

## Loveland Parks & Recreation Youth Basketball Program Shorts Winter 2024

	2nd & 3rd Grade	4th Grade	5th Grade
<b>Number of Players</b>	5	5	5
<b>Ball Size</b>	27.5 inch	28.5 inch	28.5 inch
<b>Rim Height (games)</b>	9 ft.	10 ft.	10 ft.
<b>Game Time (running clock)</b>	20-min. halves	20-min. halves	20-min. halves
Overtime	No	No	No
<b>Start of game</b>	Home team inbounds at mid-court	Home team inbounds at mid-court	Home team inbounds at mid-court
<b>Alternate Possession</b>	Yes	Yes	Yes
<b>Time Outs per team</b>	3 per game	3 per game	3 per game
<b>Substitutions</b>	Every 5 minutes (mandatory)	Every 5 minutes (mandatory)	Any dead ball
<b>Defense</b>	Man-to-man	Man-to-man	Man or zone
Defense begins (must let ball cross line)	Defense's top of key or VB line	Defense's top of key or VB line	Full court (see 10 pt. Rule)
	Note: If offense moves ball past top of the key or VB line and then returns ball above it, then defense may extend to half-court.		n/a
Full court press allowed	No	Last 2 minutes of each half (see 10 pt. Rule)	Anytime (see 10 pt. Rule)
10 Point Rule	n/a	If 10 or + point lead: Team ahead may not full-court press. (Fall back line: 4th top of key/VB line; 5th mid-court line) Team behind may full-court press any time it is allowed.	
Switching Allowed	Yes	Yes	Yes
Personal fouls allowed	5	5	5
<b>Free Throws</b>	No. FT situation only, one point awarded, fouling team inbounds.	Yes. Bonus on team foul 7, 8, and 9 each half (unless two-shot foul). Double bonus (two shots) on and after foul 10.	
Official may move Shooter up	n/a	Yes	Yes
Entering the lane	n/a	All levels: Players may enter lane <i>after the shot is released</i> .	
Clock on free throws	n/a	Last 5 minutes of game only: Clock stops for free throws only IF point difference is less than 10 points.	
<b>Three Seconds Called</b>	Yes	Yes	Yes
<b>Over and Back Called</b>	Yes	Yes	Yes
<b>Uniform Requirements (all levels)</b>	1) Youth Athletic T-shirt; 2) Non-marking soled gym shoes; 3) NO JEWELRY! All items must be removed. Taping is not allowed.		

### **Fun \* Skill Development \* Safety!**

Our goal is to help the kids have a safe and fun experience.

Our expectation is that we all do our part as a team to make that happen.

**Please, help us to keep the kids playing!**