

# SPRING-FORD



## YOUTH BASKETBALL

### 1ST AND 2ND GRADE DIVISION RULES

UPDATED 2024-11-08

#### TEAM & COURT

- 3 v 3 on each half of the court
- 8 ft. basket height (Use provided adjuster only and return baskets to 10 ft. after game is over)
- Home team is gold. Away team is blue.
- After each made basket, the opposing team gains possession and resumes play from the top of the key. Ball to be checked after made basket or stoppage violation.
- All possession changes must be started at the top of the key. If the ball is rebounded or stolen without hitting the rim, it still has to be taken back.
- All possessions must start with a pass. The player starting with the ball may not dribble or shoot.
- Out of bounds will be the regular sidelines, the baseline and the mid-court line.

#### GAME TIME

- Coaches can agree to run a few drills prior to starting the game. Start the game at an agreeable time to both coaches.
- Coin toss or shooting competition may determine first possession.
- Periods run for 8 minutes. You can run as many 8-minute periods as time will allow. Hard stop to allow for next game a maximum of 60 minutes after scheduled start.
- The clock does not stop except for injuries.
- There are no time outs, however, coaches can stop the game to instruct.
- 2-minute breaks between each period.
- A parent will be assigned to run the clock. The teams will stop the clock at the 4-minute mark for substitutions.
- Score will not be kept.

#### DEFENSE

- Man to man defense only.
- Defenders may not steal the ball, unless it's on the pass.
- No double teaming is allowed.
- When the offense has established possession (the beginning of possessions and all throw ins), defense will not be allowed until the ball crosses the three-point arc.
- On loose balls and rebounds, the defense may extend beyond the arc to try and secure the ball, but the team that doesn't secure possession must then get back inside the arc to defend.

## **FOULS AND FREE THROWS**

- Coaches act as the referees and call fouls as appropriate. Explain and teach each player about the foul/violation committed.
- Fouls result in a turnover.
- No free throws.
- No player will foul out.
- In any area not covered by specific league rules, PIAA rules for High School will apply.