



RULES AND REGULATIONS
FOR ELEMENTARY SCHOOL BASKETBALL
Junior and Intermediate

THE COURT

There is no three point line.

EQUIPMENT

Junior - an official Junior-size basketball (size 6) shall be provided by LEA for each game.

Intermediate - an official Intermediate-size basketball (size 6) shall be provided by LEA for each game.

THE TEAM

A team **MUST** consist of at least ten (10) players. Coaches may carry as many players above the minimum as they wish, but must ensure that **all** players participate equally

THE GAME

A Regulation Game shall consist of **24 minutes** (whenever possible). There will be **no** half-time or changing of ends, unless an advantage is gained (eg. bent basket).

There shall be **running time** throughout the game, **except** in the final minute of a game in which one team is ahead by **fewer** than ten (10) points. In this case, stop time shall occur during the **final** minute.

A team is allowed two (1) 30-second **time out** per game. Time outs may be called only by the team 'in possession' of the ball, or, at any 'stoppage in play'.

To determine standings, points shall be awarded for wins, losses, and ties.

2 points for a win

1 points for a tie

Half-Court Defense - after a team has scored a basket or has turned the ball over, they must retreat to their own half of the court until the other team has advanced the ball beyond the centre line.

Foul Shots - There shall be **no** 'line-up' for foul shots. Rather than have a player shoot two foul shots, the team will be awarded two points. The team committing the foul shall inbound the ball from the end line (under the basket), except in the case of a technical foul, where two points will be awarded and the ball will inbounded at centre by the non-offending team.

SUBSTITUTIONS

Substitutions shall be made every four minutes. At this time, the referee shall be informed by the scorer's table that it is time for substitutes. The referee shall call for substitutes. Each team shall then replace all five (5) players presently on the court.

Your five substitutes shall be ready to take to the court as soon as the referee calls for substitutions, since there shall be no clock stoppage.

If a team seems to be intentionally delaying the game while making substitutions, the clock shall be stopped and a technical foul assessed.

Injured players may be substituted for at the next stoppage in play, or when their team has possession of the ball. The game clock shall be stopped, and a suitable substitute will be chosen and agreed upon by both coaches. This shall be done in an area away from the other players.