

# 1<sup>st</sup> and 2<sup>nd</sup> Grade Rules

1. Moment of Silence before each game!
2. Five (5) on Five (5) played at full court.
3. Goals are set at 8 feet in height.
4. Junior size basketballs will be used.
5. A minimum of 7 players must be on the roster.
6. Five (5) minutes or less for warm up! (Must start with 5 players or forfeit) Games will start on time. The clock will start at the allotted time whether you are still warming up or in the huddle or on the floor ready to go.
7. Four (4) Five (5) minute quarters with a Two (2) minute halftime break. Note: If games are running behind the league director or their staff has the right to reduce game times until back on schedule.
8. Clock will be a running NON-STOP throughout the game. Coaches will have two (2) 30 second time outs during each half
9. Score will kept but standings will not!
10. REC Center works will handle the clock and scorebook.
11. One (1) Coach from each team can be on the court at all times. The coach is there to help teach the players and assist the referee. The referee is there to help teach the players and make all the calls. It is helpful for coaches from both teams to get with the referee to discuss strategy and rules in order to work as a team. If you are on the court please stay out of the way progress of the play.
12. Substitution of players during the game is made by checking in at the scorers table and at the signal of the referee.
13. 1-2-2 defense will be played.
  - A. 1 player and only 1 player will stay and defend the area in the half moon above the lane.
  - B. 2 players will be on one side of the court and the other 2 players will be on the other side.
    1. Those 4 players will be able to move freely inside the three point line and into the lane but they can not cross the line in the middle of the lane. This allows the continuing teaching the defensive players to box out. This allows the middle to stay open to help in shooting skills. The shooter has 5 seconds to shoot the ball. Note: What we are trying to teach here is catch, square up and shoot or one strong dribble to the block and shoot.
  - C. If players consistently go outside the three-point line, cross the middle of the paint to the other side of the court or if the player cannot stay in the half circle, an illegal defense will be called. On the second and concurring illegal defense calls, the offense will shoot a free throw and get the ball back.
14. Once the ball has been shot it is open play! However if offense goes back beyond three point line the defense cannot follow and must reset in a 1-2-2 defense as stated under #12.
15. When the defense rebound's the ball, they cannot be tied up! All other tie balls will alternate with each possession.
16. On shooting fouls line the shooter will move forward to a predetermined line to shoot the shots. All others will line up accordingly. The clock does not stop. On miss shots it is free play! However if offense gets the ball back beyond three point line the defense cannot follow and must reset in a 1-2-2 defense as stated under #12.
17. If the ball goes out of bounds off a player or bad pass it is considered a turn over to the other team. Note: It is important that on every out of bounds play or after every basket the team that is throwing it in does it properly. Coaches need to get players behind the line and have them throw it in!
18. Offense must make every attempt to challenge the defense (NO STALLING)! Referee will make this call with 1 warning. Offense turns the ball over on 2nd warning call.

19. If a fast break occurs defensive players cannot try to stop the break until after the ball crosses the three (3) point line. NOTE: The league STRONGLY DISCOURAGES fast breaks at this age, however it will help teach the offensive players that once the other team gets the ball they need to hustle back on defense.

20. When in doubt give the other team the benefit of doubt and go on!

21. If a team is up by more than 15 points the defense must stay in the lane area.

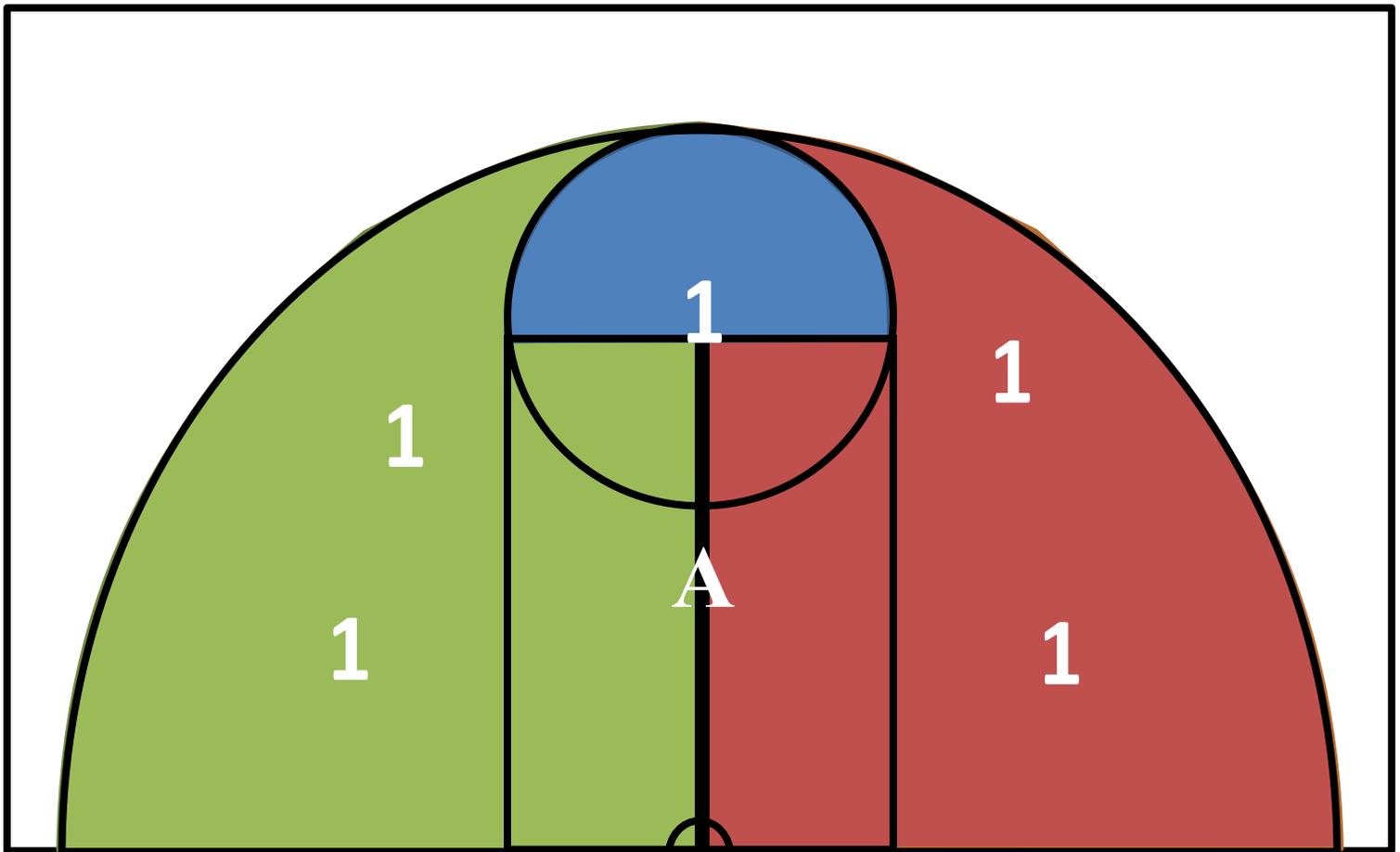
22. Each player must play one quarter uninterrupted and each player must sit out at least one quarter uninterrupted. THIS MEANS ONE QUARTER FROM START TO FINISH. Not the second half of one and the first half of another.

1st time offense coach will be suspended for that game and the current game will be forfeited.

2nd offense team and coach will be suspended for their next game and current game will be forfeited.

IF YOU HAVE QUESTIONS PLEASE ASK THE SOCRERS TABLE OR REFEREE

23. Players with five fouls will foul out of the game. If a team does not have anyone on the bench to substitute because of the substitution rule (#21) or if they just don't have a substitute then that team will play with players they have (ie meaning four or even three if more than one player fouls out).



The 1-2-2 defense eliminates the herd ball concept. You've seen the games where one kid has the ball and five defensive people are around him. You will have one player in the half moon (BLUE) above the free throw line. They you have two players on each side in between the three-point line and paint (GREEN and ORANGE). If the ball goes to one side the players opposite can come into the lane for back side help but they cannot cross the line in the middle of the floor (A) to go to the other side.