

4-5-6 Year Olds: Coed League Rules - SLYSI Basketball 2019

This is a teaching league, focus on fundamentals with possible plays, and not one-on-one basketball.

Coin flip will determine first possession/alternating possession and overtime (no jump balls)

6'6" Goals - 5 on 5 Basketball (4 on 4 Basketball if necessary)

Ball Size Small 27" - 27.5"

Poor Sportsmanship from individuals such as but not limited to parents, coaches, players, etc. WILL NOT be tolerated

- * 1st Offense Coach: Warning will be issued, free throw one-and-one awarded to opposing team. Stop play & explain.
- * 2nd Offense Coach: Second warning will be issued and is considered a "technical foul". Free throw bonus, 2 shots, automatic turnover of possession awarded to opposing team. Stop play & explain.
- * 3rd Offense Coach: Coach is ejected from game and must proceed to bleachers.
- * 1st Offense Player: Warning will be issued, free throw one-and-one awarded to opposing team. Stop play & explain.
- * 2nd Offense Player: Second warning will be issued and is considered a "technical foul". Free throw bonus, 2 shots, automatic turnover of possession awarded to opposing team. Stop play & explain.
- * 3rd Offense Player: Player is ejected from game and must proceed to bleachers.
- * 1st Offense Parent/Adult: Warning will be issued
- * 2nd Offense Parent/Adult: Individual will be removed from gym
- * SLYSI & its referee's which are considered an extension of SLYSI, reserve the right to eject/remove an individual, whether a child or adult, from the premises/property at any point it deems that action necessary

Game time is 4 quarters of 8 minutes each with a running clock.

- * 5 minute half after second quarter has ended
- * 1 minute between quarters
- * 3 thirty second time-outs per game, per team, 1 thirty second time-out additional in overtime
- * 2 minutes for overtime periods (optional game ends in a tie)
- * Clock will ONLY stop if ball goes out of bounds, during freethrows, & injuries.
- * A second overtime will be decided by the first team to score, if neither team scores, game ends in a tie
- * A "Mercy Rule" will be used once a team is ahead by 15 points or more at any point during a game.

Clarification: The "Mercy Rule" is enforced by allowing the team which is behind to add 1 additional player on the court

- * Playing time, each player MUST PLAY one quarter in the first half of each game and must make an appearance in the second half.
- * The five (four) who start must play the entire first quarter, only substituted due to injury
- * Remaining players must play the entire second quarter, only substituted due to injury

Free throw line is the first arc line closest to the goal but in front of the standard free throw line

- * Distance is approximately 24" closer to goal than standard free throw line distance

Dunking is PROHIBITED, any such action is considered a "technical foul"

- * Free throw bonus, 2 shots, automatic turnover of possession. Stop play & explain.

Traveling and Double Dribbling IS NOT enforced.

- * Majority of players this age are learning to handle the ball. Players and teams will not be penalized for learning.

Boxing out to gain position for a rebound IS ACCEPTABLE

- * Exceptions are but not limited to shoving, pushing, hitting, slapping, leaning to get position are prohibited
- Penalty: One warning per quarter, free throw one-and-one. Stop play & explain.

NO FOULS will be enforced unless intentional and or malicious in nature

Penalty: Free throw bonus, 2 shots. Stop play & explain.

- * Fouls committed by a player which are deemed hurtful and or malicious are considered a "technical foul"

Penalty: Free throw bonus, 2 shots, automatic turnover of possession. Stop play & explain.

NO FAST BREAK for entire game.

Clarification: All offensive players must obtain frontcourt status and then the one-pass requirement must be met starting at the mid-court line.

Penalty: One warning per quarter, then automatic turnover. Stop play & explain.

NO "3 Second Rule" will be enforced on offensive players

NO "5 Second Rule" will be enforced on offensive players

BACKCOURT violations are enforced although in an effort to teach not penalize

- * A backcourt violation by an offensive player requires them to restart from the half-court line. Stop play & explain.

SHOOTING

- * The offensive team has 20 seconds to satisfy the one-pass rule and take a shot. The 20 seconds will begin once the offensive player in possession of the ball crosses the mid-court line.

- * If the offensive team is unable to satisfy the one-pass rule and take a shot, it results in an automatic turnover of possession. Stop play & explain.

ONE PASS RULE on offensive end of the court BEFORE SHOT will be required.

- * One pass rule will be in effect at the mid-court line, not the half-court line.

- * A pass must cross and or be received by a player who is past the mid-court line to satisfy the one pass rule

- * Hand-offs will not constitute a pass

- * A pass, regardless of direction, that does not cross and or was received by a player before he/she has crossed the mid-court line will not constitute a pass.

- * The zone between half-court & mid-court is considered a "safe zone" for the player in possession of the basketball, no defender is allowed to enter this zone to pursue the offensive player. A pass and or tossed ball to another offensive teammate, whether the pass is received or not, within this zone will not constitute a pass and therefore it will not satisfy the one pass rule.

- * A pass is a ball thrown and or tossed from one player to another without both players touching the ball at the same time with enough distance between the players so a defensive player could fit between them

Clarification: Once one-pass rule is satisfied you need not satisfy it again after going out of bounds, unless the ball is throw into backcourt from out of bounds.

Penalty: Stop play & explain.

REBOUNDING

- * A defensive player who gains possession of a rebound is then considered an offensive player. Defensive team must drop back to mid-court line to defend their goal.

- * A defensive player who gains possession of a rebound cannot have but is not limited to a ball be stripped away, yanked away, pulled away, punched away, slapped away, etc.

- * A offensive player who gains possession of a rebound is not required to satisfy the one-pass rule again. The player is allowed to shoot the ball and or pass the ball immediately.

NO FULL COURT PRESS for entire game.

* No full court press in the offensive teams backcourt after defensive rebound is secured by a player, the defense must then drop back to the mid-court line.

Penalty: One warning per quarter, then automatic turnover. Stop play & explain.

NO "3 Second Rule" will be enforced on defensive players

NO ZONE DEFENSE, Man-to-Man defense throughout the game

* Defense is not allowed to pick up the offense until mid-court line (5 second time line in front of court)

* Mid-court line is not the "Half-court line", the mid-court line is approximately 1/3 of the court.

Clarification: Man-to-Man means that players on defense must remain within six feet of the person they are guarding.

* Double or multi-teaming is ONLY ALLOWED once the ball is below the free throw line extended.

* Switching is allowed above the free throw line extended.

Penalty: One warning per quarter, then automatic turnover (technical foul optional). Stop play & explain.