

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

A. Participation Rules

1. Each player must play for a minimum of 15 minutes per game. Each coach is responsible for substituting within these guidelines.
2. A player may be held out for injury or for disciplinary reasons. If a player is injured during the course of the game, coaches must notify the referee 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.

B. Substitutions – Will Remain as written below.

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. For every substitution the clock will begin again after 15 seconds.
4. After substitutions the ball will be awarded to the team that had possession when the game was stopped.

C. Uniforms

1. All players must wear their issued jersey unless prior approval is awarded by the athletic department. 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 (**1st & 2nd Grade**)
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 3 time outs per game (Only 2 Per Half).**
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. **1st-2nd grade: Players can't steal the ball from their opponents' hands or off the dribble but can steal on the pass.**
3rd grade: Stealing the ball in all situations is permitted.

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. Other players can move on the release.
 - i. 1st and 2nd grade: no free throws, the ball will be awarded to the other team.
 - ii. 3rd grade: Free throws will be awarded.

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 required to be subbed out. If a player receives 2 technical fouls they 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 Department.
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 (3 rd grade only)	12 FT