Pee Wee Basketball Quick Rules

K-1st Grade

Start of game

Designated home team wears white side of jersey, ALL Windsor teams must wear Jr. Nuggets Jersey
8' rim
27" basketball (Youth size)
Team's **warm-up on the same side they are sitting**.
Team's shoot at the **same basket all four quarters.** Do NOT switch sides!
The game will start with **home team throwing the ball in from the side.**

Clock

Running Clock for the duration of the game**, no scores kept on scoreboard**
Clock only stops for timeouts, free throws, and injuries
Quarters - Four - 8-minute quarters
At four minutes - clock will stop for player substitution. Clock will stop but buzzer will not sound until ball becomes dead or there is a break in the action
Between quarters - one minute break
Between halves - five minutes, if games are running long, reduce half time break
Clock is only used for timekeeping, horn and keeping track of quarters.

During game

Time outs - one time out 1st half, two time outs 2nd half
Lane violation is not enforced
Substitutions can be made at four-minute mark or during game
Team substitutes must check-in at scorer's table and be whistled in prior to entering game
Free throws - shoot 10' from basket
No score will be kept
Playing time - a player who attends regular practices **MUST** play at least half of the game
Defense

- **No zone** defense
- **No double teaming** outside the paint, just warn players and stop play
- **No full court press**

During transition defense (made basket, defensive rebound, in-bounds) the defense must drop back past **volleyball court line**. This only occurs during transition defense, the offense has five seconds to establish itself on its side of the court, ***after five seconds, the defensive team can legally cross the transition line.***

No stealing on the dribble or when offensive player is holding or attempting to pass or shoot the ball inside or outside the key.

Basketball Quick Rules

2nd – 3rd Grade

Start of game

Designated home team wears white side of jersey, ALL Windsor teams must wear Jr. Nuggets Jersey
9' rim (2nd Grade), 10' rim (3rd Grade)
27" basketball (Youth size)
Team's **warm-up on the opposite side they are sitting.**
Team's **switch baskets at the half**
The game starts with a **jump ball.**

Clock

Running Clock for the duration of the game, Score will be kept on scoreboard
Clock only stops for timeouts, free throws, and injuries
Quarters – Four – 8-minute quarters
At four minutes - clock will stop for player substitution. Clock will stop but buzzer will not sound until ball becomes dead or there is a break in the action
Between quarters – one minute break
Between halves – five minutes, if games are running long, reduce half time break

During game

Time outs – one time out 1st half, two timeouts 2nd half
Lane violation is five seconds
Substitutes must check-in at scorer's table and be whistled in prior to entering game
No overtime, game will end in a tie.
Free throws – shoot 10' from basket, player's line-up starting under the first block
Playing time – a player who attends regular practices **MUST** play at least half of the game
Defense
No zone defense
No double teaming outside the paint, ***first infraction warning, next infraction - team foul***. **Switching players is allowed**
No full court press

During transition defense (made basket, defensive rebound, in-bounds) the defense must drop back past **volleyball court line**. This only occurs during transition defense, the offense has five seconds to establish itself on its side of the court, ***after five seconds, the defensive team can legally cross the transition line.***

No stealing on the dribble or when offensive player is holding or attempting to pass or shoot the ball inside or outside the key (2nd grade only)

Basketball Quick Rules

4th - 5th Grade

Start of game

Designated home team wears white side of jersey, ALL Windsor teams must wear Jr. Nuggets Jersey 28.5" basketball
Team's **warm-up on the opposite side they are sitting.**
Team's **switch baskets at the half**
The game starts with a **jump ball.**

Clock

Running Clock
Clock only stops for timeouts, free throws, and injuries
Quarters – Four – 8-minute quarters
Between quarters – one minute break
Between halves – five minutes, if games are running long, reduce half time break
Overtime – Five-minute running clock, Do NOT switch sides, first team that scores wins
Final two minutes of game
Clock will stop at dead ball situations when score is within 10 points.
Running clock will be used when score exceeds 10 points.

During game

Time outs – one time out 1st half, two timeouts 2nd half
Lane violation is five seconds
Substitutes must check-in at scorer's table and be whistled in prior to entering game
Free Throws – 4th grade shoots 10' from basket, 5th grade shoots 15' from basket. Players line-up starting under the first block for 4th grade. **When 4th & 5th Grade combine, free throws will be at 10 feet.**
Three pointers allowed only in the last two minutes of the game
Overtime – One five-minute overtime, jump ball to start overtime; first team that scores wins; final two minutes of 4th quarter rules apply, except stop clock. One timeout per team

Defense

No zone defense
No double teaming outside the paint, ***first infraction warning, next infraction, team foul.*** **Switching players** is allowed
Double teaming allowed by both teams only during final two minutes of the game when score is within 10 points
During transition defense (made basket, defensive rebound, in-bounds) the defense must drop back past volleyball court line. This only occurs during transition defense, the offense has five seconds to establish itself on its side of the court, ***after five seconds, the defensive team can legally cross the transition line.***
Full court press is allowed only in the final two minutes of 4th quarter when score is within 10 points

Basketball Quick Rules

6th – 8th Grade

Start of game

Designated home team wears white side of jersey, ALL Windsor teams must wear Jr. Nuggets Jersey
28.5" basketball
Team's **warm-up on the opposite side they are sitting.**
Team's **switch baskets at the half**
The game starts with a **jump ball.**

Clock

Running Clock
Clock only stops for timeouts, free throws, and injuries
Quarters – Four – 10-minute quarters
Between quarters – one minute break
Between halves – five minutes, if games are running long, reduce half time break
Overtime – Five-minute running clock, Do NOT switch sides, first team that scores wins
Final two minutes of game
Clock will stop at dead ball situations when score is within 10 points.
Running clock will be used when score exceeds 10 points.

During game

Time outs – one time out 1st half, two time outs 2nd half
Lane violation is five seconds
Substitutes must check-in at scorer's table and be whistled in prior to entering game
Three pointers are allowed
Overtime – One five-minute overtime, jump ball to start overtime; first team that scores wins; final two minutes of 4th quarter rules apply, except stop clock. One timeout per team

Defense

Man-to-Man and Zone defense are both legal
Double teaming is allowed
During transition defense (made basket, defensive rebound, in-bounds) the defense must drop back past volleyball court line. This only occurs during transition defense, the offense has five seconds to establish itself on its side of the court, ***after five seconds, the defensive team can legally cross the transition line.***
Full court press is allowed only in the final two minutes of the 4th quarter when score is within 10 points