

"Pee Wee" Basketball guidelines

- Games will consist of 4 six minute periods- Running clock- *Scores will not be kept.*
- Each player must play ½ a game(2 periods) unless sick, injured or odd number of players
- The court boundary is the WHITE LINE
- Man to man defense only. Players will match up before each period and match up with the same player offensively and defensively. No double or triple teaming.
- Stealing of the **dribble** is not allowed - A stolen ball is returned to the offense
- *I* Pass must be made before a shot can be taken-restart at top of key
- NO 3 seconds
- The first *two weeks* NO passes may be stolen
- There will not be any free throws on a foul shot attempt- all fouls are awarded possession back at the top of the key
- Alternating possession on all Jump balls
- No on purpose shot blocks- players are asked to stand with arms straight up in air
- No defense in the backcourt upon change of possession
- Rotation of players bringing ball up the court
- The league uses an eight-foot basket with a 27.5" (junior) size basketball.
- The court will be approximately 40' x 70' (½ the gymnasium running crosswise).
- One coach from each team must be on the court with the players.
- Switch directions at half.
- **Starting the 3rd game- rules will be gradually incorporated to generate those of a natural game**
 - Steals on lob passes- fast breaks allowed- more fouls and travel call -more half court defensive pressure