

Blaine/Spring Lake Park/ARAA/DaVinci Girls Rec Basketball League
2nd-3rd Grade Basketball Rules Revised: October, 2016.

1: BASKETBALLS

All grades will use an intermediate-sized ball, commonly known as a 28.5. All grade levels should use leather covered basketballs for all games.

2: GAMETIME

All games will consist of eight - 4 minute periods. All time will be running time with the following exceptions:

- A) The clock stops for all time-outs, including injury time-outs called by the referee.
- B) The clock will be stop time for out-of-bounds plays in the last 2 minutes of the game.

THE TIMEKEEPER SHOULD NOT STOP THE CLOCK UNTIL SIGNALLED TO DO SO BY THE REFEREE.

FOR ALL GRADE LEVELS, THERE WILL BE AN 8 MINUTE BREAK BETWEEN HALVES. BREAKS BETWEEN PERIODS SHOULD BE LIMITED TO AS SOON AS THE PLAYERS CAN CHECK IN.

3: PLAYERS

- A) A team must begin the game with five players and end with five players or forfeit the game. A team has ten minutes after the scheduled start time to field a team before the game is called a FORFEIT.
- B) At any grade level, every player suited up for the game **must** play at least one-half of the game or the game is ruled a forfeit. The scorekeeper will enter the names of the players and playing time into the scorebook. Half of the game constitutes starting 4 of the 8 periods. (SEE SUBSTITUTION RULES)
- C) Every player must play an equal amount of time. Based on number of players, this may vary by one quarter, but should never vary by more than that. No player at any point during a game should have played two more quarters than any other player on the team. Please reference the following charts to make sure playing time is equal.

2nd Grade – Games will be in 4 vs 4 format

# of Players	Playing time
8	8 players play 4 quarters
7	4 players play 5 quarters, 3 players play 4 quarters
6	2 players play 6 quarters, 4 players play 5 quarters
5	2 players play 7 quarters, 3 players play 6 quarters
4	4 players play 8 quarters

3rd grade – Games will be in 5 vs 5 format

# of Players	Playing time
10	10 players play 4 quarters
9	4 players play 5 quarters, 5 players play 4 quarters
8	8 players play 5 quarters
7	5 players play 6 quarters, 2 players play 5 quarters
6	4 players play 7 quarters, 2 players play 6 quarters
5	5 players play 8 quarters

- D) A player who enters the game as a substitute for an injury or foul out with more than half of the period remaining will have that period count towards his/her total playing time. Total playing time is specifically addressed in 3C.
- E) No player can sit twice until everyone on the team has sat once.

4: SUBSTITUTIONS

Substitutions are allowed at the start of each period only, with the exception of an **injury** or a player **fouling out** of the game. A player who does not start one period of play, must start the next period.

5: OVERTIME

There will be no limit on player substitutions and no minimum or maximum playing time.

In the event of a TIE at the end of regulation time, a 3-minute overtime period will be played with running time. In the event score remains tied it will moved to sudden death.

6: **TIMEOUTS**

- A) Each team will be awarded 2 time-outs per half and 1 time-out per overtime. Any time-outs remaining from the second half may not be carried over into the overtime periods.
- B) On a live ball your team must have possession of the ball to call a time-out. On a dead ball, either team may call a time-out. A coach or player may call a time-out.

7: **FREE THROWS**

There are no free throws at the 2nd-3rd grade level. A Player fouled in the act of shooting shall be awarded points as follows:

- A) If the field goal (basket) was made, the field goal will count and the shooting team will be awarded one (1) additional point.
- B) If the field goal (basket) was not successful, the shooting team will be awarded one (1) point plus the ball out of bounds.

8: **FOULS**

- A) An individual may receive a maximum of five personal fouls per game, at which point the player is out for the remainder of the game. If the player getting five fouls results in the team only having four players on the court, then the player with five fouls can continue to play in the game. If a 6th or more foul is committed, then the opposing team will receive 2 points and the ball out of bounds.
- B) A team that commits more than six (6) fouls in periods one through four (first half) or five through eight (2nd half) shall be penalized by awarding the offended team one (1) point for every foul over the six foul limit. This bonus point will be awarded on all fouls over the limit.
- C) A team that commits more than nine (9) fouls in periods one through four (first half) or five through eight (2nd half) shall be penalized by awarding the offended team two (2) points for every foul over the ninth foul limit. This bonus point will be awarded on all fouls over the limit.

9: **DEFENSES**

- A) Only **Player-to-Player** defenses are allowed, no **Zone** defenses are allowed.
- B) Double-teaming (2 or more defensive players on the player with the ball) will not be allowed with the **exception** of the following:
 - 1: Double teaming shall not be called on any rebound attempt.
 - 2: Double teaming is allowed if the offensive player with the ball goes into the free throw lane.
 - 3: Double teaming will not be called on a fast break until after normal half-court play resumes.
 - 4: If a player sets a pick or screen, double teaming should not immediately be called when one of the offensive players leaves the area. A three second delay will be allowed by the referees for this type of double teaming to break up. At that time, one of the defensive players must return to his/her player that left the immediate area. Switching is allowed **only** on this type of play.
- C) The defensive player must be within four feet of his/her opposing player as soon as they cross half-court line. Interpretation and enforcement of this rule will be in the judgement of the referee.
- D) Violation of the rules on defenses will result in a warning for the first violation and a technical for additional violations.

10: **STEALING**

A) 2nd Grade

- a. Emphasis will be on individual confidence and improvement.
- b. Stealing off the dribble (including when player picks up dribble) will **ONLY** be allowed once the dribbler enters 3 second lane. Full stealing off the pass is allowed. In addition, the defensive player can 'tie' up the ball for a jump ball situation but cannot steal unless in the 3 second lane as mentioned above.

B) 3rd Grade

- a. Stealing the ball is allowed all season.
- b. Once a team is ahead at any point in the game by 15 points, stealing off the dribble (including when player picks up dribble) will **ONLY** be allowed once the dribbler enters 3 second lane. Full stealing off the pass is allowed. In addition, the defensive player can 'tie' up the ball for a jump

11: **PRESSING**

No full court pressing will be allowed in 2nd and 3rd grades.

12: **OUT-OF-BOUNDS THROW-INS**

A defensive player must remain behind the half-court line, but can intercept the ball if they do so without going over the half-court line. However, if an offensive or defensive player in the forecourt of the team possessing the ball touches the ball, the player may go over the half-court line.

13: **OFFENSE**

All players must participate in all offensive plays. A team may not have just one or two players going toward the offensive basket to gain an advantage on the rule against zone defenses. Any team that in the judgment of the referee puts any player intentionally out of play is subject to a technical foul. There will be one warning given to each team.

14: **LANE VIOLATIONS**

No lane violations will be called in the 2nd and 3rd grades.

15: **REBOUNDS**

The opposing team must drop back to the mid-court line once a rebound has occurred and possession has been established.

16: **JUMPBALLS**

There will be **NO** jump-balls in any league. The alternating possession rule will be used after each tie-up. The only exception to this rule will be to begin the game and any overtime period.

17: **TEN-SECOND RULE**

In all grade levels, players must bring the ball to the half-court line before the expiration of ten seconds. If the gym does not have a mid-court line, the Referees and Coaches will agree upon what floor marking will be used as the half-court line.

18: **TIMEKEEPERS, SCOREKEEPERS, AND HALL MONITORS**

Each team must provide one person at each game to be either a timekeeper or scorekeeper. The home team must also provide a hall monitor for the first half of the game, the visiting team must provide a hall monitor for the second half of the game.

19: **MAKE-UP GAMES**

No make-up games will be played unless a game is canceled because of a school problem. If no referees show up for a game, the game is to be played using parents as referees.

20: **TECHNICAL FOULS**

- A) The offended team will be awarded two points and will receive the ball out of bounds.
- B) A Coach or Spectator will be ejected from the gym upon receiving a 2nd technical foul or upon the discretion of the official.
- C) The REFEREE can call FORFEITURE of the game, if in his/her opinion, the game is out of control.

Remember that this is a game **for the children**. Keep a cool head. If it is a **Referee's interpretation** of a rule that causes a disagreement, only the Head coaches and the Referees should discuss it. Please keep in mind that refereeing requires a great deal of judgment calls and the **Referees call is final**.

21: **SPECIAL RULES**

- A) Allowances will be made for slippery gym floors.
- B) Basketball Rim Heights
 - 2nd Grade 8 feet
 - 3rd Grade 9 feet
- C) Minnesota State High School rules will apply if not specifically addressed here.
- D) No protests will be allowed.

22: **SPORTSMANSHIP**

- A) Good Sportsmanship must be followed before and after the games by the Players, Coaches, and Spectators. Coaches will be held responsible for the conduct of his/her players and spectators. Coaches will refrain from yelling at his/her players and at **NO** time will any **PROFANITY** by players, Coaches or Spectators be tolerated.
- B) Any interference by a spectator/parent with an opposing player or coach will be an **IMMEDIATE EJECTION** of the spectator/parent with a technical being assessed to the coach of the offending team. Referees will adhere to this strictly.
- C) Coaches **WILL NOT ARGUE** with the Referees. Total disagreements will be resolved by the **League Commissioner, Director of Basketball** and the **Commissioner of Referees**.
- D) There will be **NO** use of liquor, beer, tobacco or drugs in the school during the games or practices.
- E) Please keep children from running in the school halls. **NO FOOD OR DRINKS WILL BE ALLOWED IN THE GYM AT ANY TIME. WATER BOTTLES ARE ALLOWED, BUT NO SPORTS DRINKS.**

23. Section IX. HALF TIME SKILLS Challenge

- A) **At halftime**, teams will break for a skills competition. The skills will consist of lay-ups, a dribble relay and pass and catch. The purpose of this competition is to improve individual skills of each player and to ensure that all coaches are stressing skills in practice. Should your team have an uneven number of players for the skills contests, we expect coaches to vary the extra turn, player, throughout the season.
- B) **Referees** will monitor the skill events. Their counts will be considered the official results.
- C) **Scoring:** The winning team for the skills challenge will have one point added to their halftime game score. If both teams tie, there will not be a tie breaker - game score does not change.
- D) **Skills Challenges**
- 1) **Lay-Up Skills:**
 - Teams will shoot lay ups from each side of the basket.
 - All players first line up to the right of the free throw line.
 - The first player dribbles in and shoots a lay-up. The coach rebounds the shot and passes it to the next player in line.
 - The players will move individually to the left of the free throw line once they have attempted the lay-up.
 - Once all players have moved to the left side, the first player in line starts again. Continue to alternate sides.
 - Competition goes for 3 minutes. The team with the most layups at the end of 3 minutes wins. There will be no tie breakers.
 - 2) **Dribble Relay:**
 - Players line up along the base line facing the far end of the court.
 - On the signal of the referee, the first player will dribble to the mid court line and back to the base line and down to the far base line and back.
 - Each time the player changes direction, they must change their dribbling hand without picking up the ball.
 - The ball is then handed to the next player in line.
 - Each player participates once, unless there is an uneven number.
 - If a player loses control of their dribble, the player must return to the point at which they lost control and continue at that point.
 - Team that completes the drill first wins. There will be no tie breakers.
 - 3) **Pass and catch skills:**
 - Players line up across from each other on their respective free throw lanes.
 - On the signal of the referee, the first player passes across the lane to the first player on the other side.
 - Passing continues across the lane in sequential order for two minutes.
 - Players must maintain one foot behind the lane line at all times.
 - After the player makes the pass, they run to the back of the opposite line.
 - The total number of passes made and caught for each team determines the winner. There will be no tie breakers.