

FBA MIXED 7 - 8 YEAR OLD BASKETBALL RULES

Our Primary Goal - Have Fun!!!

THE GAME:

1. A total of one hour is slotted for each game with a 5 min. warm-up allotted before the game and between halves.
2. Games consist of 2 - 16 minute halves. The first 14 minutes are played with a running clock that only stops for time-outs. The game clock is stopped for all dead ball situations in the last 2 minutes of each half.
3. **THE SCORE WILL BE CLEARED AFTER EACH HALF.** All other aspects of a game will remain the same; i.e., same number of fouls, etc. and the teams will switch baskets after the half-time.
4. Substitution Rule: **EQUAL PLAYING TIME IS THE GOAL....** No child plays more than 24 minutes and no less than 16 minutes per game unless personnel needs overrule.
5. There is no full court press. Once a team has possession of the ball, the other team is required to get back to play defense. The offensive team can be picked up after crossing half-court and establishing position in the fore court. Referees discretion as to what "establish" means (i.e., one step, two steps, 3 seconds, 5 seconds, one pass, etc.; player cannot just stand there and not do anything towards being basketball aggressive).
6. Four (4) time outs per game will be granted to each team. Unused time outs from the second period may be carried into any overtime period. One (1) additional time out will be granted for each overtime period.
7. During the last 60 seconds of each half and only on dead ball situations, the coach of the trailing team can request the ball be inbound at half court. Time outs can be called to get into a dead ball situation. The trailing team can request this for their positions as well as those of the opposing teams. This rule allows the ball to be moved toward the basket in a lesser time. This is not for the referee to enforce; the trailing team coach must request it. **THE CLOCK WILL NOT BEGIN RUNNING UNTIL THE PLAYER CROSSES HALF COURT.** This prevents any team from "killing time" in the back-court. The referee, however, will begin his/her 10 second hand count as soon as the ball is put into play, The offensive team has the normal 10 seconds to get the ball across half court. Again, the time clock will not begin to run until the player with the ball crosses half court even though the referee has started his/her 10 second count.
8. Normal double dribble and traveling rules will be enforced.
9. A liberal 3 seconds lane violation will be enforced (no more than 5 seconds). Coaches should teach the players what the 3 second rule is and how to move into and out of the lane on offense.

THE EQUIPMENT:

- 1) The 7-8 , 9-10 and 11-12 year old age groups uses the 28.5 inch ball.
- 2) All players should have basketball sneakers and be wearing the team shirt tucked in during game play.
- 3) Baskets for the 7-8 year olds will be set at 8 feet and an 12 foot free throw line will be used (often tape on floor).
- 4) Coaches are responsible to get there early to adjust the height of the baskets to 8 feet if required.
- 5) The FBA game ball in use will be given to the score keepers after the game.
- 6) If a FBA game ball is not available, the game can be played with an appropriate size ball supplied by either team as long as both coaches agree on the ball being used.
- 7) Please start the game on time as much as possible. At least 4 players must be present at least 5 minutes after the game is to start or the game will be forfeited by the undermanned team. A team may play an entire game with 4 players against the other teams 5.
- 8) Parents cannot talk to the Referees before, during or after the game. A technical foul can be called or whatever referee deems appropriate.
- 9) Coaches, parents, players and fans are not permitted to approach the score table for any reason whatsoever. Coaches may ask the scorekeeper from his/her bench about fouls and time-outs, but cannot question or challenge the timekeeper on any issue. The coach must take issue up with the lead referee.

ADMINISTRATIVE ISSUES:

- 1) Parents are encouraged to buy the right size ball for their child and to bring the ball to all practices.
- 2) Players and coaches will shake hands after each game. Good sportsmanship is always emphasized.
- 3) Players should not bring balls on game day. Coaches are responsible to bring a ball for warm up on game day.
- 4) Practice times will be assigned for the whole year. FBA expects each practice slot to be used as scheduled. The age group VP should be notified if there are any problems, conflicts, or cancellations.
- 5) Practices are scheduled at H.E. Corley (or at FGP or other participating district school gyms). Please relinquish the court at the required time. If your practice is the last one for the day please store away all equipment and prepare to leave on time as well.
- 6) Lost & found is maintained by the park or school staff and will be used for all articles left after practices and games.
- 7) **PLEASE DO NOT BRING FOOD OR DRINK INTO THE GYM** at FGP or any other participating school gym.
- 8) It is everyone's responsibility to make sure the gyms are kept clean and safe. Please ensure the facility is in order before you leave. No one is allowed to roam elsewhere in the building in the case of using district school gyms.
- 9) No one is allowed to slam dunk or hang on any of the baskets at any of the FBA gym facilities.
- 10) All small children must be supervised while in the gym. The gym time is allocated to teams for games and practices. Anyone other than players or coaches is not allowed on the gym floor during practices. No shooting by spectators will be allowed at other baskets not in use (center or side) during team practice times. Practicing teams own the entire half court and no one else should be running around in the gym.

Remember - Friarsgate Basketball Association is run by volunteers from the community. We only lease facilities from Richland County. You can help support the FBA each year by becoming a volunteer, coach and/or a sponsor. Call the Friarsgate Hotline at 760-2089 for additional information on how you can participate. Thanks!