

## **SVYB – Minors Basketball (1-2<sup>nd</sup> grade)**

### Program Objectives:

- Fun for everyone
- Teach the basic skills, concepts, and rules of the game of basketball
- Create and foster a love for the game of basketball

### Game Rules

- Games will consist of four 8 minute quarters. The clock will run continuously, except in the last minute of each quarter when the clock will be stopped according to game play. The clock will also be stopped at the 4 minute mark for substitutions.
- Score will be kept. With agreement of the coaches, score may be reset if one team has a lead of greater than 10 points. Team win-loss records will not be kept.
- Teams will alternate possessions at the beginning of each quarter and for each held ball. No jump balls are required.
- Each team will play man-to-man defense. Double-teams and traps are not allowed. The defender may not engage the offensive player until they have crossed the "defense line" (as marked on the court).
- Steals and blocks are permitted, within the defensive area.
- An in-bounds play will be awarded for non-shooting fouls. Two foul shots will be awarded for shooting fouls.
- Play will be stopped for ball handling violations (traveling, double-dribble, carrying, etc.). The referee/coach will explain the violation to the player, but the team will retain possession and in-bound the ball from the point of the violation. If the same player continues to repeat the same violation multiple times, possession may be awarded to the opposing team.
- The rim height should be set at 8.5 feet.
- Fast breaks are allowed.