

PenMet Parks – Recreational Basketball

Rules - Summary 2nd/3rd Boys and Girls

PenMet Youth Basketball is recreational with a focus on creating a safe environment for kids to develop skills and have fun learning the game of basketball. Parents and coaches are always expected to maintain a positive and supportive attitude. *Always be a good sport, be a good sport all ways.* – Bob Robertson

Equipment:

Division	Basket Height	Ball Size	Game Length
2/3 Girls	9'	27.5	(4) 10-min. quarters
2/3 Boys	9'	27.5	(4) 10-min. quarters

Game Length:

ALL leagues will play with a running clock except:

- The final 2 minutes of a game.
- During an official's time out.
- During a team time out.

Half-Time: There will be a 3-minute halftime period. Teams are expected to be on the court and ready to play by the end of the halftime period.

Overtime: There will be **no overtime** for 2nd/3rd grade.

Playing Time:

- All players are expected to play a similar amount of time in each half. Officials will stop play and substitutions will be made every 5 minutes.

Fouls:

- Shooting fouls will result in one point and the offensive team maintaining possession.
- Technical on a spectator is assessed to the Coach of the respective team.
- 2 technical fouls in one game = Disqualification
- Disqualified coaches and spectators must leave the building.
- Fighting = Flagrant Foul = Disqualification.
- In the event of disqualification: Any Coach, player, or parent that's disqualified from a game must meet with league administrators before returning to any PenMet games or practices.

5 seconds in the key will be called (Offense only)

Time Outs:

- 2 time-outs per half- 1 minute each. Unused time-outs do not carry over to an overtime period or half.

Bench Rules:

- Only the head coach may stand during game play.

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- Only the head coach may confer with game officials during a game.
- The head coach is responsible for the actions of their assistant coaches, players, and parents.

Defense:

- Player to Player Defense only (no Zone defense).
- No Back-Court Defense or Full-Court Defense is allowed. Warnings will be issued to each team for violations.
- Defensive players can guard the ball after the ball crosses the mid-court line.
- No stealing is allowed on the dribble or when the offensive player has control of the ball. Stealing a pass is allowed including any accidental mishandling of the ball by the offensive player.
- No Double-Teaming is allowed (Except in the key).
- Teams have 10 seconds to bring the ball across the half court line: *There is no over and back violations*, however a team cannot stall the ball in the backcourt. Penalty: Technical Foul

Possession Arrow: Jump Balls & Alternating Possession

- The game begins with a **Jump Ball**; thereafter all jump ball situations are determined by alternating possessions with use of the **Possession Arrow**. Possession to begin the 2nd half is determined by the possession arrow. An overtime period begins with a Jump Ball.

Officials:

- They are representatives of the league and are authorized and required to enforce all rules.
- Have the authority to order a player, coach or fan to do or refrain from an action, which effects the administering of these rules, and to enforce the prescribed penalties.
- Have the authority to disqualify any player, coach or fan for objecting to the decisions, for unsportsmanlike conduct, or inappropriate language and to remove such person from the building.
- Have authority to rule on any point not specifically covered in these rules.
- No team has the right to refuse any official assigned to their game.

Site Supervisors:

- They are representatives of the league and PenMet Parks and are authorized and required to enforce all rules.
- Have the authority to order a player, coach or fan to do or refrain from an action, which effects the administering of these rules, and to enforce the prescribed penalties.
- Have the authority to disqualify any player, coach or fan for objecting to the decisions, for unsportsmanlike conduct, or inappropriate language and to remove such person from the building.
- Have authority to rule on any point not specifically covered in these rules.

Excessive Leads:

- If a team has a 20-point lead at any time in the second half, the score board will be turned off. If a lead is 30 or more points at half-time **the referees have the option** of declaring the leading team the winner. In this situation, the 2nd half of the game is played, but no score is kept, and the clock is not stopped during the last 2 minutes of play. Scorekeepers will continue to keep scores and stats on paper.

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- **Both teams must provide a volunteer to work the scorers table for every game.**