

Blue Gym Rules Chart

Rule	6-7s	8-9s
Skills & Drills	Until 20 after the hour	Until 10 after the hour
Game Time	Six 4-minute periods, no halftime	Six 5-minute periods, no halftime
Timing Rules	Running clock with exceptions. Clock stops on timeouts. The ref may stop the clock to explain rules to the kids or for an injury. Under 10 seconds (30 seconds in the 6th period), clock stops on all whistles and while the ball is in the backcourt.	
Direction	Teams shoot in front of their bench for the whole game	
Coaches	One coach can be on the court during play to help guide players	Must be at their bench
Subbing	All subbing (except for injuries) takes place between periods. All players should play an equal number of periods (or as close to equal as possible).	
Timeouts	Three 30-second timeouts per team per game	
Defense	Each player is given a different colored wristband at the start of each period, and all defenders must play man coverage on the opposing player with a matching wristband. Defenders cannot leave their player to double-team an offensive player. If the defenders are not staying with their matching wristband, the ref should stop the clock and remind them to do so. Help defense (stepping in to guard a player who's beaten their defender) is allowed as long as it doesn't create a double team.	
Half Court	Players must be within the arc at all times except for the dribbler bringing the ball from the backcourt into the frontcourt. Refs should encourage the dribbler to reach the arc in a timely manner. Defense must allow the dribbler to penetrate the arc. If the defense comes out of the arc or prevents the dribbler from entering the arc, the ref should stop the game and instruct them to return to stay in the arc. Any turnover caused by a player defending outside the arc or in the backcourt should be given back to the offense.	Offense must cross half court in 10 seconds. Defense cannot press and must go to the frontcourt while the ball is in the backcourt. Turnovers in the back court are not allowed and should be returned to the offense.
Out of Bounds	Called as normal	
Inbounding	Ref hands the ball to a player, who will begin dribbling to resume play.	Standard inbounding

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Fast-breaks	Allowed	
Traveling/ Double-Dribbling	Players are warned for major offences. As the season goes on, players are warned and, on the second or third offence, lose possession. Grace is given to less-skilled players.	Players are given a warning, then the second offence is a turnover. As the season goes on, one warning is given per team instead of per player. Grace is given to less-skilled players.
3 Seconds	Not called	
Intercepting Passes	Allowed, including on a hand-off pass when multiple offensive players both have hands on the ball	
Stealing	Not allowed (stealing is defined as the defender taking the ball from a player using his/her hands/arms).	
Loose Ball	Players from both teams can go after a loose ball that results from a rebound, errant pass, or lost dribble (not a steal). If players on opposite teams recover the ball at the same time, it is a jump ball. Once clear possession is established, opposing players cannot reach in to steal the ball.	
Foul Shots	If a player is fouled while taking a shot, they are awarded a free shot from the spot of the foul. The defense must give the shooter space to take the shot. The ball is live as soon as the shot is taken, and either team can attempt to rebound on a miss.	
Player Personal Fouls	We do not keep track of player personal fouls or have players foul out of the game. However, if a player commits three fouls in one period, they must be subbed out for the remainder of the period. For the purposes of equal playing time, a player who is subbed out for committing 3 fouls is considered to have played the entire period, and the extra time for the player subbed in is not counted against that player's playing time.	
3-Point Shots	Not available	
Overtime	Not played	

*Note: Because we do not allow stealing, in a close game the team with the lead must continue to make scoring attempts on the basket, even when defending the lead late in the game, and may not deliberately hold the ball without attempting to create a shot or pass to a teammate. If, in the opinion of the official, the team with the lead engages in stalling tactics late in the game, the ball will be awarded to the other team.