



City of Fountain
Recreation Department
301 E. Iowa Ave
Fountain, CO 80817
719-322-2030

1st-2nd Grade Basketball Rules

Program Overview:

Fountain Recreation Youth Basketball Program (FRYBP) is a basketball league feeder program to Fountain Fort Carson High School. While scores will be kept and competition will be encouraged, our first **PRIORITY IS FUN!** While paving the road to success for future Trojans,

FRYBP will be instructional in nature, and is intended to introduce boys and girls to the rules and fundamentals of basketball.

FRYBP will follow all current Colorado High School Activities Association (CHSAA) basketball rules, except where modified by grade division.

Players will be chosen for teams through a random process. Every player in FRYBP is guaranteed a roster spot if entered prior to the league registration deadline. Teams will not be altered following the coaches meeting without Recreation Department approval. An individual may **NOT** participate in FRYBP practices or games unless registration is completed and a parent or guardian has signed an agreement waiver on his/ her behalf. All games will be played with players from the original team roster unless coaches and officials agree otherwise.

Every player is guaranteed a minimum of two (2) full quarters of playing time in each game, with the exception of injury, or arrival of a player after start of the 2nd quarter (refer to "Playing Time Rules" for further details). Every team will have a minimum of an eight (8) game schedule. However, makeup games are not guaranteed. Games canceled due to unforeseen circumstances, i.e. inclement weather, will be rescheduled if possible.

Each team is responsible for either supplying a scorebook keeper or scoreboard operator for each game. Official scores will be kept and displayed for all FRYBP games.

Fountain Recreation has a **ZERO TOLERANCE** policy toward fighting, flagrant, or intentionally violent fouls, abusive or obscene language and any other inappropriate behavior by players, coaches, parents or spectators. The Head Sports Official reserves the right to ask any player, coach, parent, or spectator to leave the premises and cancel the game. (Parking lot included)



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The Court:

- a. First and second grade games will be played on half the court or the top of the three point shot circle depending on the facility. We will play on lower baskets (eight feet).
- b. After each made basket, the ball will be thrown in from the mid court line or the top of the three point circle.
- c. Defense will not be played until the ball and player crosses the marked free throw line extended.
- d. Out of bounds will be the regular sidelines, the base line and the mid court line or the top of the three point circle extended. The top lines also serve as the back court line.

1. Time of Game:

- a. Four eight (8) minute running clock quarters. (clock **WILL NOT** stop for substitutions)
- b. Teams will be allowed **TWO** one (1) minute time outs per half and **ONE** time out in overtime. (Time outs **DO NOT** carry over)
- c. Half time will be **FOUR** (4) minutes, **TWO** minutes between quarters.
- d. The Clock will stop during time outs, shooting fouls, and at the official's discretion.
- e. Injury substitutions permitted at any time. A player sustaining a minor injury may return to play at the earliest stoppage in play upon recovery.

2. Basic Rules:

- a. **BASKETBALL SIZE:** Intermediate Size 27.5/ Junior Basketball
- b. **GOAL HEIGHT:** 8 feet
- c. **TRAVELING & DOUBLE DRIBBLE:** Violations called at the official's discretion.
- d. **FREE THROWS / FOUL SHOTS:**
 1. Free throw will be shot for shooting fouls only. One shot for a made basket, two shots for a missed basket.
 2. Non-shooting fouls will be placed in bounds at the closest spot.



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Fouls include pushing, hitting, holding, blocking, tripping, offense charge or player control (the offensive player contacts a player who has established defensive position).

3. In order to call a foul, contact must be made.
4. **For an illegal screen to be called contact must be made.**
5. The Free throw line will be moved 2-4 feet closer to the basket.
- e. **DEFENSE:** Starts at the **Top of the Key**, man-to-man defense only.
- f. **DOUBLE TEAMING:** NOT allowed
- g. **STEALS:** Steals are permitted after the offense crosses top of the key. (**Not from a player holding the ball** or dribbling; only from passes)

3. Players:

- a. Teams will play three on three.
- b. Small stud ear rings will be allowed. Please have players keep finger nails short during season. Jewelry will not be allowed. Make sure players with long hair have a hair tie. Medical bracelets must be taped.

4. Starting the Game and Quarters:

- a. The home team will start with the option to start with the ball.
- b. Teams will alternate possessions for the rest of the game to include the start of each quarter.

Descriptions of Fouls

A. Personal Fouls: Personal fouls are committed by an offensive or defensive player and can occur when a player does or does not have the ball. Some typical personal fouls can include:

- Hand-checking (players cannot guard another player with their elbows extended)
- Charging (an offensive player knocking over a defender who is stationary)
- Illegal screens (when a player sets a "moving pick" against an opponent)
- Blocking (a defensive player impeding the progress of an offensive player while moving)
- Over the back fouls (when one player attempts to grab the ball by reaching over a player who has established position for a rebound)

These types of fouls are the most common in a game. They typically involve contact that is just outside the legal rules of the game and do not involve an attempt to harm another player. Personal fouls result in the opposing team taking the ball out of bounds or attempting free throws.

B. Flagrant Foul: When an illegal physical contact gets more violent, obvious, unnecessary and excessive, then it is called a flagrant foul. It is intended to harm a player and results in harsher penalties than personal fouls. Hitting, punching, shoving etc. in such manner that could injure a player or actually ends up hurting him can lead to an ejection from the game. There are two types of flagrant fouls: flagrant



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foul 1 and flagrant foul 2. Upon measuring the severity of contact, sports official decides whether to call it type 1 or type 2. He can reclassify his decision after reviewing it.

- C. Technical Fouls:** Technical foul includes those acts or behaviors that are against the sportsmanship or spirit of the game. It's an unsportsmanlike conduct from an on court player, bench player, coach or entire team against a player, coach, sports official or spectator. For example, releasing anger or frustration in a reckless manner like throwing a chair or any object, spitting, punting a ball, using improper language or trash talking. Team fighting or fight with crowd, pretending to be fouled is also unsportsmanlike conduct. Any infraction from general rules of the game also leads to technical foul. Delaying a game, asking time out without having any, unnecessarily argue or protests with sports officials, and any violations regarding the rules of substitutes. It's purely up to the sports official, if he recognizes a specific behavior as misbehavior, then he can call technical foul against the offender

For any questions or concerns regarding the Rules, Officials, or Registration please contact:

Head Official: Wearing a Red polo and Black hat. (**Only during games, and practices**)

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