



Little Hoopsters 5-6 year old's: League Rules

The Warrensburg Parks and Recreation Youth Basketball League is designed to give all youth the opportunity to play in basketball program. The league is set up as a recreational activity and is intended to teach and improve basic skills of the game. Official standings will not be kept during the season. Participation, fun, and a positive learning experience are the primary goals. We ask each coach, parent, and player to keep this in mind on the hardwood whether at practice or games. Decisions rendered by the Warrensburg Parks and Recreation Department are final. Official basketball rules as established by the National Federation of State High School Associations apply except where superseded by the Warrensburg Parks and Recreation Program Rules.

The Court:

Little Hoopster games will be played at the Warrensburg Community Center on the short-sided (North-South) courts.

The Ball:

A size 4 (25.5") Youth Ball will be used for Little Hoopsters

Height of Basket:

8 ft.

Team Numbers:

5v5 – Five players minimum on the court at a time.

Substitutions:

Any dead ball, or at the end of quarters, or after a made basket.

Playing Time:

Each player must play a minimum of two quarters per game.

Players Equipment:

Gym shoes required. WPR provides team shirts for games, as well as colored wristbands used for man-to-man defense.

Duration of Game:

Four 8-minute Quarters with a running clock. Halftime break of 3 minutes.

The Start of Play:

The game will start with one round of rock paper scissors, and whoever wins will get the ball to start the game. The team that gets the ball in the first half will also get it in the 3rd. The team that gets it in the 2nd will also get it in the 4th, regardless of the possession arrow.

Start of the Second Half:

Little Hoopsters will not switch sides at halftime. Teams will go the same way for the whole game.

Ball in and out of play:

The ball is out of bounds if it touches the blue line, or if a player making contact with the ball touches the blue painted line.

Keeping Score:

The score will be kept during games but there will be no official wins and losses. If a team is ahead by 20 or more points, the score will be turned off, but the clock will continue to run.

Fouls:

No shooting free throws. Fouls will be treated as an inbound pass. Regular fouls will apply at the referee's discretion, including pushing, shoving, grabbing, pulling, and making excessive contact with the player.

Defense:

Absolutely no zone defense allowed. Only man to man defense. Wrist bands will be given to the 5 players on the floor for each team before gameplay begins. Players wearing the same color wristbands will guard each other. This should be done by the coaches to try and match players based on their abilities as best as they can.

Defense positioning:

The defense must remain within the 3-pt line at all times. No full-court or half-court traps. After a basket is made or missed, the defense must run back inside their 3pt line to play defense. If a player rebounds the ball and runs down for a fast break, any player on defense is allowed to defend the player on a fast break.

Stealing:

Steals can only be made on a pass. No stealing directly from a player dribbling, unless that player loses control of the ball.

Jump Ball:

When a player has established possession, the defensive player can't reach in and grab the ball from the offensive player. Jump balls only occur on loose ball situations.

Blocking:

Jumping to block a shot is discouraged at this age, it's best to teach arms straight up for defense.

Foul Rules

- Personal fouls and Team fouls are not tracked

Other Rules:

- Travelling, Double-Dribble, Kicked Ball, Out of Bounds, Over the Back, all called at the referee's discretion. No shot clock, no 5 second inbound, no 10 second half-court, no lane violations.

Warrensburg Parks & Recreation reserves the right to interpret any and all rules and situations. Further, Warrensburg Parks & Recreation reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefit of the leagues.