

JEFFERSON COUNTY YOUTH BASKETBALL LEAGUE

Kindergarten – 6th Grade

Youth Basketball Rules

Sportsmanship:

The purpose of the Jefferson County Basketball League is to provide opportunities for our youth to participate in and enjoy basketball by building skills and confidence in a competitive safe environment. Sportsmanship is a must at all levels; participants, coaches, officials, parents, and fans! Please know that your positive example will have an impact on the future of our youth!

Information: Grade Specific

Kindergarten – 2nd Grade

Rim Height: K - 2nd Grade = 8 feet

Basketball Size: K - 2nd Grade = 27.5 youth basketball

Participation: All players must play in the game.

Substitutions: The clock will stop at 4 minutes each quarter to allow for quick substitutions.

Play will pause and restart on the official's signal.

THIS IS NOT A TIME OUT. Game will be started again immediately.

Players will be provided with a color coordinated wristband to help them know which player they will guard on defense.

Game Time:

- Four (4) eight (8) minute quarters. The clock will run continuously for K-2nd Grade except for substitutions. The clock will stop at 4 minutes to allow for the substitutions.
- Three (3) minute halftime
- Two (2) one-minute timeouts per half

Violations:

- No 3 seconds in the key will be called.
- No back court will be called.
- No 10 second line is used. (Referee will prevent stalling).
- No full court press allowed; defense can pick up their man at half court.
- No blocking shots in Kindergarten – 2nd Grade, unless it occurs when hands are straight up.
- Violations in Kindergarten – 2nd Grade do not result in a turnover (team will keep possession)
- No Stealing in Kindergarten – 2nd Grade except on a pass.

Scoring:

Score will be kept. Score will be reset at the start of each quarter to 0.

Fouls:

Fouls will be called but will not be recorded in Kindergarten – 2nd Grade.

Defense:

Man to man defense only. No zone defense. No double teaming.

Wristbands will be provided to help the players know who to guard.

Free Throws:

Free Throws will not be attempted in Kindergarten – 2nd Grade.

*Rules may be added or changed at any time, by the director, if necessary.

3rd Grade

Rim Height: 3rd Grade = 9 feet

Basketball Size: 3rd Grade = 27.5 youth basketball

Participation: All players must play in the game.

Substitutions: Substitutions will occur during a dead ball.

Game Time:

- Four (4) eight (8) minute quarters
- The clock will run continuously in 3rd Grade except for free throws
- Three (3) minute halftime
- Two (2), one-minute timeouts per half
- 3rd Grade - Clock stops last two minutes of fourth quarter for regulation game unless lead is 10 points or greater

Violations:

- No 3 seconds in the key will be called.
- No back court will be called.
- No 10 second line is used. (Referee will prevent stalling).
- No full court press allowed; defense can pick up their man at half court.
- No blocking shots in 3rd Grade, unless it occurs when hands are straight up.
- Violations in 3rd Grade do not result in a turnover (team will keep possession)
- No Stealing in 3rd Grade except on a pass.

Scoring:

Score will be kept. If a team gets up by 25 points, the score will not be updated on the display. The scorekeeper will keep it on paper only. If the score gets back within 25 the score keeper will update the display. If a teams wins by 25 or more, the score will be reported as plus 25.

Fouls:

Fouls will be called but will not be tracked individually in 3rd Grade.

Team fouls will be tracked. Team fouls will reset to 0 at the start of each quarter.

Shooting fouls and the 5th team foul bonus will result in 2 free throws.

Excessive fouling by an individual will receive a warning and may be eliminated by officials (discretion).

Defense

Man to man defense only. No zone defense. No pressing. No double teaming. Help defense is allowed.

Free Throws:

Free Throws will be shot for shooting fouls and the 5th team foul bonus of each quarter in 3rd Grade.

*Rules may be added or changed at any time, by the director, if necessary.

4th Grade

Rim Height: 4th Grade = 10 feet

Basketball Size: 4th Grade = 28.5 women's basketball

Participation: All players must play in the game.

Substitutions: Substitutions will occur during a dead ball.

Game Time:

- Four (4) eight (8) minute quarters
- The clock will run continuously in 4th Grade except during free throws
- Three (3) minute halftime
- Two (2), one-minute timeouts per half
- 4th Grade - Clock stops last two minutes of fourth quarter for regulation game unless lead is 10 points or greater

Violations:

Regular Idaho High School Rules will apply (exceptions time/scoring/no pressing).

Scoring:

Score will be kept. If a team gets up by 25 points, the score will not be updated on the display. The scorekeeper will keep it on paper only. If the score gets back within 25 the score keeper will update the display.

Fouls:

Fouls will be called and tracked individually in 4th Grade.

A player will foul out on their 5th foul.

Team fouls will be tracked. Team fouls will reset to 0 at the start of each quarter.

Shooting fouls and the 5th team foul bonus of each quarter will result in 2 free throws.

Defense:

Man to man defense or zone defense is allowed. No pressing.

Free Throws:

Free Throws will be shot for shooting fouls and the 5th team foul bonus of each quarter in 4th Grade.

*Rules may be added or changed at any time, by the director, if necessary.

5th/6th Grades

Rim Height: 5th/6th Grades = 10 feet

Basketball Size: 5th/6th Grades = 28.5 women's basketball

Participation: All players must play in the game.

Substitutions: Substitutions will occur during a dead ball.

Game Time:

- Four (4) eight (8) minute quarters
- The clock will run continuously in 5th/6th Grades except during free throws
- Three (3) minute halftime
- Two (2), one-minute timeouts per half
- 5th/6th Grades - Clock stops last two minutes of fourth quarter for regulation game unless lead is 10 points or greater

Violations:

Regular Idaho High School Rules will apply (exceptions time/scoring).

Scoring:

Score will be kept. If a team gets up by 25 points, the score will not be updated on the display. The scorekeeper will keep it on paper only. If the score gets back within 25 the score keeper will update the display.

Fouls:

Fouls will be called and tracked individually in 5th/6th Grades.

A player will foul out on their 5th foul.

Team fouls will be tracked. Team fouls will reset to 0 at the start of each quarter.

Shooting fouls and the 5th team foul bonus of each quarter will result in 2 free throws.

Defense:

Man to man defense or zone defense is allowed. Pressing is allowed unless a team is up by 20 points.

Free Throws:

Free Throws will be shot for shooting fouls and the 5th team foul bonus of each quarter in 5th/6th Grade.

*Rules may be added or changed at any time, by the director, if necessary.