

**STRATHCONA BASKETBALL ASSOCIATION
LONG TERM ATHLETE DEVELOPMENT MODEL
FUNDAMENTAL BASKETBALL SKILLS
*IT IS NOT TO WIN ... BUT RATHER TO HAVE FUN***

**TYKES DIVISION – RULES
2024-2025**

THE OBJECT OF THE PROGRAM

The goal at this level is to learn fundamental movement skills through basketball in a positive fun way. The participants will be introduced to very basic fundamental basketball skills which they will use to play modified basketball games. **It is not to win, but rather to have fun** while playing sports and ensuring success.

It is the coach's duty to guarantee success for every participant. The intended emphasis should be focused on giving children the basic fundamental movement skills; agility, balance, coordination and speed; thereby making them physically literate. Providing these basic athletic skills will build a base for the child that will enable him or her to develop to their full physical potential in later years. Players should learn good practice technique. Enjoyment of the experience is paramount and to aid this, coaches will strive to make certain that all the children will be successful in accomplishing given tasks.

- Taken and adapted from the Canada Basketball Be One Program LTADM

RULE 1 - THE EQUIPMENT and THE FACILITY

GYMNASIUM: The gymnasium should have four side hoops that can be lowered so that the games can be played cross court. This will allow for two games at one time.

EQUIPMENT: Smaller basketballs such as size 5.
Hoop height of 6 -7 ft. is preferable.
Stop watches or clocks for timing rules.

RULE 2 - THE TEAM

CLOTHING: All players are requested to wear their team shirts for the games.

OFFENSE: Players must be provided the opportunity to play in all positions. This means that they should have a turn to do things such as bring the ball up the court and throw the ball in from out of bounds.

DEFENSE: They are requested to match up in what is referred to as player – to – player defense. At first it will be helpful if they always guard the same player. However, they should learn to guard different players.

PLAYERS: The team should not have more than 12 players.

RULE 3 - TIMING

- PRE-GAME:** The Tykes will have 25 minutes to practice.
They will then break for 5 minutes while listening to their coach's game tips.
- GAME:** The game will start at 30 minutes into the session.
The game will end 24 minutes later.
The coach will debrief the session and clear the gym during the last 6 minutes.
- SHIFTS:** The shifts last for 4 minutes running time.
The next shift starts as soon as the previous shift has ended.
- PLAYERS:** They will play 3-on-3 cross court for their shift. The coach is a fourth player.
There are two games at one time since there are two courts.
As long as there are enough players and coaches to do so.
- TIME OUTS:** There are no time outs at this level.

NB. YOUR TEAM MUST BE OUT OF THE GYM 5 MINUTES PRIOR TO THE NEXT SESSION SO THAT THE NEXT GROUP MAY START ON TIME!

RULE 4 - PLAYING TIME

- PLAYERS:** All players must play equal time. The shift is for 4 minutes of running time.
- COACHES:** If necessary, you will record the actual player shift rotations. All players must play equal time in a game unless the rotations are not allowing for perfect multiples of 3 player shifts. If this is the case then you must adjust the rotations for the next week so that all players have equal time over the course of the season.

RULE 5 - THE GAME

- WARM-UP:** Teams will have 25 minutes to practice. At the conclusion of the practice 5 minutes will be set on the clock. When the buzzer/whistle goes, then it is time to start playing the games. (Note: in the absence of a timer/buzzer one coach should be the timer).
- START-UP:** The 4 minute timer starts.
The players will shake hands with the player they will be guarding.
The players then point to the basket that they will score on.
The ball is handed to one team and the game starts.
- POSSESSIONS:** As the buzzer/whistle sounds (or when the 4 minutes is called) the players exit the court, the next rotation of players step on to the court and the next shift begins. Repeat the start-up steps. This time the ball is handed to the other team.
- OFFENSE:** The ball may be advanced by dribbling or passing. To move around the court with the ball, a player must bounce (dribble) the ball.
- NB:** Early in the learning process the dribbler can pass the ball to the coach/referee if no one is open. The coach can then pass to another player on the

offensive team. Also the coach may want to restrict the number of dribbles allowed by the players.

DEFENSE: Each player on the defending team guards his/her opposing player, staying at arm's length distance from the offensive player. The defender is **not allowed to steal the ball** from the offense by reaching for the ball. Steals occur as a result of poor ball handling or passing. This is to allow the offense skills to develop. Good defense is accomplished by playing between the offensive player and the basket.

NB: Players will pick up their opponent at half court all year.

SCORING: When the offensive team scores the defending team will inbound the ball. **We do not keep the score at this level.**

DEBRIEF: At the conclusion of the game the coach can ask players simple questions: What did you do well today? What did you learn? What did you like best about today's practice?
It is best to draw from the players and not tell them what you observed as a coach. This should be done after the players have a chance to speak.

END OF GAME Players and coaches should line-up and shake hands with the other team at the end of each game.

RULE 6 - VIOLATIONS

DRIBBLE: If the dribbler dribbles for a second time after his/her initial dribble has ended, then a dribble violation has occurred. If the dribbler has touched the ball simultaneously with both hands, a dribble violation has also occurred.

Correction

The referee (coach) interrupts the play and briefly explains the error. Play then resumes from the point of the interruption with the same player continuing to control the ball. If, however, that player repeats the error, a dribble violation has occurred and the ball is awarded to the opposing team for a throw-in at the nearest sideline.

TRAVEL: A player who is holding the ball and not dribbling may not take more than one step with one foot in any direction before making a pass or starting to dribble.

Correction

The referee (coach) interrupts the play briefly and explains the error. Play then resumes from the point of the interruption with the same player continuing to control the ball. If, however, that player repeats the error, a travel violation is called and the ball is awarded to the opponent for a throw-in at the nearest sideline.

OUT OF BOUNDS: A player who has the ball must not touch or move beyond the sidelines or end line.

Correction

The referee (coach) interrupts the play briefly and explains the error. Play then resumes from the point of the interruption with the same player continuing to control the ball. If, however, that player repeats the error, an out of bounds

violation is called and the ball is awarded to the opponent for a throw-in at the nearest sideline.

FOULS: Defensive players may not use their hands, arms, or legs to prevent an opponent from advancing the ball or passing the ball. They may not use their body to push a stationary opponent from their position. If they do it is a foul.

Offensive players may not use their hands, arms, or legs to prevent an opponent from securing the ball or preventing a pass. They may not use their body to push a stationary opponent from their position. If they do it is a foul.

Correction

The referee (coach) interrupts the play briefly and explains the error. Play then resumes from the point of the interruption with the same player continuing to control the ball. If, however, that player repeats the error, a violation is called and the ball is awarded to the opponent for a throw-in at the nearest sideline.

NB: A record of fouls is not kept.

FREE THROWS: Players do not shoot free throws at this level. They will be given the ball back at half court so that they can continue to play.

RULE 7 - SUBSTITUTIONS

SHIFTS: Teams are divided into shifts of three players.
Each shift will be given a 4 minute time allotment to play.
Once the time is up then the next shift will have their turn to play.

SUBS: There should not be any substitutions during a shift.
If a player is injured then allow a substitution.

RULE 8 - REFEREES and OFFICIALS

OFFICIALS: None are needed at this level.

REFEREES: The coaches act as the officials at this level.