

2nd Grade Game Rules

GENERAL RULES

Hoop Heights will be at 9 ft.

Ball size used will be 27.5.

Format will be 4 Vs. 4 (Full Court)

Free Throw will be shot at 9 ft.

Paper, Rock, Scissors will determine the jump ball.

Coaches are allowed to stand to communicate with players, and or assist the refs with making calls or correcting the game play.

Absolutely no jewelry or hard hair accessories are allowed.

Game Day Rules

- Teams will start with a 10 Minuets to warmup.
- The game is divided into eight periods. **Each period is 5 minutes, running clock.** The clock is stopped for timeouts. The clock is also stopped while players line up for free throw attempts and restarted when the ball is handed to the shooter. This results in two halves of 20 minutes each. The division into eight periods is to help establish substitutions.
- Each team is allowed 3 timeouts. (1 min. each)
- Each player who starts a period shall play that full period. Each eligible player who did not play the previous period shall play the next period.
- Exceptions to substitution rules: When illness, injury, or disqualification due to fouls prevents a player from fulfilling substitution requirements, he/she may be substituted for. If an ill or injured player can return to the game, the player must re-enter at the start of a new period and play the required time as if not having played in the partial period. A substitute for such a player must finish the period for the replaced player and comply with the substitution rule during other periods.
- Penalty for Illegal Substitution: Correct the substitution.

BACK-COURT GUARDING RESTRICTIONS

- No back-court guarding is allowed on any pass being inbounded from back-court into the back-court area or any time a team has gained definite possession in back-court. Once definite possession is gained, defensive players may not hinder the offensive team in any way, even by accident. Even if possession is lost and the ball becomes loose, the defensive team cannot hinder the ball until it crosses mid-court.
- A pass from back-court to front-court cannot be intercepted until the ball crosses the mid-court line.

- When the ball is being dribbled from back-court into frontcourt, the dribbler may not be guarded within 6 feet of the mid-court line until both feet of the player in possession and the ball are in front-court.
- Occasional inadvertent violations of the backcourt guarding rule shall be whistled and warned, allowing the possessing team to inbound from back-court.

STEALING FROM THE DRIBBLER

- **Stealing the ball from the dribbler is not allowed.**

- “No stealing off of the dribble,” is based on best practices promoted by USA Youth Basketball Development and is best described by their recommendation of what to teach, rather than what not to teach:

“Teaching defense on the ball at this level is neither applicable nor recommended. Focus should be on the footwork and body control. Defensive player guarding the ball should not reach for the ball and maintain an arm’s length distance.”

- Stealing on passes will be allowed.

HELP SIDE DEFENSIVE RULES

- Once the ball is advanced into frontcourt, only one-on-one defensive positions may be established until a team establishes possession (moves the ball to) below the top of the key (circle) extended. Once this is established, if the player guarding the ball is beat and his/her opponent is going to the basket unguarded, one help defender – closest to the ball/or weak side defender – can look to help and stop the ball. The help side defender should not leave their assigned offensive player to double team the ball; only to help a teammate that has been beaten in a one-on-one situation. The goal is to try and teach the concept of help –side defense not double teaming or bunch ball as the offense looks to attack the basket.
- Basic defensive moves such as switching, sliding through, and helping off on the weak side are permissible; double teaming is not.
- Defensive players should be in help side/off ball defense positioning when offensive players are not in the scoring area.
- When violations of double teaming occur, refs, or coaches should blow the whistle, stop the action, explain the rule, and then continue play from the point of action, or have the offensive team take the ball out of bounds to resume play.