

## 2009-2010 RULES

### 2-3 Grade Boys

### 2-3 Grade Girls

Both divisions will use 9ft hoop  
and 28.5 inch basketball.



## NO SCORE WILL BE KEPT FOR REGULAR SEASON GAMES

1. Each team needs to find a volunteer scorekeeper to run the scoreboard and to keep track of fouls and points.
2. IHSA basketball rules apply with a few exceptions:
  - A. Full court pressure may NEVER be used.
  - B. Each player in the game will wear a colored wristband, which will determine who that player guards. They can only guard the player who has the same wristband color as they have on. This prevents five players from guarding the ball at all times. A double team of any kind will result in the offensive team taking the ball out of bounds. This includes fast breaks.
    - Once teams are on the court, a wristband is locked on that player. The only time wristbands can be changed is at a timeout or between periods. You must inform the other coach that you have switched wristbands on your player.
  - C. No picks or screens will be allowed. It is impossible for the kids to play man-to-man defense when this is allowed.
  - D. No blocking of shots will be allowed. If a player is holding the ball, and it cant be determined if the ball was a shot or a pass, the ball can be stolen. We do not want players to be swatting at the ball.
  - E. No free throws will be shot for fouls. The team fouled will get the ball out of bounds.
  - F. There will be no stealing allowed on a dribbled ball. A ball that is being passed can be stolen. Traveling and double dribbling will be progressively enforced. We are trying to keep some flow to the game, so not every infraction will be called. Please use the practice times to go over these offenses so the children will have an introduction to these things.**
3. All Saturday games will consist of 4—8 minute quarters with a running clock. All weekday games will consist of 4 – 6 minute quarters with a running clock. The clock will stop at all timeouts and in the last 1:00 minute of each half. Overtime if needed, will be a 2:00 period. The clock will stop on the whistle in the last 1:00. A jump ball will be administered at half court. If teams are still tied, a sudden death overtime will result and the first team to score a point will win.
4. Each team will get 2 (1 minute) timeouts for the entire game. If overtime is required each team will get one additional timeout.
5. Any games disputes will be handled and decided by the referee.
6. A technical foul by any player or coach will result in removal from the program for the remainder of the year. This is a 2nd-3<sup>rd</sup> grade league and should be seen as a development league. Winning and losing should not be a concern at this level. The goal is to simply introduce the kids to the game of basketball and let them have some fun while learning the rules and skills of the game.
7. All players should play at least 2 full quarters of the game. Substitutions can only be made at the end of each quarter or halftime and when coming out of a timeout. The only exception is if a player becomes hurt.
8. NO jewelry of any kind can be worn. (Earrings, watches, necklaces, bracelets, etc)
9. Have fun and teach them the rules and skills of the game!