**District 69 Elementary Basketball Tournament Rules**

**PLAYERS & Teams**

* Try to have at least 10 players at a game. If a team is unable to gather enough players, please let the home team know ASAP, with a minimum notice time of little recess the day of (10:30am~).
* All players should get equivalent court time.
* Home Teams are responsible for coordinating arrival time, game time, scoring and referees for their games.

**Game Layout & Flow**

*Game Times*

* Time of game:
  + **Two 14 min halves or Four 7 min quarters.** *Quarters are recommended to provide breaks and chances to learn throughout the game.*
  + 3-6 min break in between halves or 2 min breaks between quarter 1 & 2, and 3 & 4, with a 5 min break between quarters 2 & 3.
  + Four 8 min quarters for the playoffs.
  + Please arrive as quickly as possible, to grant a minimum of 10 min warm-up time to the away team.
  + Games should finish around 4:00-4:15 PM to ensure parent pick-ups are consistent.
* Flow
  + Substitutions are allowed approx. Every 3 mins, to support flow of the game.
  + Straight running time, decide as teams if you are stopping the clock for penalties, do not stop the clock for Throw Ins, resets etc.
  + First half is started with a jump ball, second half is started with alternate possession to the jump ball.
  + Basketball hoops should be 10 feet wherever possible. Tournament at the end students will be shooting on 10-foot hoops.
  + Basketball should be #5(27.5) ball for girls and # 6 (28.5) for boys.
  + Coaches from both teams may agree to adjust the players and/or the rules of play to make games fair in unbalanced situations.

*Game Aspects: Jump Balls, Penalties, Throw ins, Defense,*

* Jump Ball:
  + In 14 Min halves: 1 jump ball to begin the first half, and then alternate possession for the second half.
  + In 7 Min quarters: 1 jump ball at the beginning of the first quarter, 1 at the beginning of the third quarter. Second and Fourth quarter alternate possession to the results of the jump ball.
  + Rules governing jump balls:
    - *Each jumper may touch ball only twice (one hand at a time; cannot catch the ball).*
    - *Jumper cannot touch ball before highest point is reached.*
    - *Jumper may touch ball after second tap only after ball has touched floor or a non-jumper*
    - *Jumpers must be inside circle until after the ball is touched (do not have to jump).*
    - *All other players must remain outside circle until ball is tapped.*
    - *Cannot hit the ball with closed fist.*
* In-Bounding
  + Three Times a Ball Can Be Inbounded:
    - After a basket is made, the ball is given to the defending player (*Typically 1 defender)*
    - If the ball or player with the ball leaves the court lines, the ball is given to the opposing team player in the same spot the ball went out.
    - After a foul, the ball is given the opposing team in the same line, off the court as the foul occurred.
  + Rules Governing In-Bounding
    - Player in-bounding must throw the ball in prior to stepping on the ‘court’ lines, or entering the court. The in-bounder is not allowed to dribble the ball into play.
    - If the In-Bound occurs after a basket, the in-bound player will receive the ball on the back line, within the space of the key. They may have 1 additional defender in their half to pass the ball to them. The ball must leave the back-court within a *lose* 10 seconds after in-bounding occurs.
    - The players can not ‘take’ the ball from the referee, the ball must be given to the referee and then the inbounded.
    - Once the ball is given to the referee, the player has a *loose* 5 seconds to in-bound (pass) the ball into play.
* Defensive Systems of Play
  + Half-Court Press:
    - Triggered when: a basket has been scored **OR** defenders regain possession in their half.
      * After a basket is scored, opposing team players have around 3-5 seconds to return to their half of the court. They MUST be clear of the defending half prior to the in-bounding occurring.
      * If an opposing team loses possession of the ball clearly (indicating no scrambling or incredibly quick turn over), the opposing team must return to their half within 3-5 seconds of this occurring. The defensive player with the ball is encouraged to wait until the opposing team has been reminded to push back and is making their way to ensure clarity.
    - Player in-bounding or bringing the ball up need to make advancing gains in an appropriate amount of time. They will be reminded by the referee to advance the ball.
    - “Over and Back”, once the defending team has brought the ball past the center line, they can not dribble it back over or it will be called as a foul.
  + Man- To – Man Defence (1:1)
    - SD69 plays 1:1 defence, which means at any point of time a player can only be actively guarded by a singular player of the opposing team.
    - Players should be aware of their ‘check’ and be able to communicate that to their substitution with ease to support game flow.
    - If players are unable to find their original ‘check’, they must be diligent in ensuring they do not mark an already ‘checked’ player.
* Substitutions
  + Substitutions can be made when ball is dead (referee is handling the ball, e.g. jump ball, time out, foul).
    - Coaches must call for substitution during the Dead ball. Players can ‘take a knee’ at the center line too acknowledge to the referee that an up coming substitution will be called.
  + Individual substitution may be made because of injury, or if a single player asks to come off, due to exhaustion during the ball being dead.
  + Substitute may not enter the floor until beckoned by the referee & their substituting player has left the court
* Dribbling
  + Moving with the ball:
    - There is no limit to the number of steps a player can take when the ball is not in contact with their hand.
    - Player is allowed one and a half steps when the ball is in contact with their hand.
    - Players will be warned of travelling up to twice before receiving a penalty.
  + Double- Dribbling:
    - A player who touches the ball with two hands, carries the ball whilst moving, or continues to dribble the ball after they or the ball has stopped moving.
* Pivoting
  + Once a player has come to rest with the ball, their only option is to pass or shoot the ball.
  + A player is granted 1 pivot foot, which must remain ‘glued’ to the spot. They are not able to move this foot until the ball has left their hands.
  + In a running stop the players back-foot is chosen as their pivot foot.
  + Players are unable to alternate pivoting feet.
  + Whilst pivoting a guard may ‘check’ them however they are not allowed to interfere with their pivot or their body.

*Scoring and Repercussions: Scoring, Penalties, Time-Outs*

* Time Outs
  + There are no Time-Outs allowed.
  + Substitutions must be quick and efficient.

* Scoring
  + Three basket shots are available.
    - Field Basket worth 2 points
      * A player shoots within the semi-circle and scores a basket.
    - Foul point/Free Shot worth 1 point
      * An unguarded shot attempt granted to a player if a personal or team foul was committed against them in their offensive key when they had possession.
      * This is rarely used in SD69 Sports, please discuss prior to your teams playing if this will be followed. Alternatively, we conduct a in-bound for the team/player fouled against.
    - Three-Point Basket worth 3 points
      * A player shoots and scores exterior to the semi-circle.
      * Schools must have a 3-point line on the floor for this rule to be in effect. Otherwise, all baskets from anywhere in the court are two.
    - If the ball is in flight for the basket when the whistle blows for time, ball is in play until the ball is made or missed.
  + If a basket is scored after the foul has been committed, 2 points are awarded, as well as one additional more point. The defending team takes possession from the end as if a basket was scored.
    - If no basket is scored, one point is awarded, and the fouled team takes possession of the ball at the sideline, even with the foul throw line.
  + Home Teams are responsible for scoring and submitting their scoring to [srupa@sd69.bc.ca](mailto:srupa@sd69.bc.ca) within the week of the game.
* Penalties & Violations
  + Player has 5 seconds to put the ball in play from the sideline (in-bounding). Other team is awarded the ball for this violation.
  + Player shall not run with the ball nor shall they kick it or strike it with their fist.
  + Player shall not “double dribble”, i.e. stop and start again, use both hands at one time.
  + Key Reminders (3-Second Rule\*)
    - An offensive player retains the ball with no movement, or attempt at advancement for more than 3 seconds in the key.
    - This rule is not strictly enforced at this age, however please remind players that they have to be making active gains to advance the ball or score whilst in the key.
    - If there is a player who is taking too long in the key, and referee determine it has been an inappropriate time, an in-bounding will be awarded to the offensive team and a half-court press of the offensive team will occur.
  + Player cannot hold the ball longer than 5 seconds without doing something to continue play when checked within 1 meter.
  + Players are not allowed to touch, push or otherwise physically interrupt a player with the ball. This will result in a foul on the ‘pushers’ side, and an inbound of the ‘pushed’ team. After 2 evidently intentional physical interruptions the player may be removed from the game for the safety of others.
    - *A player shall not hold, punch, charge, trip or impede the progress of an opponent by extended arm, shoulder, hip, knee, or by bending the body in other than the normal position, nor use any rough tactics.*
  + Players are not allowed to concisely yell, scream or speak in a negative or derogatory manner to the opposing team. After 2 reminders, the player will be fouled, and if contained they will be removed from the game.
* Each player is allowed four personal fouls; the fifth foul shall disqualify him/her from play.
* Team Fouls
  + Substitution
    - Not reporting to officials, waiting to be granted a substitution entry.
    - Too many players on the floor, players should not enter the court until their substituting player leaves the court.
  + Unsportsmanlike conduct (Delaying game, abusive language, discourtesy to the officials.) Students will be removed from game if persistent in this area.

*Spectating and Parents*

* Parent Drivers
  + For anyone, including a parent to drive additional children to their own they must have an updated and completed criminal record check, a valid full B.C. Licence, as well as insurance on their vehicle.
  + You can only have as many players are there safe seatbelt options.
  + Drivers should arrive at school just prior to the bell, gather their group and drive straight to the away game.
* This year we are able to have parent spectators. To honor the commitment parent drivers have made, we will be providing priority to the Away team drivers if there is limited room.
* In many gyms there is only standing space, and if the gym is too small or crowded the referee and home team can determine how many people are arable.
* Spectators must abide with sportsman like conduct, supporting all players with a positive attitude. If spectators are not able to comport themselves appropriately they will be removed from there game and asked not to return.

Any further questions, concerns or rule amendments please reach out Simin Rupa at EOES, [srupa@sd69.bc.ca](mailto:srupa@sd69.bc.ca)

Thank you!