

## Elementary Basketball Rules – Long Pin

**Game Format:** It is the responsibility of the coaches / school of each game to find referees that will keep control of the players on the court and to help teach the rules of basketball during the flow of the game, eg: “don’t foul”, “dribble”, “go to defense”, etc.

The games will be played with two 20 minutes running clock halves and there will be a three-minute half time.

Substitutions will be done on a dead ball, please get players in and out quickly because the clock will not stop.

**Clock will stop during last 2 minutes of second half if the score difference is 10 points or less.**

ONLY man-to-man defense will be allowed. No zone defenses.

No players will foul out of a game.

The only free throws shot will be from fouls committed in the act of shooting. Please teach your players how to line-up for a foul shot.

In the event of a tie, no overtime will be played.

The clock will stop if an injury occurs to a player on the floor.

Each coach will be allowed 2 time-outs per half, the time-out will be for 30 seconds, the clock will stop for time-outs.

**Free throws:** For 5<sup>th</sup> and 6<sup>th</sup> grade the shooter must start from behind the line. If the shooter steps on or over the line before the ball touches the rim, it is not a violation. Some schools may put up a tape line closer for the 3<sup>rd</sup> and 4<sup>th</sup> grade Free Throws; however, it will be up to the individual school and their custodial team.