

R.W. Thomas Basketball Rules

Rules for All Age Groups

Playing Rules

- a) Two 20-minute halves with a running clock. Clock will stop on all dead balls in the last minute in the 1st half and in the last 2 minutes in the 2nd half.
- b) Each team will receive two 30-second time-outs per half. Time-outs cannot be carried over into the second half.
- c) Players must receive equal playing time.
- d) Any flagrant foul will result in a 5 minute “cooling off” period where the player must sit.
- e) Each half will begin with a jump ball.
- f) All teams must have at least four players to begin a game.
- g) No jewelry can be worn during game play.
- h) 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.
- i) 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 3rd call of that possession.
- j) In the event of a tie, each team will pick 5 shooters to each shoot one free throw attempt. Teams will alternate shots. Team with the most made attempts after 5 shots per team will be the winner. If each team is tied after 5 shots, it will go to a sudden death shootout where each team will shoot one time. If one team makes and the other misses, that team wins. If both miss or make the shot, another round will continue. A shooter may not shoot again until everyone on their team has attempted a shot.

1st/2nd Coed Grade Specific Rules

- a) Game will be played on an 8 ft. basket.
- b) Substitutions are unlimited. Since there are no fast breaks allowed, substitutions can happen while your team in on offense. Team can place their subs in defensive positions while on offense to help with the flow of the game.
- c) No fast breaks.
- d) All defenders must stay within the 3-point arc, unless for a scramble for a loose ball. No press is allowed.
- e) 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.

3rd/4th Grade Girl Specific Rules

- a) Game will be played on a 9 ft. basket.
- b) Substitutions are unlimited but must be made during a dead ball/players need to report to scoring table.
- c) **Fast breaks are ALLOWED.**
- d) All defenders must stay on their defensive half of the court, unless for a scramble for a loose ball. No full court press is allowed.
- e) The defense cannot steal the ball from the ball handler; steals only allowed on the pass or loose ball. 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.

3rd/4th Grade Boy Specific Rules

- a. Game will be played on a 9 ft. basket.
- b. Substitutions are unlimited but must be made during a dead ball/players need to report to scoring table.
- c. **Fast breaks are ALLOWED.**
- d. All defenders must stay on their defensive half of the court, unless for a scramble for a loose ball. No full court press is allowed.
- e. Defense
 - f. **½ Court to outside 3-point arc**
 - i. The defense cannot steal the ball from the ball handler; steals only allowed on the pass or loose ball. 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.
 - g. **Inside 3-point arc**
 - i. Full on basketball inside the 3-point arc. Steals are allowed but fouls will be fully called inside the arc.