

MARCH MADNESS

1st - 2nd Grade Rules

1. Playing Times

- Be on time! All games & practices must start and finish on time. Gym time is tight, clear your team off court & bench quickly.
- Practice time should consist of team drills that focus on basic fundamentals – dribbling, passing, rebounding, shooting, foot work, moving without ball, etc. You can scrimmage the last 15 minutes of practice IF you think that benefits your team. **Please do not scrimmage the entire practice time.**
- **EVERY PLAYER GETS EQUAL PLAY TIME EVERY GAME!!** Substitutions should occur appx. every 4-1/2 minutes of clock running time.
- Coaches referee the game. Each coach should bring a whistle and maintain order and keep the game moving. Each coach should call their own fouls. Referees will need to watch for:
 - Blatantly running with the ball. Stop player and let him/her begin again.
 - Out of bounds. Always resume play by taking the ball out of bounds.
 - Jump balls? Make the call (alternate team calls if you are unsure) and give ball to appropriate team out of bounds and resume play.
 - Flagrant personal fouls (illegal contact) – no foul shooting.
- 5 minutes for team warm ups. 3-minute half-time break. 30 second breaks in between periods 1 & 2 and periods 3 & 4.
 - Each of the 4 quarters will be 9 minutes running clock. Clock will be stopped for injuries or instruction time only.
- Please ask your players to bring their own water, a drinking fountain is available in the 1st floor lobby, but it will take away from game/practice time.

2. Defense

- Play zone defense only (**NO MAN-TO-MAN COVERAGE**)
- No full court pressing. No double teaming.
- Once the defensive team gets clear possession of a rebound, the opposing team must allow them control and drop back past half court to the foul line.
- No stealing passes outside the 3-point line (emphasize **ZONE COVERAGE**), **NO STEALING AT LEAST UNTIL THE FIRST PASS HAS BEEN MADE** around the key. If the 1st pass is thrown into the key, it can be stolen. No stealing the ball while offensive player is dribbling to pass around the key outside the 3-point line. Beginner players need to learn this skill, we don't want to inhibit instruction time by having the ball ripped out of “beginner player’s” hands every time they have the ball.

3. Fast break Rules

- Keep fast breaks to a minimum.

4. Equipment and Scoring

- Balls used are the 27.5" junior size for 1st-2nd graders.
- An assigned scorekeeper may not be provided, a scoreboard is available and will be set up in the gym.
- A first aid kit is available in the downstairs office if one is not out on scorekeeper table. Ice packs are located in small white frig in the office as well.
- No 3-point shots are scored as 3 points. 2-point shots only.
- If score becomes very one-sided by half time, you can reset the scoreboard to "0" if both coaches agree.

5. Coaches Rules

- Safety always comes first.
- Coaches must have starting players "game ready" prior to the end of the five minute warm-up period.
- Good sportsmanship must be observed at all times.
- Coaches are responsible for team and parental behavior.
- Each team must have the same colored shirts or jerseys. (Pennies are available in the office if needed.)

6. Gym Rules

- No black-rubber soled tennis shoes.
- All water bottles and drinks must be kept in the container on the bench.
- No food on court.
- COACHES, PLEASE clear bench area of all trash for the next team and put anything left behind in the lost and found located in the front hall.

MARCH MADNESS

3rd - 4th Grade Rules

1. Playing Times

- Be on time! All games & practices must start and finish on time. Gym time is tight, clear your team off court & bench quickly.
- Practice should consist of team drills that focus on basic fundamentals – dribbling, passing, rebounding, shooting, foot work, moving without ball, running a few basic plays, etc. You can scrimmage the last 15 minutes of practice IF you think that benefits your team. **Please do not scrimmage the entire practice time.**
- **EVERY PLAYER GETS EQUAL PLAY TIME EVERY GAME!!** Substitutions should occur appx. every 4-1/2 minutes of clock running time.
- 5 minutes for team warm ups. 3-minute half-time break. 30 second breaks in between periods 1 & 2 and periods 3 & 4. Coach may call ONE 1-MINUTE TIME OUT PER HALF.
- Each of the 4 quarters will be 9 minutes running clock. Clock will be stopped for injuries, foul shots once player is lined up at foul-line and for one 1 minute time-out per half for each team.
- Please ask your players to bring their own water, a drinking fountain is available in the 1st floor lobby, but it will take away from game/practice time.

2. Defense

- Play zone defense only (**no man-to-man coverage**)
- No full court pressing.
- No double teaming.
- Once the defensive team gets clear possession of a rebound, the opposing team must allow them control and drop back past half court to the foul line.
- No stealing passes outside the 3-point line (emphasize ZONE COVERAGE), NO STEALING AT LEAST UNTIL THE FIRST PASS HAS BEEN MADE around the key. If the 1st pass is thrown into the key, it can be stolen. No stealing the ball while offensive player is dribbling to pass around the key outside the 3-point line. Beginner players need to learn this skill, we don't want to inhibit instruction time by having the ball ripped out of "beginner player's" hands every time they have the ball.

3. Fast break Rules

- Keep fast breaks to a minimum.

4. Equipment and Scoring

- Balls used: 28.5" for 3rd-6th graders (27.5" junior size can be used if it helps).
- A first aid kit is available in the downstairs office if one is not out on scorekeeper table. Ice packs are located in white frig in the office as well.
- No 3-point shots are scored as 3 points. 2-point shots only.
- If score becomes very one-sided at half time, you can reset the scoreboard to "0" if both coaches agree.

5. Coaches Rules

- Safety always comes first.
- Coaches must have starting players "game ready" prior to the end of the five minute warm-up period.
- Good sportsmanship must be observed at all times.
- Coaches are responsible for team and parental behavior.
- Each team must have the same colored shirts or jerseys. (Pennies are available in the office if needed.)

6. Gym Rules

- No black-rubber soled tennis shoes.
- All water bottles and drinks must be kept in the container on the bench.
- No food on court.
- COACHES, PLEASE clear bench area of all trash for the next team and put anything left behind in the lost and found located in the front hall.

MARCH MADNESS

5th - 6th Grade Rules

1. Playing Times

- Be on time! All games & practices must start and finish on time. Gym time is tight, clear your team off court & bench quickly.
- Practice should consist of team drills that focus on basic fundamentals – dribbling, passing, rebounding, shooting, foot work, moving without ball, running a few basic plays, etc. You can scrimmage the last 15 minutes of practice IF you think that benefits your team. **Please do not scrimmage the entire practice time.**
- **EVERY PLAYER GETS EQUAL PLAY TIME EVERY GAME!!** Substitutions should occur appx. every 4-1/2 minutes of clock running time.
- 5 minutes for team warm ups. 3-minute half-time break. 30 second breaks in between periods 1 & 2 and periods 3 & 4. Coach may call ONE 1-MINUTE TIME OUT PER HALF.
- Each of the 4 quarters will be 9 minutes running clock. Clock will be stopped for injuries, foul shots once player is lined up at foul-line and for one 1 minute time-out per half for each team.
- Please ask your players to bring their own water, a drinking fountain is available in the 1st floor lobby, but it will take away from game/practice time.

2. Defense

- Zone or man-to-man coverage defense is allowed for 5th -6th grade teams only.
- No full court pressing. No double teaming.
- Once the defensive team gets clear possession of a rebound, the opposing team must allow them control and drop back past half court to the foul line.
- **NO STEALING AT LEAST UNTIL THE FIRST PASS HAS BEEN MADE.** If 1st pass is thrown into the key, then the ball may be stolen.

3. Fast break Rules

- Keep fast breaks to a minimum.

4. Equipment and Scoring

- Balls used: 28.5" for 5th-6th graders (27.5" junior size can be used if it helps).
- A first aid kit is available in the downstairs office if one is not out on scorekeeper table. Ice packs are located in white frig in the office as well.
- 3-point shots are scored for 5th – 6th Grade teams only.
- If score becomes very one-sided at half time, you can reset the scoreboard to "0" if both coaches agree.

5. Coaches Rules

- Safety always comes first.
- Coaches must have starting players "game ready" prior to the end of the five minute warm-up period.
- Good sportsmanship must be observed at all times.
- Coaches are responsible for team and parental behavior.
- Each team must have the same colored shirts or jerseys. (Pennies are available in the office if needed.)

6. Gym Rules

- No black-rubber soled tennis shoes.
- All water bottles and drinks must be kept in the container on the bench.
- No food on court.
- COACHES, PLEASE clear bench area of all trash for the next team and put anything left behind in the lost and found located in the front hall.