control at all times.