

## 2020 Basketball Blue Gym Rule Changes and Points of Emphasis

### Rule Changes:

- No more halftime, three 30-second timeouts (instead of one full and one 30).
- For the 4-5s and 6-7s, we are not calling turnovers for 10 seconds to half-court/5 seconds into the arc. Refs will verbally encourage players who are taking a while to go, but not call a turnover if they can't. Also, emphasis will be given to making sure the defense doesn't leave the arc or prevent the dribbler from entering the arc.
- In the 4-5s we are only calling out of bounds when necessary.
- Inbounds plays inside the arc can be contested, but not outside the arc (mainly effects 8-9s)
- Clarifying/simplifying the difference between a lost dribble and a steal. The working definition we are going with this year is that a steal is a lost dribble caused by the defender's hand/arm. Anything else (off the defender's shoe/body, off a teammate, etc.) is a loose ball. Keep in mind that if a defender uses their shoe to intentionally kick the ball away from the dribbler, it is a kicked ball violation and the ball goes back to the offense.

### Points of Emphasis:

#### Coaches:

- Communicating with one another before the game about potential wristband match-ups. Meeting at the start of each period with your 5 players and matching them up together.
- Communicating with the refs about players who might require more grace (traveling, double dribbling, etc.)
- The heart behind our rules is to create an environment most conducive to learning basketball for players of all skill levels. Therefore, we want to emphasize playing according to the spirit of the rules so that the kids can have fun and learn the game, not looking for loopholes to exploit for your team's advantage.

#### Refs:

- Child safety – quick whistles in A/B league when a loose ball is recovered
- Emphasize the difference between a steal and loose ball
- Allowing play to flow, using verbal commands when possible and clear, loud whistles when necessary
- Stopping the clock on explanations and to make sure players are matched up