

RULES AND REGULATIONS FOR ELEMENTARY SCHOOL BASKETBALL Junior and Intermediate

THE COURT

- 1 There is no three point line.

EQUIPMENT

- 2.1 Junior - an official Junior-size basketball (size 6) shall be provided by SSSAA for each game.
- 2.2 Intermediate - an official Intermediate-size basketball (size 7) shall be provided by SSSAA.

THE TEAM

- 3.1 A team **MUST** consist of at least ten (10) players. Coaches may carry as many players above the minimum as they wish, but must ensure that all players participate as equally as possible. Teams playing with fewer than ten (10) players will forfeit the game, but may still choose to play the game.

THE GAME

- 5.1 A Regulation Game shall consist of 24 minutes (whenever possible). There will be no half-time or changing of ends, unless an advantage is gained (eg. bent basket).
- 5.2 There shall be running time throughout the game, except in the final minute of a game in which one team is ahead by fewer than ten (10) points. In this case, Astop time@ shall occur during the final minute.
- 5.4 A team is allowed two (1) 30-second time out per game. Time outs may be called only by the team >in possession= of the ball, or, at any >stoppage in play=.
- 5.5 To determine standings, points shall be awarded for wins, losses, and ties. 3 points for a win, 2 points for a tie, 1 point for a loss



SUBSTITUTIONS

- 6.1 Substitutions shall be made every four minutes. At this time, the referee shall be informed by the scorer's table that it is time for substitutes. The referee shall call for substitutes. Each team shall then replace all five (5) players presently on the court.
- 6.2 Your five substitutes shall be ready to take to the court as soon as the referee calls for substitutions, since there shall be no clock stoppage (see 6.3).
- 6.3 If a team seems to be intentionally delaying the game while making substitutions, the clock shall be stopped and a technical foul assessed.
- 6.4 Injured players may be substituted for at the next stoppage in play, or when their team has possession of the ball. The game clock shall be stopped, and a suitable substitute will be chosen and agreed upon by both coaches. This shall be done in an area away from the other players.
- 6.5 If a shooting foul occurs at substitution time, the shot(s) shall be taken and then substitutions made. The clock shall continue running.
- 7.10 Half-Court Defense - after a team has scored a basket, they must retreat to their own half of the court until the other team has advanced the ball beyond the centre line.

FOULS

- 8.4 Overguarding - a player may not "overguard" the dribbler. The dribbler is allowed their path and has the right to go between extended arms and legs.
- 8.5 Five Seconds - A dribbler/passer has five (5) seconds to make a play with the ball. Failure to do so shall result in the ball being turned over to the opposing team.
- 8.9 Foul Shots - There shall be no 'line-up' for foul shots. Rather than have a player shoot two foul shots, the team will be awarded two points. The team committing the foul shall inbound the ball from the end line (under the basket), except in the case of a technical foul, where the shooting ball will inbound the ball at centre.

