# General Rules <br> Windjammer Youth Basketball 2010 Grades $3^{\text {rd }}{ }^{\text {d }}{ }^{\text {th }}$ 

## *Exception for $5^{\text {th }}$ and $6^{\text {th }}$ see page 2

## Offense

4 on 4 play
No 3 pointers
Free throw shooting at half time one shot per player per team added to team score. You may have players that missed their first shot take a second shot in order to equal the number of team shots.

Foul line will be adjusted depending on ability

## Defense

No zone defense

No defense outside three point line
No double teaming except in the paint
All Iabbo rules for Junior High will apply unless Otherwise stated
After 5 fouls player is out of game
6 minute quarters (stopped time)
A tie is a tie no overtime

Each player must play $3 \mathrm{~min} /$ quarter and must sit 3 min /quarter
2 time outs per half lasting one minute each, no carryovers
Basket will be at 8.5 feet

Basketball will be 28.5
Foul shots will be one and one for 7, 8, 9 foul
2 shots for $10^{\text {th }}$ foul and above each half

Five minute half time
Half time scores that have a 15 point or greater difference after free throws have been taken will be reset.

Last minute of game half court defense allowed.

# The rules will be the same for $5^{\text {th }}$ and $6^{\text {th }}$ grade with the following exceptions 

Play 5 on 5
Basket height 10 feet
Foul shots at half time from existing line depending on ability
Defense after ball has crossed half court
Last minute of game full court defense allowed

