

FUEL-UP BASKETBALL BY LAWS FOR UNDER 7 COMPETITION

**** The U7's game is preceded by a 20 minute skills and rules session.**

GENERAL:

Players are to be ready to play at the designated time, with their names on the score sheet and in playing uniform.

Playing time is 2 x 10 minute halves.

Half time period will be three minutes.

Coaches are allowed (and encouraged) to run up and down the court with their team to encourage and instruct them.

Teams are to play with a minimum of 4 players on the court at any one time.

To encourage participation, players are to make a minimum of two passes in their forward court prior to taking a shot for goal.

The defensive team will not be allowed to play active defence in their opponents back court. I.e. While the other team is bringing the ball up the court.

The game is played with a Size 5 ball.

SCORING:

Points are scored as follows;

- 1 point if the ball touches the ring, (the net is not considered as a part of the ring),
- 2 points if the ball passes through the basket.

Free throws, when awarded, will be taken from the inside edge of the arc of the free throw circle closest to the basket.

If a violation or foul is called after the team in possession of the ball has made their "passes" and that team retains possession of the ball in their front court; they do not need to make 2 more passes, they can attempt to score after play recommences.

VIOLATIONS.

Travel violations will not be called. Players are verbally encouraged by the referee and their coach to dribble the ball.

The 3 second violation is not used in Under 7 basketball.

A centre line violation will only be called to reward good defence, not as the result of a player fumbling the ball or making a poor pass.

5 seconds to inbound the ball is counted out loud and players are verbally encouraged to "HURRY UP!!"

8 second violation is only called to reward good defence.

** NOTE: all violations regarding time are counted generously!

FOULS:

Personal fouls will be called in accordance with normal rules.

Each player may only accumulate 4 fouls" per game.

Each Team can only get 5 fouls per half before the opposition is awarded free throws.

Technical or unsportsmanlike fouls are not called. However, should a player foul or play in a manner that would normally warrant a technical or unsportsmanlike foul, the player will be spoken to by the referee and their opponents will be awarded the ball for a throw in at the centre line.

INBOUNDING THE BALL (THROW-IN):

Following a violation or foul, the ball will be put into play from a point on the side or end line closest to where the foul or violation occurred.

The ball will be put into play following a time out or technical infraction of the rules, by a throw in from the side line opposite the score bench at the centre line.

TIME OUTS:

Each team is allowed 1 time out per half, taken following any whistle call made by the referee. Play will resume with a throw in from the centre line opposite the score table and may be passed into the back court.

MODIFICATIONS TO THE RULES FOR FUEL UP BASKETBALL:

The Management Team of FuelUp Basketball reserves the right to make changes or modify the rules to enhance the game for the players. Any suggestions or comments can be made to the coordinators.