

GAME RULES

DIVISION 0

I. Division Structure

1. **Players:** Boys and girls aged 5 years. Players may not play up in Division 1.
2. **Ball Size:** Youth, 27 inch diameter
3. **Gym Size:** Cross Court
4. **Basket Height:** 7 feet.
5. **Team Size:** Six players.

II. Special Game Rules

A. Offense.

1. **Traveling-** Not normally to be called unless no attempt to dribble is being made.
2. **Double Dribble-** Not normally to be called.
3. **Fast Break-** Fast Breaks are permitted only on an intercepted pass or a lost ball.
4. **Free Throws-** All personal fouls will be penalized by stopping play and awarding possession of the ball to the player fouled at the point of the foul. If the foul occurs within ten feet of the basket, possession will be awarded ten feet from the basket.
5. **Free Throw Lane Violations-** Lane violations on offense will not be called.
6. **Back-court-** Violations for "over and back" of the mid-court line will not be called.
7. **Out of Bounds-** Balls shot over the 8 foot backboard and hitting the regulation backboard or any part of the structure shall be deemed out of bounds.
8. **Five Second Jump Ball Rule-** The five second rule for calling a jump ball after the pick up of the dribble when closely guarded will not be called. If the game is not progressing, the referee may award possession to the defense after ten seconds.
9. **Inbound passes-** A player making an inbound pass who steps on or over the line will be given a second attempt. A second violation will result in a change of possession.

B. Defense

1. **Man to Man Defense-** Man to Man defense must be played. Zone defenses

are not allowed.

1. **Four foot Rule-** The defensive player must guard his man within 4 feet at all times.

2. **Defensive Assignments-** Coaches will give defensive assignments at the start of each quarter. Coaches may change individual defensive assignments only once per quarter.

2. **Switching-** Defensive players may "switch" and defend another player only when their man has made a pick on another defensive player. The switching defender must pick up the unguarded offensive player. Switching man to man defenses that switch without picks are not allowed.

Penalty: Warning "Illegal Defense"

3. **Double Teaming-** Double or triple teaming the player with the ball is allowed only in the free throw lane. A player without the ball may never be double-teamed.

Penalty: Warning "Illegal Defense"

4. **Half Court Defense-** The defensive team must permit the offense to cross the mid court line before guarding the offensive team. After a made basket or a loss of possession from a rebound off the backboard or rim, the defense must immediately fall back across the mid court line.

a. If the offensive team loses possession of the ball on an intercepted pass or a lost ball, then they may play defense in the back-court to defend against the fast break.

b. Violations- Referees will instruct the defensive team to fall back across the mid court line before playing defense. If defense in the back-court, in violation of this rule, results in a turnover, the referee will return possession of the ball to the offensive team.

5. **Stealing-** Stealing the ball is not allowed. This does not include tying up the ball when the offensive player is not dribbling in an attempt to force a jump ball, which is permitted.

C. General Rules

1. **Playing Time-** Each player must play at least two full quarters and appear in a third, unless the player fouls out, is ejected for disciplinary reasons by the referee or is unable to continue to play due to an injury. Playing time in the fourth quarter shall be distributed as evenly as possible.

2. **Number of Players-** Each team will consist of four (4) players on the court at any one time.

3. **Timeouts**- Each team has one timeout per half. Timeouts are one minute long.
4. **Timekeeping**- Time will run continuously during the game , except during:
 - a. Team timeouts.
 - b. Official timeouts for injury, lost balls or instructional time by the referee.