

Rules Unique to Above the Rim

1. All children are guaranteed to play at least half the game. This is achieved through a specific substitution pattern that the coach must follow. This pattern takes the responsibility of substituting out of their hands and makes it easier for them to focus on their responsibilities of ministering to and coaching the children.
2. All children are guaranteed to start during the season.
3. A referee will lead both teams in prayer before each game.
4. A coin toss will determine the team who receives the ball to start the game. A possession arrow will determine possession after that.
5. Games ending in a tie will remain tied.
6. Coaches are allowed to walk their baseline to encourage and coach their team. One coach will be allowed on the floor with their team in the Kindergarten and 1st- 2nd grade divisions.
7. "Help" defense will be allowed in the following situations.
 - A. Picks and Screens
 - B. Fast Breaks – Anyone can defend any player on a fast break.
 - C. Lane Area – Help defense may be used as long as the help defender is within an arm's reach of their man. If their man leaves that area, they must follow them!
8. No score will be given for a basket scored in the wrong goal. This will be treated as a turnover and the ball will be give to the other team.
9. A player committing two fouls in any period will be removed from the game and will come back in when it is their turn in the rotation to do so.
10. Goal height and ball size is as follows:
 - A. Kindergarten – 6 ½ feet – 27 inch ball
 - B. 1st-2nd grade – 8 feet – 28.5 inch ball
 - C. 3rd-4th grade – 9 feet – 28.5 inch ball
 - D. 5th-6th grade – 10 feet – 28.5 inch ball