

Boys & Girls Clubs of Bellevue
1st-3rd Grade Boys & Girls
Basketball Rules

A. Participation Rules

1. Participation rules are designed to create equal playing time for all players. The maximum and minimum minutes per player will depend on the size of a team's roster. The table at the bottom of the official score sheet outlines these maximums and minimums. Each coach is responsible for substituting within these guidelines.
2. The scorekeeper will also be responsible for recording all participation time and assisting the coaches to ensure that everyone is being allowed equal minutes.
3. Note: A player may be held out for injury or for disciplinary reasons. Injured players should not be included on the score sheet that is submitted to the score keeper. Coaches need to notify an Athletic Director if a player is too injured to play. If a player is injured during the course of the game, coaches must notify the scorekeeper that they are holding a player out because of an injury. Players may also be held out by officials or the Athletic Director for disciplinary reasons. Coaches must get approval from an Athletic Director *before* limiting a player's minutes due to disciplinary reasons.

B. Substitutions

1. The clock will be stopped for substitutions at approximately the 5-minute mark in every quarter. Coaches please have your substitutions ready.
2. Teams with 11 or more players participating in a game will be allowed to make substitutions at approximately the 2-minute 30-second mark left of the 1st and 2nd quarter. At these breaks, coaches are only allowed one substitution for every player beyond 10 on their roster. For example, if a coach has 11 participating players they are allowed one sub at these breaks. If they have 12 participating players, they are allowed two subs. These substitution breaks are allowed to balance playing time among players.
3. Substitution breaks are not timeouts. Players are to be shuffled on and off quickly
4. After substitutions the ball will be awarded to the team that had possession when the game was stopped. If neither team had possession at that time, the ball will be awarded based on the possession arrow.

C. Uniforms

1. Any alterations to uniforms (cut, ripped, marked) must be approved by the Athletic Department before it is altered. If the Athletic Director or Head Official determines the jersey is altered the person or persons will be removed from the game and have to find an approved same color shirt to play in future games. **BEFORE ENTERING THE GAME ALL PLAYERS MUST HAVE THEIR JERSEY'S TUCKED IN.**

D. General Playing Rules

1. No full-court press.
2. No zone defense. Person – to – person coverage only. The defender must be within six feet of their opponent after crossing the half-court line.
3. No offensive screens.

4. A jump ball starts the game. All jump ball situations will go to the offense. The quarters are initiated with an alternating possession rule.
5. There will be no over-and-back violations.
6. Each team gets 2 time outs per game.
7. No isolation or clear out plays.
8. There will be a 2-minute half-time period.
9. Match-ups will be done at center court.
- 10. Stealing is permitted while the ball is in motion (off the dribble or intercepting a pass).**
11. In order for a free throw to be counted as a basket, the shooter can not step over the line until the ball hits the rim. If the ball does not hit the rim, it will be called dead.

E. Coach and Player Conduct

1. Technical fouls result in an automatic two points and possession of the ball for the opposing team.
2. Any player receiving a technical foul will be removed from the remainder of the game and may be suspended from playing in the following game pending a review by the Athletic Directors.
3. Any coach receiving a technical foul must meet with the Athletic Directors before being allowed to coach another game. Any coach that receives two technical fouls in one season will be permanently removed from the team for the remainder of the season.

Please remember: Officials make many judgment calls during the course of the game. They are human and will miss a call or make a mistake. However, their calls are FINAL and will not be changed. Be patient, they are trying their best to be consistent, fair and impartial.

The Positive Place for Kids!

	1 st -3 rd
Boys Ball	Junior
Girls Ball	Junior
Height of Rim	1 st 8 FT 2 nd -3 rd 9 FT
Key	5 Seconds
Jump Balls	Offense
Back Court	NO
Press	NO
Free Throw	12 FT