



## **Youth Basketball Rules- 2<sup>nd</sup>-3<sup>rd</sup> Grade**

*Revised: 10/19/18*

### **I. General Information**

#### **B. Apparel:**

- a) Players are not allowed to wear any jewelry. This includes, but not limited to watches, necklaces and earrings. Hair bands and clips should be made of a rubberized material. This will be enforced as it is for the safety of all participants. Band aids/Tape not allowed to cover piercing.
- b) All shorts must be worn around the waist.
- c) Jerseys must be tucked in at all times.

**C. Game Times & Locations:** Please refer to schedules for game times and dates. Make-up games could be played any evening or weekend.

#### **D. Game Rules:**

**1) The National Federation Basketball Rules will be observed with the following adaptations**

**2) All age divisions will play 5 on 5.**

**3) Please have your team ready to play at game time. To start the game a team must have at least four (4) players. If a team cannot field the minimum, the coaches and referee must agree to borrow players from the other team that they are playing.**

**4) There will be one official for 2<sup>nd</sup>-3<sup>rd</sup> grades.**

**5) If a team is without a coach at game time, the officials/staff will fill the spot with a willing parent.**

**6) Please pull your team off the gym floor to have post game "team talks".**

**7) Please have a list of players and their numbers written out for the scorekeepers to put in the book prior to the start of each game (2<sup>nd</sup>-8<sup>th</sup> grade).**

**8) There will be a 5 minute warm-up between each game. The warm-up is subject to be shorter if games are running behind. The officials or site supervisor will make this determination.**

**9) Have players line up at center court for match-ups prior to start of the game.(2<sup>nd</sup>-3<sup>rd</sup>)**

**10) Score will not be kept in the 2<sup>nd</sup>-3<sup>rd</sup> grade leagues.**

#### **12) Player subbing:**

a. **In the 2-3 leagues the coach must try to sub 5 new players every 5 minutes during the game. This will create equal playing time for all participants. (If a team has more than 10 players, a coach must sub more frequently to ensure equal playing time throughout the game). The scorekeeper and/or the official will notify the coach when it is time to sub and will also keep track of the players being subbed in and out.**

**13) Each team will have two (2) timeouts per half. Each time out is 1 minute.**

#### **E. Game Length:**

**1) 2<sup>nd</sup> – 3<sup>rd</sup> will play 2, 16 minute halves with a continuous clock.**

2) Halftime will be 3 minutes long. .

**F. Overtime Period:** The 2<sup>nd</sup>-3<sup>rd</sup> grade league will not have an overtime period; end of regulation is the end of the contest.

**G. Basket Height:**

1) Grades 2<sup>nd</sup>-3<sup>rd</sup> will play on 9 foot baskets

**H. Ball Size:**

1) Grades 2<sup>nd</sup>-3<sup>rd</sup> will use the intermediate ball (28.5)

**I. Technical Fouls:**

- 1) Any technical fouls will be an automatic ejection and removal from the ORC League premises. Any coach receiving one will also receive a two game suspension.
  - a. A second technical foul in the same season will result in a suspension for the remainder of the season.
- 2) Any technical foul will result in two free throw shots and the ball out of bounds.
- 3) A player receiving a technical foul during the game could be suspended the following (1)game depending on the severity of the offense.

**J. Offense:**

1) There will be no 3-point line for 2<sup>nd</sup>-3<sup>rd</sup> grades.

2) Free Throws:

b. 2<sup>nd</sup>-3<sup>rd</sup> grade will shoot from the marked 10 foot line

d. **Free throw violations will not be called unless an obvious attempt is made to gain position for the rebound in the 2<sup>nd</sup>-3<sup>rd</sup> leagues.**

**K. Defense:**

1) Man to Man will be the only defense allowed in 2<sup>nd</sup> -3<sup>rd</sup> grade divisions

2) There will be no full court press in 2<sup>nd</sup> -3<sup>rd</sup> grades.

**L. Violations**

1) **2<sup>nd</sup>-3<sup>rd</sup>**- Traveling, Double Dribbling and other ball handling violations will be called at the discretion of the officials as to whether or not a player is gaining an advantage from it. If a player is gaining a clear advantage, the violation will be called. As the season progresses, the officials will be encouraged to call more of these violations.

**2) Lane Violations**

a.)**2<sup>nd</sup> -3<sup>rd</sup>**- There will be no lane violations called.

**M. Additional Information**

. 1) **2<sup>nd</sup>-3<sup>rd</sup>**- The game will start with a jump ball.

-After the initial jump ball, possession will alternate on each jump ball and at halftime for the remainder of the game.

**2) Substitutions**

**COACHES MAY NOT USE SUBSTITUTIONS AS AN EXTRA TIMEOUT!!!**

**2<sup>nd</sup>-3<sup>rd</sup> will have 15 seconds to make their appropriate substitutions**

**(Every team will be issued a warning the first time this is not followed. A team will be issued a charged timeout if another violation occurs.)**