



**JW BASKETBALL YOUTH LEAGUE
RULES**

Kinder: 5-6 YEAR OLDS

- WE DON'T KEEP SCORE
- 4 10 Minute Quarters (Running Clock) UNLESS 11 KIDS Then 12

- 3 Time Outs
- 27.5 Basketball
- Zone Defense the 1st Half
- Man Defense the Second Half.
- Defense is not allowed to pick up their player until they cross the Volley Ball 10 foot Line
- 1 minute between periods
- 2 Minute Half Time
- 45 Second timeouts

OT. 2 Minute running clock . If Still Tied after 2 minutes then Sudden Death.

OT 1 Time Out

Every Child IS GUARANTEED to PLAY Half the Game, or somewhere close to that. IF a Team has 11 then we will increase the quarters by 2 minutes from 10 to 12

Rims will be placed at 8 Foot

Light Traveling and Light Double Dribbling are tolerated.

As the weeks go on we will have the refs enforce more violations . We expect our athletes to master traveling and double dribbling relative to each athlete's' ability.

Each Player will have the opportunity to bring the ball all up the floor for extended amounts of time.

Coaches PLEASE do not have 3 players begging for the inbound pass.

Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.



Division 1; 1st and 2nd Grade

- 4 10 Minute Quarters (Running Clock) UNLESS 11 KIDS Then 12
- Clock Stops 2 min and under if the spread is 10 points or less.
- Clock only stops on Free Throws if Score is 10 points or less and in final 2 minutes.
 - EACH TEAM WILL GET TO SHOOT FREE THROWS BEFORE GAMES.
 - ALL Free Throws will be at around 11 to 10 foot mark. We will put Tape Down. Each team will get as many shots as there are players. If one team has 9 and the other team has 7 then the team with 7 will get to choose two people to shoot twice. These Free Throws will count as points for the games.
 - 3 Time Outs
 - 28.5 Basketball
 - Zone Defense the 1st Half
 - Man Defense the Second Half.
 - Defense is not allowed to pick up their player until they cross the Volley Ball 10 foot Line
 - Full Court Man to Man is allowed with 2 minutes left to go in the contest. Only if the point spread is 9 or less
 - 1 minute between periods
 - 2 Minute Half Time
 - 45 Second timeouts
 - Should the score reach 15 the winning team will be required to play zone until the game reaches 10 points again.
 - Defensive violations, 1 warning second infraction will lead to a 1 shot free-throw and ball out of bounds.
 - Should the Score reach 20 or more the Score will be shut off on the Visible Score Board and will remain off until it reaches 15

OT. 2 Minute running clock .

If Still Tied after 2 minutes then Sudden Death.

OT 1 Time Out

- Every Child IS GUARANTEED to PLAY Half the Game, or somewhere close to that. IF a Team has 11 then the time for each quarter will be increased to 11 minutes.
- Rims will be placed at 9 Foot
- Light Traveling and Light Double Dribbling are tolerated, for the first few weeks. As the weeks go on we will have the refs enforce more violations . We expect our athletes to master traveling and double dribbling relative to each athlete's ability.

Each Player will have the opportunity to bring the ball up the floor for extended amounts of time.

Coaches PLEASE do not have 3 players begging for the inbound pass.

Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.



DIVISION 2; 3rd 4th Grade

- 4 10 Minute Quarters (Running Clock) UNLESS 11 KIDS Then 11
 - Clock Stops 2 min and under if the spread is 8 points or less.
 - 3 Time Outs
 - 28.5 Basketball
 - Zone Defense the 1st Half
 - Man Defense the Second Half.
 - Defense is not allowed to pick up their player until they cross the Volley Ball 10 foot Line
 - Full Court Man to Man is allowed with 2 minutes left to go in the contest. Only if the point spread is 9 or less
 - 1 minute between periods
 - 2 Minute Half Time
 - 45 Second timeouts
 - Should the score reach 15 the winning team will be required to play zone until the game reaches 10 points again.
 - Should the Score reach 20 or more the Score will be shut off on the Visible Score Board and will remain off until it reaches 15
 - Defensive violations, 1 warning second infraction will lead to a 1 shot free-throw and ball out of bounds.
- OT. 2 Minute running clock .
If Still Tied after 2 minutes then Sudden Death.
OT 1 Time Out

Every Child IS GUARANTEED to PLAY Half the Game, or somewhere close to that. IF a Team has 11 then the time per quarter will increase to 12 minutes.

Rims will be placed at 10 Foot

Light Traveling and Light Double Dribbling are tolerated.

As the weeks go on we will have the refs enforce more violations . We expect our athletes to master traveling and double dribbling relative to each athlete's ability.

Each Player will have the opportunity to bring the ball up the floor for extended amounts of time. Coaches PLEASE do not have 3 players begging for the inbound pass.



DIVISION 3; 5th 6th Grade

- 4 10 Minute Quarters (Running Clock) UNLESS 11 KIDS Then 11 Minutes
 - Clock Stops 2 min and under if the spread is 8 points or less in the 4th Quarter
 - 3 Time Outs
 - 28.5 Basketball
 - Zone Defense the 1st Half
 - Man /Zone Defense the Second Half.
 - Defense is not allowed to pick up their player until they cross the Volley Ball 10 foot Line First 2 Quarters.
 - Full Court Man to Man is allowed with 3 minutes left to go in the contest. Only if the point spread is 9 or less
 - 1 minute between periods
 - 2 Minute Half Time
 - 45 Second timeouts
 - Should the score reach 15 the winning team will be required to play zone until the game reaches 10 points again.
 - Should the Score reach 20 or more the Score will be shut off on the Visible Score Board and will remain off until it reaches 15
 - Defensive violations, 1 warning second infraction will lead to a 1 shot free-throw and ball out of bounds.
- OT. 2 Minute running clock .
- If Still Tied after 2 minutes then Sudden Death.
- OT 1 Time Out

Every Child IS GUARANTEED to PLAY Half the Game, or somewhere close to that. IF a Team has 11 then the quarters will increase to 11 minutes.



DIVISION 4; 7th 8th Grade

- 4 10 Minute Quarters (Running Clock) UNLESS 11 KIDS Then 11 Minutes
 - Clock Stops 2 min and under if the spread is 8 points or less in the 4th Quarter
 - 3 Time Outs
 - 29.5 Basketball
 - Zone Defense the 1st Half
 - Man /Zone Defense the Second Half.
 - Defense is not allowed to pick up their player until they cross the Volley Ball 10 foot Line First 2 Quarters.
 - Full Court Man to Man is allowed with 3 minutes left to go in the contest. Only if the point spread is 9 or less
 - 1 minute between periods
 - 2 Minute Half Time
 - 45 Second timeouts
 - Should the score reach 15 the winning team will be required to play zone until the game reaches 10 points again.
 - Should the Score reach 20 or more the Score will be shut off on the Visible Score Board and will remain off until it reaches 15
 - Defensive violations, 1 warning second infraction will lead to a 1 shot free-throw and ball out of bounds.
- OT. 2 Minute running clock .
If Still Tied after 2 minutes then Sudden Death.
OT 1 Time Out

Every Child IS GUARANTEED to PLAY Half the Game, or somewhere close to that. IF a Team has 11 then the quarters will increase to 11 minutes.