



Boys 1<sup>st</sup> and 2<sup>nd</sup> Grade

# Rules

Team play, sportsmanship, and basketball fundamentals should be stressed at all times. The basket is a height of 8 feet and the balls used at this grade level are #27.5. Games are played with 4 players on each team.

## Coach officiated scrimmages – weeks 1-8

1. Scrimmages are permitted for the last 30 minutes of each session.
2. There will be no clock or scoreboard.
3. Teams must play man-to-man defense. Once a defensive player rebounds the ball and has established control of the ball, the opposing team must drop back and set-up defense in the defensive zone. The defense must not extend any further than the three point line (20 feet).
4. No planned fast breaking is permitted.
5. An offensive player must shoot the ball within the defensive zone. No 3-point shooting will be permitted.
6. Coaches will explain all violations (traveling, fouling, double dribble, etc.).
7. Foul shots are allowed on two-shot fouls only. Foul shots are to be taken from 12 feet. A player will be permitted to land over the designated foul line after a foul shot. All other players can move only after the ball hits the rim. Only the three top spots on either side of the foul line are to be occupied.
8. Substitution Rules: All players must play an equal amount of time.

## Referee officiated scrimmages – weeks 9-12

1. A jump ball starts the game. Alternating possession starts the second half of the game.
2. Games will consist of 4 - 10-minute running quarters with the exception of foul shots, player injury, timeouts, substitutions, official timeouts, and the last 2 minutes of the game. The game clock stops at the whistle during the final 2 minutes of the game and the entire overtime period if time permits it. An official scorebook will be kept for team and individual scoring, team and personal fouls, and time outs. The game clock and scoreboard must be operated by an adult from one team and the scorebook is to be kept by an adult from the other team.

3. Each team will receive 2 - 45 second timeouts per half. Timeouts *will not* carry over into the second half of the game or into the overtime period.
4. A full or half court press is not permitted at any time during the game.
5. To better develop a player's skills, man-to-man defense is mandatory for the entire game.
6. Once a defensive player rebounds the ball and has established control of the ball, the opposing team must drop back and set-up defense in the defensive zone.
7. The offensive team must be able to bring the ball into the front court without any defensive pressure. A safety zone between the defensive front line and the half court line must not be defended.
8. No planned fast breaking is permitted.
9. No offensive stalling will be permitted. Forward motion into the defensive zone must be made within 5 seconds after crossing the half court line. If a team is stalling, the referee will warn the coach about stalling and after the first warning it will result in a turnover.
10. An offensive player must shoot the ball within the defensive zone. No 3-point shooting will be permitted.
11. The following violations will be called and explained during the entire game - walking, double dribble, 5 second out of bounds, 5 second lane violation, offensive pushing, moving picks, and foul shooting violations. After the explanation, the violating team will retain possession and inbounds the ball from the sideline.
12. The foul line will be in front of the 12-foot mark. A player will be permitted to land over the designated foul line after a foul shot. All other players can move only after the ball hits the rim. Only the three top spots on either side of the foul line are to be occupied.
13. Once a team has 7 team fouls the opposing team will shoot 2 foul shots on all fouls.
14. The team fouls are kept per half and erased at the start of the second half of the game. Only team fouls are erased and not personal fouls. Personal fouls are carried over into the second half of the game. Once a player has 5 personal fouls the player fouls out of the game. The scorekeeper will alert the respective coach when his or her player has 3 and 4 fouls. On the 5<sup>th</sup> personal foul the scorekeeper will notify the referee and at which time a substitution will be made.
15. Substitution Rules:
  - a. Substitutions will only be made at the 5-minute mark of each quarter and the beginning of each quarter. The clock will stop for 30 seconds at the 5-minute mark.
  - b. Players must play a full 5-minute period without substitution with the exception of an injury or foul out.
  - c. All players must play a minimum of 4 - 5-minute periods in full or the equivalent of 20 minutes of playing time.

- d. All players must be substituted into the game after sitting out a period. A player must not sit out two consecutive periods in a half.
- e. Substitutions will be made using a rotation system. No player may play more than 4 periods in a game unless there are less than 8 players at the game.

16. Player Playing Time:

- a. 8 Players: Every player must play an equal amount of time 4 - 5-minute periods.
- b. 7 Players: No player may play more than 5 - 5-minute periods.
- c. 6 Players: No player may play more than 6 - 5-minute periods.
- d. 5 Players: No player may play more than 7 - 5-minute periods.

17. All rules, game timeslots, and team assignments are subject to change at any time during the season.

Coaches are responsible to make sure the gyms are left clean and that all trash is properly discarded.