

Oregon Park District and Byron Park District

Youth Basketball Coach and Referee Guidelines



	2ND/3RD GRADE	4TH/5TH GRADE
BASKET HEIGHT	9 FT	10 FT
FORMAT	5 ON 5	5 ON 5
SCORE	SCORE KEPT- NO 3 PTS	SCORE KEPT- 3 PTS ALLOWED
TIME	(4) 8 MINS QUARTERS RUNNING CLOCK CLOCK STOPS ON FIRST OF SHOOTING FREE THROW SCOREBOARD TURNED OFF IF TEAM 20PTS AHEAD- SCORE STILL KEPT AT TABLE AND BOOK	(4) 10 MINS QUARTERS RUNNING CLOCK DURING LAST MIN OF EACH 1/4 CLOCK STOPS ON REFS WHISTLE 3 MIN HALF- 1 MIN BETWEEN QUARTERS
TIME OUTS	1 MINUTE T/O PER QUARTER	THREE 1 MINUTE T/O'S PER GAME
OVERTIME	RUNNING MINUTES- CLOCK STOPS LAST MINUTE ON WHISTLE 2ND OVERTIME, SUDDEN DEATH	3 RUNNING MINUTES- CLOCK STOPS LAST MINUTE ON WHISTLE- 2ND OVERTIME, SUDDEN DEATH
PLAYING TIME	ALL PLAYERS SHOULD PLAY 50% OF THE GAME	ALL PLAYERS SHOULD PLAY 50% OF THE GAME
POSSESSION	JUMP BALL AT START OF GAME ALTERNATE POSSESSION AT QUARTER AND TIE-UP	JUMP BALL AT START OF GAME ALTERNATE POSSESSION AT QUARTER AND TIE-UP
BALL SIZE	27.5"	28.5"
FREE THROW	12 FT	12 FT
FOULS	CALL FOULS TO TEACH GAME AND FOR SAFETY- COACHES AND PARENTS WOULD RATHER SEE THEM CALLED INDIVIDUAL FOULS WILL BE KEPT. A PLAYER WILL FOUL OUT ON 5TH FOUL	
FOUL SHOTS	SHOOTING FOULS- 2 SHOTS. OTHER FOULS- BALL TAKEN OUT OF BOUNDS	
TECHNICALS	TECHNICAL FOULS ON PLAYER, COACH OR SPECTATOR- AUTOMATIC 2 POINTS AND BALL POSSESSION TO OPPONENTS	
TRAVEL	CALL OBVIOUS	CALL ALL SEASON
DOUBLE DRIBBLE	CALL OBVIOUS	CALL ALL SEASON
DEFENSE	MAN TO MAN NO FULL COURT PRESS NO DOUBLE TEAM	MAN TO MAN OR ZONE FULL COURT PRESS ONLY IN LAST 2 MINS OF 4TH QUARTER. IF WINNING TEAM IS AHEAD BY 10PTS NO PRESS
SUBSTITUTION	ENTER AT SCOREKEEPER ON DEAD BALL	ENTER AT SCOREKEEPER ON DEAD BALL
WARMUPS	ON GOAL OPPOSITE YOUR TEAM BENCH	ON GOAL OPPOSITE YOUR TEAM BENCH
COACHING	ONLY ROSTERED COACHES AND PLAYERS ALLOWED BY BENCH AREA, ONLY ONE COACH COMMUNICATES WITH OFFICIAL	
GENERAL	THIS IS A RECREATION YOUTH LEAGUE USED TO TEACH FUNDAMENTAL SKILLS OF BASKETBALL IN A SAFE/FUN ENVIRONMENT ZERO TOLERANCE REGARDING INAPPROPRIATE ACTIONS AND LANGUAGE	