

CENTER GROVE BOYS BASKETBALL

1st and 2nd GRADE RULES

1) All games will start promptly at the scheduled time and will not start before the scheduled time unless both coaches agree. Five (5) players must start the game, but less than five (5) players may finish. A ten (10) minute grace quarter will be allowed before the game must be forfeited due to a lack of players.

2) Games shall consist of **four (4) eight (8) minute quarters** and a **two (2) minute half-time** quarter. A **one (1) minute time** quarter will be allowed between quarters. **No Overtime will be played.** The game will be stopped as close as possible to the mid-point of the quarter for substitutions. This does not require a dead ball situation.

3) **The clock will run continuously, except being stopped for shooting fouls and time-outs.** However, it will be left to the discretion of the officials to stop the clock for any delay of game, such as ball in the crowd, injured player, etc... **The clock will stop on all dead ball situations during the last ten (10) second of the first three (3) quarters, the last two (2) minutes of the 4th quarter.**

Due to limited gym availability, gym schedules, and referee's schedules, games on many weekends will need to end at or near the projected schedule. Therefore, directors at their discretion may implement changes to timing rules to keep the games on time, including but not limited to, no warm-ups, no halftimes, running clocks, etc.

4) **No player may sit out two (2) consecutive half-quarters, unless due to injury, illness or arriving late.** A playing quarter is the 4 minute playing time between substitutions. No player may enter the game for a second playing quarter until all eligible players have entered the game for one (1) playing quarter and so on. Substitutions will be allowed provided the coach(s) provide a printed version of the substitution pattern to share with the league director, game officials and opposing coach. The intent is to provide "equal" playing time for all boys. Any disciplinary action to limit a player's playing time due to missed practices or for any other reason must be approved by the league commissioners with the request being made at least twenty-four (24) hours before game time. See the below table for playing time guidelines.

Number of Players	Playing time Max	Playing time Minimum
5	All play all game	no one sits
6	Everyone must sit at least once	Everyone must play 5 out of 8 segments
7	Everyone must sit twice	Everyone must play 4 out of 8 segments
8	Everyone must sit twice	Everyone must play 4 out of 8 segments
9	Everyone must sit twice	Everyone must play 4 out of 8 segments

5) A player arriving late is not eligible to play until the conclusion of the playing quarter in which he arrives. If a player arrives prior to the start of the third quarter, he must play at least one (3) half-quarters. An injured/sick player who cannot continue is exempt from the quarter playing rule. Once an injured/sick player is able to re-enter the game, he should do so immediately and play for the remainder of that playing quarter. After an injured/sick player re-enters the game, if he is removed a second time due to the injury/illness, he becomes ineligible to play during the remainder of the game. Any eligible player on the bench may enter the game for an injured/sick player or a player fouling out, regardless of skill level. **Substitution will also be allowed for a player injured/sick or fouling out.** The playing quarter

for which a player enters the game under such circumstances will not count as a playing quarter for the player.

6) Foul shots will be shot on the 5th common foul of each quarter. Two penalty shots will be awarded. The second half shall consist of the third and fourth quarters. Foul shots will be taken from the 12' line. A player may step over the line on a follow-through, but not run in for a rebound until the ball hits the rim.

7) First Grade will not have time outs. Second Grade will have One (1) **time-outs lasting one (1) minute**, shall be granted each team during regular playing time.

8) Coaches are encouraged to form offensive strategies that incorporate involvement for all players. *The "spread" or "4-corner" offense with the intention of player "isolation", whether for purposes of helping an offensive player to score or to keep an offensive player away from the basket in order to minimize the number of defensive players near the basket, is illegal.* The result will first be a warning and then a two (2) shot technical and ball possession. A "spread offense" is different from the offensive team "spreading the floor". Spreading the offensive floor followed by team movement towards the basket is sound basketball strategy and is not a spread offense in terms of "isolation". Thus, setting up an offense in a spread position in order to begin the offensive play is not illegal. First violation of this rule will result in a warning. Any further violations will result in a technical foul. Illegal defense should not be called if a team is running an illegal offense.

9) Defense is not allowed in the backcourt.

After the ball is turned over for any reason, such as a made basket, defensive steal, or after a defensive rebound, the defense must retreat beyond the 10 second line. To begin each playing quarter a free in will be allowed. **ZONE DEFENSES AND TRIPLE TEAM DEFENSES ARE NOT ALLOWED!!!** Only man-to-man defense will be allowed. On weak side defense you may take a "help" position, but you must remain within 2 feet of your man unless helping. If the offensive player is more than 2 feet outside the 3 point line, the defensive player may remain at the 3 point line. Double teaming is NOT allowed outside the 3-point arc. Upon a pick-and-roll, fast break, or help situation outside the 3-point arc, at the referee's discretion, adequate time will be allowed for the defender to recover and pick up his offensive man before double-teaming is called. **On defense no steals off the dribble will be allowed. Passes can be stolen. A player may not jump to block a shot but is allowed to stand with his hands extended above his head.**

10) Any player **scoring twelve (12) points** during regulation play remains in the game subject to the playing rules, but may not score during the remainder of regulation play. If a player that has attained his maximum points is fouled, which results in free throws, the player's coach will designate a player on the floor to shoot the fouled player's free throws. If a player exceeds the maximum point-out and scores, his basket will be disallowed and his team will lose possession of the ball. EXCEPTION: If a player scores that results in the player reaching or going over the maximum scoring limit and is fouled while scoring, all points count and he may finish his scoring opportunity at the free throw line.

11) So that the offensive team must initiate play, the five (5) second closely guarded rule will be in effect.

12) All rules and regulations not specifically listed heretofore shall be governed by the official basketball rules published by the National Federation of State High School Athletic Association.

13) Only two (2) coaches are allowed on the bench during the game. The head coach is responsible for the conduct of his assistant, players and parents. Only the head coach may approach an official during the game.

14) Player Code of Conduct:

a) Any player receiving a technical foul will sit for the remainder of that quarter. The player may have to sit for the remainder of the game at the discretion league director.

b) Foul language will not be allowed. On the first occasion, the player will have to sit for the remainder of the current playing quarter and one additional playing quarter. If the offense occurs in the last playing quarter of a game and it is the first offense, then the player only sits out the remainder of the current game. If a second offense happens in the last playing quarter, the player must sit out the rest of the current game and an extra playing quarter the following game.

c) Any player receiving two technical fouls in the season will be ejected from that game and suspended for one additional game. Each additional technical foul will result in ejection from the game and suspension for one additional game. The player can be suspended for the rest of the season following a 3rd or more technical fouls at the discretion of the league directors.

15) Coaching Code of Conduct:

a) The Trojan league is a recreational league. Coaches are expected to keep the league fun for all players, regardless of ability. The playing time rules in rule 4 shall be strictly adhered to, except for injury/illness or breach of player conduct as outlined in rule 16.

b) Any coach receiving a technical foul must sit on the bench for the rest of the game and shall not talk with or say anything to the referees for the remainder of the game. Any breach of this shall result in a second technical foul and ejection. The coach may stand up during time outs to address his team but must immediately sit down when play resumes.

c) A coach receiving two technical fouls in one game will be immediately ejected from that game and shall not remain in the gym. The coach will also be suspended for the next game.

d) The coach is expected to set the tone for his players and parents/fans.

16) Final decisions of rule interpretations will be made by league commissioner, board member or referee and in that specific order.

17) The intermediate (28.5) basketball is the official game ball to be used in all regular season and tournament games.

18) The 2nd grade will play on 9 foot rims and the 1st grade will play on 8 foot rims to encourage proper shooting form. Attempts will be made to enable the 1st and 2nd graders to practice and play games at facilities with rims which can be lowered accordingly.

19) It is expected that every kid on the team will bring the ball up the court at least once per half.

20) 1st grade will not have a score on the score board. This is to help promote 1st grade being about skill development. It is expected that every kid on a 1st grade team will bring the ball up the court at least once per half.

21) A delay of game will be called if the defense does not retreat beyond the 10 second line resulting in the stoppage of a fast break. A delay of game can also be called if any contact is made with a player or the ball prior to the ball being passed into play. Once the ball passes the plain of being put in bounds contact can legally be made. The first delay of game results in a delay of game warning. Each subsequent delay of game will result in a team technical foul. A team technical foul results in 2 free throws by the opposing team by a shooter decided upon by the coach of that team. A team technical foul also counts as a common foul.

REMEMBER: WE ARE HERE FOR THE KIDS!!!!