



## 2<sup>nd</sup> - 3<sup>rd</sup> GRADES

### EQUIPMENT AND COURT SPECIFICATIONS

|                          |      |  |  |
|--------------------------|------|--|--|
| Size of Ball             | 27.5 |  |  |
| Height of Baskets        | 8.5" |  |  |
| Size of Court            |      |  |  |
| Free Throw Line Distance |      |  |  |
| 3-Point Line Distance    |      |  |  |

### GAME STRUCTURE

|                       |                      |                       |                               |
|-----------------------|----------------------|-----------------------|-------------------------------|
| Game Length           | 10-minute quarters   | Running Clock         |                               |
| Time between Quarters | 1 minute             | 2-minute half time    |                               |
| Overtime              | First team to score  |                       |                               |
| Scoring               | 3 Pointer – 3 Points | Field Goal - 2 points | Free Throw – 1 point per make |
| Timeouts              | 3-time outs per game |                       |                               |

### GAME TACTICS

|                    |  |  |   |
|--------------------|--|--|---|
| Playing Time       | Must be equal playing time for all players   | <b>ALL PLAYERS MUST PLAY EQUAL AMOUNT OF TIME!</b>   | No player(s) should play more than any other teammate |
| Defenses           | Can pick up offense, only after ballhandler crosses half court. Must start inside three-point line | Player can steal basketball outside three-point line (area)  |   |
| Pressing Defense   | Cannot press   | 1-minute left in game, team can pick up offense players at half court. No full court pressing                          |   |
| Double-Team        | No double teaming  |  |   |
| Backcourt Timeline | Offense has 10 seconds to advance basketball pass half court                                       |  |   |
| Clock Stoppage     | Running clock, except last minute of game  | Clock will stop for subs, injuries, or official's discretion   |   |
| Substitutions      | Mandatory substitutions at beginning of each quarter and halfway through each quarter              | No player can sit out two consecutive quarters. Players on the bench at end of a quarter, must start the next quarter. | Each team has 30-seconds to make substitutions        |
| Fouls              | Players cannot foul out, but Official may ask player to sit for excessive fouling                  |  |   |
| Free Throws        | Players must start behind free throw line. Players can enter lane once ball hits rim or backboard. | Players can jump over free throw line but must start behind line   | Free throw will be shot only on field goal attempt    |
| Lane Violations    | 5 second lane violation is in effect   |  |   |
| Fast Break         | Players/teams can fast break   |  |   |
| Jump Ball          | Each game will start with jump ball  | Possessions will alternate with every jump ball and/or beginning of quarter.   |   |

**CITY OF MILTON/HALFTIME SPORTS WINTER RECREATION BASKETBALL LEAGUE**

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