

WESTMINSTER GIRL'S BASKETBALL PROGRAM
2ND – 3RD GRADE DIVISION
QUICK REFERENCE RULES

Description

Game Time
Basket Height
Time Between Periods
Half Time Break
Minimum playing time
Maximum playing time
Time outs
Overtime time outs
Personal and Technical Fouls
Start of Game
NO FAST BREAKS
Stealing
No fronting on defense
No leaning over offensive player
Defense
Help Defense
Defense
Back court violation
Lack of Action*
Three seconds in lane
Throw in time limit
Passing requirements
Points scored limitation
No substitutions during quarters
Overtime
No backing into player
No Clear out offense
No Coach's on court during game
ALL PLAYERS MUST HAVE...

Rules

Four 5 minute quarters
8 feet
1 minute
5 minutes (Ref discretion)
10 minutes
15 minutes (**exception:** see special notes)
4 - 60 sec
1 (tournament only)
5 per player
Coin Flip will determine possession of ball
Will be enforced entire game
On the pass and 3 second area
Defender must play between hoop and player
Foul will be called (Dribbling stops)
Person to Person only
Allowed in the 3 second area only
No double teaming
Will be enforced entire game. (Yellow line)
Will be enforced entire game
Will be enforced entire game
10 seconds
1 pass (NO HAND OFFS) **AFTER** the half court line.
6 points per player...per half
Enforced (Exception-injured & foul trouble)
End of Season tournament only (3 min)
Referee will begin 5 second count (loss of ball)
Referee will stop play and award opposing team
Exception: set up all out of bounds plays
Opportunity to play point guard and
Start atleast one game

SPECIAL NOTES

Minimum Playing Time: If a team has 10 players all players must play 10 minutes...5 minutes per half. If a team has less than 10...no player will play ALL 4 quarters. **No player will be the same substitute every game.** There will be NO subbing during any quarter with the exception of injury, sickness, or foul trouble. **Note:** the substitute player must be of equal talent or less to replace a player with foul trouble, injury or sickness.

Lack of Action: Since the defensive team cannot steal the ball outside the 3 second area (exception: they can steal the pass) the offensive player may not dribble to kill the clock. 10 second violation will be assessed. The referee will stop play and award the non-violating team the ball at half court.

Fronting on Defense: The defensive player should be between their player and the hoop to see the ball. When fronting occurs the defender faces the offensive player they're guarding and cannot see the ball. Referee will stop play and instruct.

Clear out Offense: The offensive team may not use a clear out offense for their best or one specific player to drive and score. One example: each player positions themselves in each corner in the front court as one player drives to the basket. The referee will stop play and award the non-offending team the ball.

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