

8/9 year olds Basketball Rules

- Goal Height—9
- Ball size— 28.5
- Coaches lead both teams in prayer at center court before every game. Coaches and players should take a knee during the prayer.
- A jump ball determines first possession.
- At the end of each eight minute period, the team with the possession arrow designated in their direction, will get possession of the ball the start of the next 8 minute period.
- Games consist of 4 (8 minute periods) with a 10 minute halftime.
- Player substitutions are made after every 4 minutes. Coaches should make a good faith effort to divide playing time equitably. It is expected for all players to be able to play equal amounts of time but may vary depending on team size etc.
- Teams switch goals at halftime.
- Coaches are permitted to walk their half of the sidelines in order to encourage and instruct their players but are prohibited from being on the court.
- Wrist bands are used to match up players.
- Games resulting in a tied score will remain a tie and not go into overtime.

Score Clock

- Clock runs continuously notwithstanding the following exceptions:
 - 1) Referee stops the game due to a player injury.
 - 2) Player fouls out.
 - 3) Intentionally rough/ flagrant player fouls result in opposing team shoots two free-throws and retains possession of the ball.
 - Score clock SHALL be turned off when one team reaches a sizeable lead (20 Points or more). Scorekeepers will continue to keep the score manually and resume using the scoreboard, if/ when the score returns to less than a 20 point margin. In such scenarios, Coaches are EXPECTED to take decisive measures to prevent their team from unnecessarily running up the score (ex. Involve your less experienced players more in your offense, temper your fast break/ transition offense, Coaches may impose a 7 pass rule before a player can shoot).

Defense

- Man to man defense only (No zone defense).
- No back court defense (Defenders must wait until the ball crosses half court before picking up their opponent).
- Defender must stay within 5 feet of their opponent when playing defense when their opponent is inside the arc/ 3 point area (note: this encourages an honest man to man defensive effort to avoid “sagging” but should provide adequate spacing for those slower players struggling to guard a faster opponent).
- Stealing the ball is permitted.
- **Help Defense** is allowed in the following circumstances:
 - 1) Fast breaks
 - 2) Help Defense in the lane/ paint, providing the player you are assigned to guard is also in the lane/ paint.
 - 3) Help Defense against an Offensive Pick and Screen until such time the defender is afforded reasonable time to recover but no later than plays end.
 - **Drawing a Charge** is allowed.
 - Jump balls ARE allowed.

Fouls

- **2 Foul Rule:** Any player who commits 2 fouls in a single 8 minute period shall be substituted for and is ineligible to play for the remaining balance of that single 8 minute period, but is eligible to resume play the very next 8 minute period. In the case of shortage of players you will play with the lower amount of players.
- Any single player who commits 5 total fouls in one game DOES NOT foul out of the game, but is subject only to the 2 Foul Rule.
- No 1 and 1 and only shooting fouls
- Intentionally rough/ flagrant fouls will result in the fouled player shooting 2 free-throws, the fouled team maintaining possession of the ball and the offending player being ineligible to play the remaining minutes of the period. Pending the discretion of the offending players Head Coach and Referees, this player is eligible to return to the game the next period.

(Emphasis is put on reconciliation and making this a teaching moment, when possible).

- **Non-shooting fouls** result in the ball being inbounded by the offended team
- **All Shooting fouls** result in free throws

Offense

- Fast breaks, motion offenses, pick/screens and pivoting are all allowed and encouraged.
- 10 second back court violation rule does apply (at Referees discretion)
- 3 second lane violation does apply (at Referees discretion)
- 5 second inbound rule does apply (at Referees discretion)
- 3 point shots are permitted.
- The regulation free-throw line is observed (Referees are empowered to make exceptions in cases of player strength issues).
- No score will be awarded for a basket made in the wrong goal. Referees will Instead treat this as a turnover.

Timeouts

Coach has one timeout per half. Clock stops with 20 seconds left for any issue each quarter.

Sportsmanship

- Every Coach, Referee, player and volunteer is expected to practice the highest standard of sportsmanship and good will, consistent with the values and standards found within the Holy Bible and which would ultimately be pleasing to our Lord and Savior, Jesus Christ.