

Biddy Basketball 2013  
Game Schedule

<b>Date:</b>	<b>9:00am</b>	<b>10:00am</b>
October 26	1 - 4	2 - 3
November 2	1 - 3	4 - 2
November 9	2 - 1	3 - 4
November 16	3 - 2	4 - 1

TEAM #1 – Matt Powers                      618-303-0074  
TEAM #2 – Brendan Dillier                618-304-1741  
TEAM #3 – Keith Henss                    618-651-9347  
TEAM #4 – James Lentz                    618-444-1773

### **Biddy Basketball Rules**

**Format:** 5 on 5 full court; youth size ball; lowered basket; defense will be man-to-man; no score is kept; alternating possession on jump balls & start to each quarter. No free throws- Official will instruct as to what the child did wrong (coaches help too). One coach may be on the court- may need assistant to keep bench in order and for substitutions.

**Timing:** 10 minute halves with a running clock. Substitutions every 5 minutes (or if needed). Time will be kept on scoreboard.

**Fouls:** Players will not foul out. There will not be free-throws. However, coaches please ensure that the children are under control – we don't want anyone getting hurt. If child is repeatedly roughhousing feel free to alert the ref that you need a sub, to address the problem.

**Playing time:** All players should receive equal playing time (as much as possible – if you have an odd number of players), unless a player consistently misses, is late, or is continuing to play too rough.

### **Special Rules:**

- 1) Man to man defense at all times. Absolutely no double teaming will be allowed. Official will stop play to assist if necessary. Players will wear colored wrist bands to help them too. Kids with the same colored band will guard each other.
- 2) Defense must start behind the free-throw line. This will allow the children to bring the ball up the court and ATTEMPT to run an offense.
- 3) 10 Second Rule: At this age many children will hold the ball seemingly forever. They must pass, shoot, or dribble within 10 seconds or the ball will be turned over to the other team. This should ensure some continuous "flow" to the game.