

BEECHER RECREATION BASKETBALL RULES – 2025

The objective of the Beecher Rec Basketball Program is to develop character, good sportsmanship, physical skills, and the love of the game.

Start Times - All games will start on time (if previous game(s) allow). Games will not be rescheduled.

Equipment

Grade Level	Ball Size	Goal Height	Game Length
Kindergarten	27.5 cm	7ft	6 min quarters
1st - 2nd Grade Girls	27.5 cm	8 ft	7 min quarters
1st - 2nd Grade Boys	27.5 cm	8 ft	7 min quarters
3rd - 4th Grade Girls	27.5 cm	9 ft	8 min quarters
3rd - 4th Grade Boys	28.5 cm	9 ft	8 min quarters
5th - 6th Grade Girls	28.5 cm	10 ft	8 min quarters
5th - 6th Grade Boys	29.5 cm	10 ft	8 min quarters

Fair Play Rule

****Each player should play half of every game****

All players must have the opportunity to participate and handle the ball in games for a fair and equal amount of time **regardless of ability**. Allowances can be made by the coach based on enthusiasm, sportsmanship, and interest displayed at practice. The board of Beecher Recreation will **NOT** hesitate to ask for a coach's resignation, if, after review, it is determined that a coach has not made significant effort in this area.

Clock

- All games will have a running clock.
- The clock will only stop for timeouts, free throws, and in the last two minutes of the game except for the kindergarten level.
- There will be 30 second intermissions after the 1st and 3rd quarters and a 2 minute halftime.

Time Outs

Each team will receive 2 timeouts per half and 1 each overtime period. All timeouts are 30 seconds. Unused timeouts do not carry over.

Overtime Rule

One 2 minute period will be played. If this period ends in a tie:

- The coaches of their respective teams will pick three players from their team to attempt free throws.
- The home team will attempt the free throws first.
- The teams will alternate free throw attempts from one team to the other team until all three players from each team have attempted free throws.
- If the game is still tied after the three players attempt the free throws, the game will end in a tie.

This only applies during pool play. During the playoffs, the teams will continue to play two minute overtimes until the game is no longer tied at the end of overtime.

Playoff Seeding

Tie-Breakers - In the event of a tie in division standings, the following criteria will be used to determine playoff seeding:

- a. Head – to – Head Competition
- b. Point Differential in Head-to-Head games
- c. Coin Toss

Eligible Players

- Under No circumstances are there to be any players traded or switched from one team to another after the draft has been completed. If a player has to be placed on a different team, **ONLY** the Approval of the Board can allow this to occur!
- Non-registered players will not be allowed to play at any time.
- If a team does not have enough to field a team, substitute players can be used from the same age group with approval of the coordinator and both coaches. If that isn't possible, then players can be brought up from a lower level.
- **Substitute players are only allowed for the purpose of giving the team enough players to play not to add any bench players**

Rule Enforcement

- a. Each game and overtime will start with a jump ball. All other jump ball situations will result in alternating possessions.
- b. **All** Basketball rules like double dribbling, traveling, 3 seconds, etc will be enforced
- c. **Loose Ball:-** If a ball is not in the possession of a player, it is a loose ball and the defense can come out of the box. Ex: if the ball is rolled from out of bounds to an offense player at the 3-point line, this is a loose ball and the defense can grab it after it crosses half court. Ex2: if the ball is loose after a rebound the defense can come out of the box to get the rebound.
- d. **Screens:** There will be no moving screens of any kind. Hands must remain at the sides (not extended out) when assisting another offensive player; this is an often occurring problem. Coaches are expected to fully explain this violation (a fundamental in any basketball program). These moving picks will be called FOULS, like any other game.

Fouls

Team Fouls: Teams enter the bonus after their opponent commits five fouls in a quarter and is awarded two free throws.

Personal Fouls: Each player will be allowed only **5 (five) personal fouls**, the 5th resulting in ejection from that game. Technical fouls will count toward personal fouls.

Technical Fouls: ALL technical fouls are **2 (Two) Shots and Loss of possession**. Any player receiving a technical foul, must sit down for 1 (one) minute of running time. A second technical foul will result in automatic ejection from the game. An ejection also carries with it a 1 game suspension for the next scheduled game. Two (2) ejections or Two (2) Flagrant Fouls will result in a suspension for the rest of the scheduled games and playoffs.

Conduct

Players and coaches are only allowed on the floor at their scheduled game times. Any player or coach who knowingly interferes with any game, may be assessed a Technical Foul to be awarded / recorded in their game. Any spectator, player, or coach that interferes with a coach or official will be asked to leave. Any coach that continues to verbally disagree with referees or continues to violate requests brought to them by the basketball coordinators or by the Beecher Rec Board, may also be asked to leave or be removed as coach or assistant. Any removal will be determined and approved by the Beecher Recreation elected officers.

Division Specific Rules

Kindergarten (4v4)

1. Coaches will officiate
2. Play will be stopped to explain the violation and the team retains possession of the ball
3. **Defense:** Must play with **both feet in the lane**. This does not extend into the area above the free throw line.
4. No pressing allowed
5. **Free Throws:** When a player takes a free throw, their feet may land on or in front of the free throw line if it is part of their shot. There will be a violation called if the shooter just runs in an attempt to get in early.

1st and 2nd Grade (4v4)

1. During the first half of the season officials will warn athletes of rule violations during the first half of the game with no loss of possession with violations being called in the second half of the game with the team losing possession.
2. Players will wear armbands to help teach basketball fundamentals
 - a. Coaches must, to the best of their ability match up athletes based on talent.
 - b. If an official or basketball coordinator feels a coach is taking advantage of this rule, they can step in to help fix the situation
3. **Defense:** Players will wear colored arm bands and will match up with the matching player on the other team.
 - a. ZONE DEFENSES ARE NOT ALLOWED.
 - b. Double teaming is not allowed, however, help defense is encouraged in the following instances:
 - i. Lane Area
 - ii. Picks and Screens
 - iii. Fast Breaks
4. **Pressing:** the team that is behind or tied in the last 2 minutes of the game can press, but must maintain the armband rules.
5. Isolation and Stalling plays are not allowed
6. **Substitutions:** only allowed at the start of the period or during an official timeout
7. An added break is added at the halfway point of each quarter to substitute. **THIS IS ONLY FOR SUBSTITUTIONS.**
8. **Free Throws:** When a player takes a free throw, their feet may land on or in front of the free throw line if it is part of their shot. There will be a violation called if the shooter just runs in an attempt to get in early.

3rd and 4th Grade (4v4)

1. Violations will be called the entire game resulting in losing possession.
2. **Defense:** Continuing to teach man-to-man principles, emphasizing help side defense. Double Teaming is allowed.
3. **Pressing:** The team that is behind or tied in the Final quarter of game, may **PRESS FULL COURT**. This will eliminate the STALL.
4. **Free Throws:** When a player takes a free throw, their feet may land on or in front of the free throw line if it is part of their shot. There will be a violation called if the shooter just runs in an attempt to get in early.

5th and 6th Grade (5v5)

1. Violations will be called the entire game resulting in losing possession.
2. **Defense:** Continue to teach man-to-man principles, emphasizing help side defense, but may incorporate zone principles at the discretion of the coach..
3. **Pressing:** The team that is behind or tied in the Final Quarter of the game, may **PRESS FULL COURT.** This will eliminate the STALL.
4. **Free Throws:** When a player takes a free throw shot, both feet must come down behind the foul line. Landing on or past the line will be a violation and the point will not count.