

# Calvary Hoops ~ Rules ~ Ages 9 – 10 (Boys & Girls)

## I. Playing Time:

- A. Each player is expected to play a minimum of one complete quarter (minimum of 7 minutes) unless the player becomes sick, injured, or other extenuating circumstances are present.
- B. If a player arrives after the second quarter has begun, the expectation above is waived and the player may play at the coach's discretion.
- C. A score sheet is in this league. A player will be disqualified for committing 5 fouls.

## II. The Game:

- A. The game will be played with 5 on 5 and will consist of 4 quarters of 8 minutes each.
- B. The clock will continuously run during the game except for the last two minutes of the game and during free-throws. Regulation clock will be used in last two minutes of game.
- C. Each team is granted three "full" (one minute) timeouts per game.
- D. In the event of a tie game at the end of regulation, the game will be decided by an overtime session. Overtime will be a three-minute session and will begin with a jump ball. We will play a running clock the first two minutes of overtime and a regulation clock will be used the final minute. In the event the game remains tied, each coach will select a player(s) from his/her team to shoot a free throw. This "free throw" method of deciding the game will be explained at the coaches meeting. Basically, we will alternate between the two teams sending a player to shoot a free throw and the first team that makes a free throw and the other team misses will be the winner.
- E. Game begins with a jump ball at half-court. Alternating possession thereafter.
- F. Full-court pressing is **prohibited** except for the last two minutes of the game. Teams must get back on defense after the rebound is **firmly secured**. "Firmly secure" is a judgment call by the referee that player is in control of the ball. With two minutes remaining in the game, a team may play full-court defense, as long as they are not ahead by 15 or more points. After one verbal warning, each infraction could result in a technical foul issued by referee.
- G. Height of Goal is 10'. Free Throw line is 15'. Basketball size is 28.5.
- H. Violations will be called: back-court, 10-seconds, closely guarded, 3-seconds in the lane, traveling, double-dribble, etc. Violations may be explained by referee but will result in a turnover. All calls will tighten up as season progresses. Discretion used by referee.
- I. Teams may play defense of their choice and double-team/trapping is allowed.
- J. Half-time is three minutes and teams will change goals for the second half of play.
- K. Score will be kept for all games and a record will be kept of league standings. Home team will be responsible for keeping the official scorebook and visiting team the clock.
- L. Free-throws will be awarded when player is in the act of shooting. A team will be awarded a 1 and 1 when opponents foul 7 times in a half and 2 shots when a team has committed 10 fouls in a half.

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- M.** No jewelry! All MUST wear tape or bandage over pierced earrings if unable to remove.
- N.** If one team has only 4 players present for the game, the other team will also only put 4 players on the court. The game will be a valid game played 4 vs 4.
- O.** ABSOLUTELY NO GUM IN THE GYM!!

### **III. Expectations:**

- A.** Coaches must remain in the bench area during play. A coach may ask for clarification of a rule in a respectful manner but questioning a judgment call of referee is prohibited.
- B.** Be the Christ-like example these boys, girls, and parents need. It is such a great opportunity and an honor to be a “coach” of young boys and girls. Make the most of that opportunity by letting your words and actions point people to JESUS!
- C.** Coaches are responsible for the conduct of their players and fans, to the extent possible. Coaches are expected to lay the groundwork for expectations of nothing less than exemplary behavior and sportsmanship. Again, it is imperative that expectations are communicated to players and parents and then the coach consistently sets the example at practice and games. All incidences of improper behavior should be reported to the Family Life Staff.
- D.** Excessive hard fouling, especially if deemed by official there was intent to harm, fighting, and/or unacceptable conduct that is severe (profanity would be an example) in nature will result in an automatic ejection from the current game. Along with an ejection from the current game, the offender will serve a two-game suspension.
- E.** 24 Hour Rule - After a game you must wait 24 hours to file any grievance or complaint.

### **Lead By Example**

**THANK YOU for Serving HIM through serving others!!!**