



## BASKETBALL RULES BY AGE GROUP

### 6-7 Year Olds

#### I. GENERAL RULES

- 1.01 ***League Standings*** – There will be NO league standings kept throughout the season.
- 1.02 ***Scoring*** – Official score WILL be kept on the score clock. Once a 20-point lead is reached, the score clock will be turned off. However, score will continue to be kept by the scorekeeper and the score will be turned back on once a 10-point deficit is reached.
- 1.03 ***On-the-Court Coach*** – One (1) coach from each team may stand on the court to better assist the team during game play. During a game, the coach is not allowed in the middle of the court. All on-the-court coaches must stay within 3 feet of either sideline. The coach may position oneself on the baseline so long as he/she is off the court at all times.
- 1.04 ***Statistics*** – Coaches may record game statistics (i.e. rebounds, assists, etc.) for the purpose of positive reinforcement and as a source of encouragement to your players throughout the season.
- 1.05 ***Discipline*** – You, the coach, are responsible for keeping good discipline with your players on the bench and on the court during practices and games. Players must remain on the bench at all times, unless they are in the game or called up by the coach. **ONLY ONE COACH IS TO STAND AT ALL TIMES.**
- 1.06 ***Injury*** - Games will be stopped for a possible injury situation. Depending on the injury, the player may be taken out and replaced with a substitute (see 3.01.1). If blood is involved, then time will be taken to remove all blood from the floor and the player must be removed from the game until the injury is properly wrapped. If blood is on the uniform, the player must change into provided shirt.
- 1.07 ***Equipment*** – The 6-7 year old children will practice and play on an eight (8) foot goal and use a junior size 27” basketball for practices and games.
- 1.08 ***Player Attire***- All jerseys **MUST** be tucked in during games. NO modifications to team shirt (jersey). Do not cut off sleeves or alter team uniform in any way. Players must wear current team uniform shirts to ensure recognition of team sponsor. If a jersey needs to be replaced, a replacement jersey fee is required.

#### II. GAMES

- 2.01 ***Prayer*** - Each game may begin with a scripture reading and prayer led by one of the referees, coaches, or One Goal appointee and followed by team introductions.
- 2.02 ***Game/Quarter Length*** – The 6-7 yr old division will have 4 quarters. Each quarters will consist of 8:00 minutes.

- 2.03 **Stoppage** – There are only two (2) occasions in which the clock will stop during a game.
- **Injury** - The clock will stop for an injury timeout.
  - **End of Quarter** - The clock will stop at the end of each 8-minute quarter.
- 2.04 **Time-outs** – No time-outs, except for serious injury or other irregular extended stoppage of play.
- 2.05 **Match-ups** – Players will be matched up according to color-coded wrist bands

### III. SUBSTITUTION

- 3.01 **Substitution Rule** – Players will play at least 1/2 of the game (2 quarters). A player cannot play 3 quarters unless all players have played 2 quarters or are playing in their 2<sup>nd</sup> quarter. A player cannot play 4 quarters unless all players have played 3 quarters or are playing in their 3<sup>rd</sup> quarter.
- 3.01.1 Coaches are responsible for maintaining an equal rotation throughout the entire game so that each player plays an equal amount of time. This responsibility will be placed completely on the coach and may be monitored by the referee. Subs will only be allowed at quarter breaks or for injury.

### IV. OFFENSE

- 4.01 **Plays** – There is no mandatory offense for each team, but keys to consider are keeping the floor well spread and making sure each player has an opportunity to score.
- 4.02 **Mercy Rule** – The Mercy Rule will automatically go into effect when a team's point deficit reaches 20 points or more.
- 4.03 **Holding the ball** – No team is allowed to hold the ball or run the clock down. We want to utilize as much playing time as we can.
- 4.04 **5 Second call** – Once a player has picked up his/her dribble or is not making forward progress while being closely guarded, he/she must pass the ball before 5 seconds elapses.
- 4.05 **Wrong goal** – If a ball is shot into the opposing team's goal, the referee will explain to the player what has happened, credit the points to the appropriate team, and award possession of the ball to the team that committed the error (*example: Team A scores on Team B's goal. Team B receives the points. The ball is awarded back to Team A*).
- 4.06 **Over and Back** – No over and back violations will be called.
- 4.07 **Scoring** – Official score WILL be kept on the portable score clock provided by OGS.
- 4.08 **Free Throws** – Free throws will not be awarded for fouls in this division.

### V. DEFENSE

- 5.01 **Match-ups** - 6 & 7's -The players on the court will be evenly matched before each quarter by coaches and referees. Each player must guard his/her assignment the entire quarter. **Matched players will wear the same color wristbands to help identify who they are responsible for guarding (ex. Player #1 for Team A and player #1 for Team B will wear yellow wristbands during the quarter and so on).**

- 5.02 ***Man-to-Man*** – Only a man-to-man defense is allowed. Players with same color wristbands will guard one another.
- 5.03 ***Stealing*** – A defender is NOT allowed to steal his or another opponent’s ball off the dribble. Loose balls are free for the taking. Stealing a pass IS permitted.
- 5.04 ***Blocking a Shot*** – Defenders are NOT allowed to block an offensive player’s shot. All defenders must maintain a vertical plane while defending.
- 5.05 ***Zone*** – No zone defense allowed.
- 5.06 ***Illegal Double Teams/Guarding*** – If a team is called for illegal defense, possession will be awarded back to the offense and the ball will be taken out at the nearest point of the call. Examples of illegal defense include: double teams, guarding the wrong man, attempting to steal the ball while an offensive player is dribbling, attempting to block a shot where the hands are not vertical, etc. A shot blocking illegal defense may be nullified if the basket is scored.
- 5.07 ***Double Teams/Trapping*** – No double teams or trapping is allowed
- 5.08 ***Defense Pick-up*** – Defense must remain behind the red line (near the goal) on the MTSU court until the offense crosses half court. The purpose is to allow the offense an opportunity cross half court and eliminate half court cluttering.
- 5.09 ***Defensive Technique/Stealing the Ball*** – Coaches MUST teach proper defensive technique. Players should avoid reaching and swatting at the ball. Players should learn to play defense with their feet more than their hands.

## VI. VIOLATIONS

- 6.01 ***Turnover*** - All turnovers will be called by the referee and will result in a loss of possession. The ball will be thrown in from the nearest point of the turnover.
  - 6.01.1 ***Double Dribble*** – A player is only allowed to use one hand to dribble and must pass or shoot once the dribble is stopped. If the player stops his/her dribble and then resumes the dribble, a double dribble violation will be called.
  - 6.01.2 ***Traveling*** – Once a dribbler stops his/her dribble, the player may shuffle the feet in the halted area to pass or shoot the ball. If a player creates an advantage by running around a defender without dribbling the ball, a traveling violation will be called.
  - 6.01.3 ***Lay Up Steps*** – Three steps are allowed after pick-up on a lay-up.
  - 6.01.4 There will be NO 3-second lane violations.
- 6.02 ***Fouls*** – Fouls WILL NOT be recorded. No free throws will be awarded. The referee will have permission to take a player out of a game if fouling persists after warning the player. A warning may be issued if a player persists in excessive physical contact that is deemed a foul. Players will not have an opportunity to completely foul out of the game.
- 6.03 ***Technical Fouls*** - There should be no need for issuing technical fouls. However, if an official deems it necessary to issue a technical foul due to the un-sportsmanlike conduct of a player or coach toward the opposing team or official, he/she may do so.

## INJURY PARTICIPATION

**BUBBLE WRAP** – A CHILD IS NOT ALLOWED TO PARTICIPATE IN OGS PRACTICES OR GAMES IF A CAST IS REQUIRED.

**BOOTS** – A CHILD WHO IS REQUIRED TO WEAR A MEDICAL BOOT IS NOT ALLOWED TO PARTICIPATE IN OGS PRACTICES AND GAMES.