

ALL DIVISIONS

- All players will receive equal playing time
- All players must wear provided uniform jersey with number, additional uniform items will not be provided.
- Games at all grade levels will be played 5 on 5
- No jewelry allowed (earrings must be removed or taped)
- Coaches and players from both teams on the same sideline
- Should participate in postgame elements *after* each game:
 - Thank opponent with high five or knuckles in line
 - Post-game devotional with team and coach

ELEMENTARY: UPPER DIVISION (3RD-4TH GRADE)

Hoop Height: 9.0' (10.0' will be used if 9.0' not available)

Ball Size: 28.5

Number of Referee(s): 2

- Game Length
 - 2x18-minute running clock (Clock stops last min of both halves for dead balls, not after a made basket)
 - Substitutions should happen approximately every 5 minutes, or as needed per player.
- Possession
 - First team listed will start with possession (no tip off to start the game)
 - Possession will alternate for every jump ball that is called by the referee including start of second half
- Defense
 - Teams must play man to man defense. NO ZONE!
 - This means every defensive player is responsible for guarding a player on the offensive team and not for covering an area of the floor.
 - Teams can begin playing defense at half court.
 - No Full Court Press.
 - Defenders may only steal the ball from the dribbler inside the key or on a pass. Players may block shots.
- Fouls
 - Players foul out of the game with 7 personal fouls
 - Technical Fouls
 - Result in 2 free throws plus possession
 - 2 technical fouls is an automatic ejection *and* a minimum 1 game suspension pending director approval
 - Coach Technical Fouls
 - Only one coach can be standing up on the sideline and coaching at a time
 - Coach must stay on sideline, NO on court coaching

- Failure to follow this rule will result in a technical foul
 - If a coach receives a technical foul, then the entire coaching staff must remain seated for the rest of the game and team will get 2 free throw attempts and possession.
- Scoring
 - All baskets count as 2 or 3 pts (3 pts only if arc is available on the court); all Free Throws count as 1 pts
 - The team listed as home is responsible for providing a parent volunteer to keep score during the game
- Bonus
 - Teams Shoot 2 Free Throws at 10 team fouls
- Halftime
 - 2 minutes
- Timeouts
 - Two 30-second time outs per half
- Overtime
 - No overtime
- Referee will:
 - Keep track of time
 - Regulate general flow of game
 - Coach kids to:
 - Dribble, pass, or shoot while limiting violations such as traveling and double dribbling
 - Take the ball out after a made basket
 - Get into position on defense