

# **WAY2GO! SPORTS**

## **BASKETBALL RULES**

*Revised 4/20/24*

### **COED DIVISIONS**

**4-6 YEARS OLD**

**7-8**

**9-11**

**12-14**

Players can “play up” a division if so desired.

**Age divisions may be revised due to registration numbers.**

### **EQUIPMENT**

All players must wear a numbered team jersey.

No jewelry of any kind allowed during play.

The 4-6 division uses 8-foot baskets.

4-6 division—uses a 27 or 27 ½ size basketball

7-8 and 9-11—28 ½

12-14—29 ½

### **GAME RULES**

#### **Duration:**

The 4-6 division will play four 8-minute quarters with a 3-minute halftime. The clock will be a “running clock”---but will stop at/around the four minute mark each quarter for substitutions.

The clock will also stop during timeouts or at the discretion of the referee.

The 7-8, 9-11 and 12-14 divisions will play two 20-minute halves with a 3-minute halftime. The clock will be a “running clock”—but will stop during timeouts or at the discretion of the referee.

During the final two minutes of the game, the clock will stop on all dead balls and fouls (only if the losing team is within 9 points).

#### **Timeouts:**

Each team will be allowed three timeouts per game.

## **Overtime:**

**(NO OVERTIME FOR 4-6 DIVISION--ONLY ONE OT FOR 7-8, 9-11 and 12-14 DIVISIONS)**

Overtime period will last 3 minutes.

The clock will run except during the last minute when it will be stopped on all dead balls and fouls.

Each team gets one, 1-minute timeout for the overtime period.

## **Jump Balls:**

All games will start with a jump ball and teams will then alternate possession at the beginning of the second half. All overtimes will start with a jump ball.

## **Three Point Field Goals:**

The three point line will be in effect for all full-court divisions.

**3-Second Lane Violation** (Any player in the lane for more than 3 seconds without taking a shot or exiting the lane):

Called in 7-8, 9-11 and 12-14 divisions

## **Fouls:**

Team and individual fouls will be tracked for the 7-8, 9-11 and 12-14 divisions. A player fouls out of the game after receiving a 5th foul. After the 7th team foul in a half--teams will shoot one-&-one. After the 10<sup>th</sup> team foul in a half (including overtime)—teams will be in the double bonus and receive two foul shots. All shooting fouls will be two shots.

## **INJURIES**

If a player is injured during a "live ball", and the coach comes out on the floor to examine player, the player must exit the game and the coach has 60 seconds to substitute the player.(no timeout is charged to the coach) After game is resumed, player may re-enter the game at the next dead ball. However, if coach chooses to use a time-out, player may re-enter the game immediately following the timeout.(no substitution is necessary).

## **DEFENSE**

### **4-6 DIVISION**

No defense allowed in the back court. The defense must retreat to the “DEFENSIVE BOX” at the change of possession throughout the game.

Man to man or zone defense allowed

Defenders may not steal the ball on the dribble. A pass may be stolen.

### **7-8, 9-11, 12-14 DIVISIONS**

The defense cannot steal the ball from the rebounder or dribbler or steal a pass in the backcourt -- defense must retreat to behind half-court at change of possession during the first 32 minutes of the game)...ie: No defense (press) is allowed in the backcourt **UNTIL THE FINAL EIGHT MINUTES OF THE GAME**. However, if a team is winning by **10 or more points**, it cannot press until its lead falls below 10. Trailing team can press in this situation.

Offense has 10 seconds to move the ball past half-court.

Player has five seconds to inbound ball

Man to man or zone defense allowed.

5 second rule – once a player gets possession of the ball, a turnover will be called if the player does not shoot, pass or dribble within 5 seconds. Also, once the player picks up the dribble, the player has 5 seconds to pass or shoot.

#### **Forfeit:**

All games must start with at least four (4) players on each team. If a team cannot field four players within five minutes of the scheduled start of the game, that team forfeits.

#### **Playing Time:**

**It is the goal of Way2Go Sports! to provide every player with “equal playing time”.**

In the 4-6 division, play will be stopped after the first four minutes of every quarter to make substitutions.

Games in our 7-8, 9-11 and 12-14 divisions are “**FREE SUBSTITUTION**” throughout the game...Coaches are urged to make sure players get “equal playing time”.

## **SPORTSMANSHIP**

All coaches, parents, fans and players are expected to show good sportsmanship at all times. **Way2Go! Sports** reserves the right to eject, suspend or dismiss anyone from the gym for inappropriate behavior.