

## **2010 Camp Fire Sports Blacktop Basketball Rules of Play**

### **The Program**

The program is a 3-on-3 non-competitive outdoor basketball play. The philosophy is to build the basic knowledge and skills of basketball, while providing the kids with a unique play experience. This is for both boys and girls from the ages of 1<sup>st</sup> grade thru 4<sup>th</sup> grade.

### **Players/Teams**

- 1) Each team will have a minimum of 5 and a maximum of 6 players.
  - a. Additional players must be approved by Camp Fire.
- 2) Teams must have three players on the court during the game.
- 3) Teams must provide each player with a minimum of 12 minutes of playing time per night.
- 4) Division of teams will be formed:
  - a. Based on the grade that the players will be attending in the Fall.
  - b. Camp Fire may combine grades to form additional teams, if needed.

### **Coaches**

- 1) Each team will have their coaches and players stand on their sideline during their game.
- 2) Unsportsmanlike conduct by the coaches will be dealt with by the Camp Fire management. This conduct will not be tolerated and coaches will be removed from their coaching duties if required.
- 3) Teams/Coaches that are not playing must leave the sidelines so as to leave room the teams playing.

### **Games/Practices**

- 1) All games will be played during a weekday night to be determined.
- 2) The mini-games will be played in a Round Robin format. Three teams will play each other in a Round Robin format. They will play each team once during the round. At the end of the first round, Team A will stay on the court, and team B and C will switch courts with two teams from the opposite court. There will be two groups of 3 teams playing at the same time.

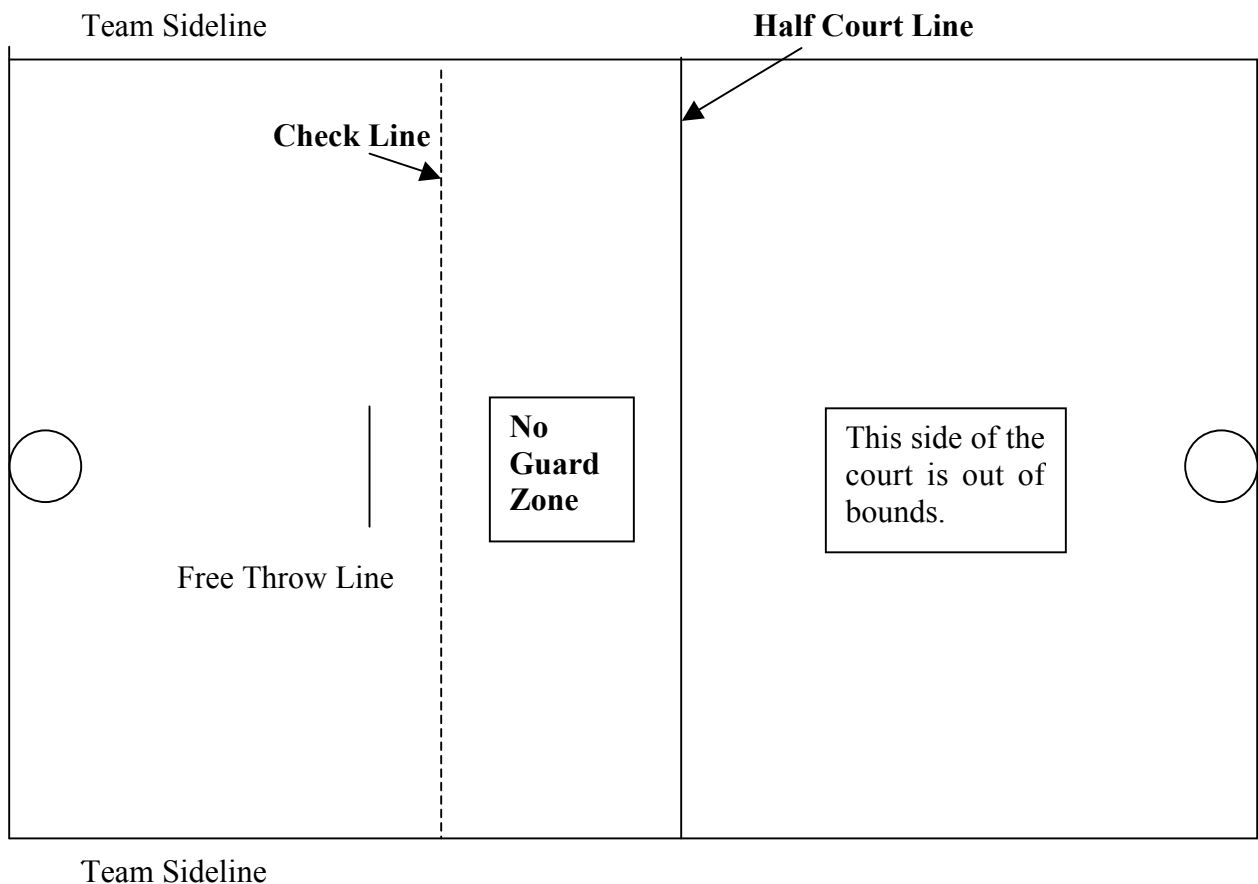
We will then start the second round of play with the three new teams.

Teams will be assigned a letter for the schedule at the game.

- a. Play Format: A vs. B; B vs. C; C vs. A (Team A will always stay on their court, while B and C will change courts).
  - b. Order of play will be determined by Camp Fire on the game schedule.
- 3) Practices will be scheduled with Camp Fire. All practices can be done at the elementary schools outdoor basketball courts. Camp Fire will schedule a time and night for each team. One practice night per week is recommended.

## The Game

- 1) Play is man-to-man & no double-teaming. Each team must bring their three players to the half court line to do a quick line-up of players. The coaches with the referee will “match up” players as best as possible for their man-to-man defense.
- 2) The game will be played on a half-court size. All games will be played outside at one of the local elementary schools or an equivalent outside court.
- 3) No full court press or guarding beyond the “Check Line” or in the “No Guard Zone”.
- 4) All plays must start beyond the “Check Line” or in the “No Guard Zone”.
  - a. A defensive rebound or a steal must be “checked” beyond the “Check Line”.
  - b. A player must have the ball in their possession beyond the Check Line, before they can start their offense. The player must have both feet and the ball clearly beyond the Check Line to be legal.
  - c. All out-of-bounds plays must be started beyond the Check Line. No sideline or end line throw-ins are allowed. All plays must start beyond the Check Line.
    - i. The referee will hand the ball to a player that has possession of the ball in the No Guard Zone. The player must pass, dribble, or shoot the ball from zone. A player has 10 seconds to get the ball out of the zone.
  - d. All plays following a foul must start beyond the Check Line in the No Guard Zone.
    - i. A player must pass, dribble, or shoot the ball from the zone. A player has 10 seconds to get the ball out of the zone.



- 5) Check Line will be drawn at approximately 15 feet from end line for the 1<sup>st</sup>/2<sup>nd</sup> grade teams, and 17 feet for the 3<sup>rd</sup>/4<sup>th</sup> grade teams. This may vary slightly depending on the court being used.
- 6) No Guard Zone
- Beyond the Check Line, is the No Guard Zone.
  - A player can dribble in this zone, without any defensive pressure. No defensive players in the No Guard Zone area. Similar to no full-court defense in the back court.
  - When a player is in the No Guard Zone, he has 10 seconds to pass, dribble, or shoot from the zone. If not, then the ball is turned over to the other team. The other team then starts their possession in the zone.
  - A defensive player can stand behind the Check Line, but can't reach across the check line.
- 7) Fouls
- Each team will have 3 team fouls without penalty.
  - After the 3<sup>rd</sup> team foul, during any one mini-game, one point will be awarded to the team that was fouled. This can be a defensive or offensive foul called by the referee.
    - There will be a score table that will track points and fouls for the referee.
  - No free throws will be allowed.
  - After a foul, the team that is fouled, will take possession of the ball in the No Guard Zone. The referee will hand the ball to a player from this team, and they can pass, dribble, or shoot from the zone. He or she has 10 seconds to pass, dribble, or shoot from the zone.
- 8) Stealing the ball for 1<sup>st</sup> and 2<sup>nd</sup> Grade.
- Free Dribble: No stealing while a player is dribbling the ball. Stealing is not considered a foul, unless a foul occurs on attempted steal.
  - Deflected passes can be stolen by the defense, but then must be checked beyond the Check Line.
- 9) Stealing the ball for 3<sup>rd</sup> and 4<sup>th</sup> Grade is allowed.
- 10) No time-outs will be provided except for injuries or called by the official.
- 11) Alternating possessions after each half of each mini-game and the start of each game.
- 12) Each team will play 3 players at a time.
- Coaches will substitute players at the half of each mini-game. No free substitutions.
  - All players on the sideline must be inserted into the game at each half of each mini-game.
- 13) Score will be kept as a way to help deter excessive fouls during the game. Two points for a made basket and one point for fouls after the 3<sup>rd</sup> team foul in any one mini-game.
- 14) No "all-star" groupings. Each group of three players should be as evenly matched as possible.

### **Timing for the Game**

We will play six minute length mini-games, with two halves. Each half will be three minutes in length. Each team will play four mini-games per night. It will be a running clock with one minute breaks between mini-games, and a three minute break between rounds.

### **Play Time per Player**

Every player must play every mini-game. Each team will start their mini-game with three players, and will substitute their players on the sideline at each half of each mini-game. All players should play at a minimum of one half per mini-game. No free substitution during the game, except for injuries, disciplinary action, or the referee ejects a player. All substitutions occur at the half of each mini-game.

### **Equipment Provided by Camp Fire**

1) Each team will be provided a basketball to use for the games.

### **Game Official**

The game official will be responsible to:

- 1) Keep coaches and team on the sidelines safely clear of play. All team players and coaches must stay on their sideline during their game. After their game is complete, they must leave the court to allow the new team to stand on the sideline.
- 2) Officiate penalties, as needed.
  - a. Game officials are responsible to keep the teams from being overly aggressive, ensure that players are not stealing a ball from another player while dribbling (1<sup>st</sup>/2<sup>nd</sup> grade), and helping kids to learn the general rules of the game.
  - b. Fouls should be called, but also keeping in mind that this is an instructional and not a competitive program. However, fouls should be called to control the intensity of the game as needed.
  - c. Traveling or double dribble can be called by the official, but it is best to reset the player and allow them to go back to the spot they started traveling or double dribbling and dribble properly.
  - d. The official needs to determine that a player has legally checked the ball during the course of the game.
  - e. Teams are not allowed to purposely delay the game by going in and out of the No Guard Zone. If the referee determines that the team is purposely delay the game, he/she can call an “unsportsmanlike” foul on the coach and award the opposing team a point. The opposing team then takes possession in the No Guard Zone.
  - f. The official must also count loudly the 10 second count for the teams when in the No Guard Zone.