



Game Rules

1-2nd Grade



- ❖ **One coach may walk sidelines with their team while the other remains at the bench area**
- ❖ The 1-2nd Grade Division will use 8ft. baskets and 27.5 basketball
- ❖ There will be no jump ball and the game will start with the home team on the schedule having possession at half court. All jump balls and the beginning of each segment will be determined by the alternating possession arrow.
- ❖ 1-2nd Division will play 4v4

Clock

- ❖ 8 – four minute segments
- ❖ Clock will run continuously except:
 - Shooting fouls; the clock will start when the ball is entered for the 2nd free throw
 - Timeouts or player injury

Substitution Policy

- ❖ Substitutions may **ONLY** be made during segment breaks with the exception of:
 - Injury sustained during a game
- ❖ Each player **MUST** play at least 3 segments of the game

Defense

- ❖ Only man-to-man defense is permitted. Players must be in the proximity of the person they are guarding. Help defense is allowable when the defender is 2 or more passes away. No trapping or double teaming.
- ❖ No pressing. **Defense must wait until the ball passes over the half court line to pick up their player**
- ❖ No stealing off the dribble or while a player is stationary; Stealing **IS** permitted off of a pass

Free Throws, Violations and Penalties

- ❖ Individual fouls will not be kept
- ❖ 2 foul shots will be given if player is fouled in the act of shooting
- ❖ Shots will be taken from a shortened foul line

Timeouts

- ❖ There will be no timeouts unless for injury

Overtime

- ❖ Games will be played until there is a winner
- ❖ Overtime is 3 minutes in length
- ❖ Overtime will start with a coin flip
- ❖ Clock will run continuously except for the last minute, shooting fouls, timeouts and injury