

# R.W. Thomas Basketball Rules

## 1 - 2 Grade

### 1) Playing Rules

- a) Game will be played on an 8 ft. basket.
- b) Two 20 minute halves with a running clock. Clock will stop on all dead balls in the last minute in the 1<sup>st</sup> half and in the last 2 minutes in the 2<sup>nd</sup> half.
- c) Each team will receive two 30-second time-outs per half. Time-outs cannot be carried over into the second half.
- d) Players must receive equal playing time.
- e) Substitutions are unlimited but must be made during a dead ball/subbing out of defense while team is on offense is allowed.
- f) Any flagrant foul will result in a 5 minute “cooling off” period where the player must sit.
- g) Each half will begin with a jump ball.
- h) All teams must have at least four players to begin a game.
- i) No jewelry can be worn during game play.
- j) Shooting fouls will result in 2 free throw attempts. After 5 team fouls per half, a team will be in bonus and will shoot 1+1.

### 2) Offense

- a) To allow the game to be played, double-dribbling and traveling are left to the discretion of the official. If the official does call a violation the official will explain the violation. Violation does not result in a turnover; team keeps possession. A team that receives more than 2 warnings on the same possession will result a turnover on the 3<sup>rd</sup> call of that possession.
- b) Any offensive player is allowed 3 seconds in the lane. Warnings to players will first be administered verbally by the referee, and turnover of possession will ensue after two verbal warnings to the same player. We will try to be vocal about this when possible but with only 1 ref this is hard to watch at all times.
- c) No fast breaks.

### 3) Defense

- a) Teams can play man or zone defense. All defenders must stay within the 3 point arc, unless for a scramble for a loose ball. No press is allowed.
- b) The defense cannot steal the ball from the ball handler; steals only on the pass or loose balls situations. First team to gain possession in a loose ball situation will retain possession. If it unclear who had first possession, it will result in jump ball and possession arrow.

## 3 – 4 Grade

### 4) Playing Rules

- a) Game will be played on an 9 ft. basket.
- b) Two 20 minute halves with a running clock. Clock will stop on all dead balls in the last minute in the 1<sup>st</sup> half and in the last 2 minutes in the 2<sup>nd</sup> half.
- c) Each team will receive two 30-second time-outs per half. Time-outs cannot be carried over into the second half.
- d) Players must receive equal playing time.
- e) Substitutions are unlimited but must be made during a dead ball/players need to report to scoring table.
- f) Any flagrant foul will result in a 5 minute “cooling off” period where the player must sit.
- g) Each half will begin with a jump ball.
- h) All teams must have at least four players to begin a game.
- i) No jewelry can be worn during game play.
- j) Shooting fouls will result in 2 free throw attempts. After 5 team fouls per half, a team will be in bonus and will shoot 1+1

### 5) Offense

- a) To allow the game to be played, double-dribbling and traveling are left to the discretion of the official. If the official does call a violation the official will explain the violation. Violation does not result in a turnover; team keeps possession except in extreme cases of traveling or double-dribbling where the ref will have final say in all turnover calls. A team that receives more than 2 warnings on the same possession will result a turnover on the 3<sup>rd</sup> call of that possession.
- b) Any offensive player is allowed 3 seconds in the lane. Warnings to players will first be administered verbally by the referee, and turnover of possession will ensue after two verbal warnings to the same player. We will try to be vocal about this when possible but with only 1 ref this is hard to watch at all times.
- c) **Fast breaks are ALLOWED.**

### 6) Defense

- a) Teams will play man or zone defense. All defenders must stay on their defensive half of the court, unless for a scramble for a loose ball. No press is allowed.
- b) The defense cannot steal the ball from the ball handler; steals only on the pass. First team to gain possession in a loose ball situation will retain possession. If it unclear who had first possession, it will result in jump ball and possession arrow.