Boys and Girls of Corvallis: 1st and 2nd Grade Basketball Rules

Equipment: The Boys & Girls Club will provide practice basketballs junior size (27.5 ball size) for each team, as well as a game shirt for all participants. Each participant is required to provide their own court shoes and shorts. Also, sealable water bottles with names are encouraged.

<u>Game time regulations:</u> Four 8 minute running clock quarters. Home team supplies a clock operator. There will be no score kept for the 1st & 2nd grade league, our program is designed to develop skills and foster a positive environment. The Athletic Department doesn't feel that players at this level need a score to meet either of these program goals. There will be a one minute break between each quarter, and a 2 minute half-time. There will also be a 20 minute practice time before each game.

<u>Court dimensions/Rim heights:</u> The size of the playing court may vary depending on the gym being used. The rim height will be set at 8 feet.

<u>Game Rules:</u> Our 1st-2nd grade basketball program is designed to introduce some of the main concepts of basketball without overwhelming new players with the expectation to know every rule of the game. The following rules are to be applied to this league:

- 1) Colored wrist bands will be utilized for matching players up. The home team will assign wrist bands to each player and will be re-matched at each player substitution.
- All defenses must be man to man. There is no double teaming allowed. Players may switch on a screen, but then need to switch back once the primary defender has recovered, or stay with the new offensive player to guard until a change of possession has occurred. In the event of "help defense", a defender may provide help defense if a fellow defender is caught out of position, but once the initial defender recovers, the help defender must immediately return to his/her initial defensive assignment. Defenders may not leave their defensive assignment to attempt to steal the ball once the ball enters the key. If the offensive player with the ball dribbles by a defender who is still within 5 feet of their defensive assignment then they can make an attempt at the ball.
- Two time outs per game are allowed, one for each half. No subbing will be permitted unless a player in injured. All time outs, including the official timeouts, will last one minute and the clock will stop.
- 4) There is no limit of time an offensive player can be in the key at this level.
- Jump Balls If an offensive player is tied up in possession of the ball, the defensive team will be awarded the ball. The only time the ball is actually tossed up for a jump is the very beginning of the game. The two players must be matched according to their wrist bands.
- Player substitutions In order to comply with playing time requirements, coaches need to make sure no player plays more than 3 quarters, and less than one quarter. Exceptions are made when a team has less than 7 players. On a team that has 10 or less players, each player must play 2 full quarters. The Athletic Department encourages our coaches to provide equal playing time as much as possible. A team with 10 or more players should not have any player play the maximum limit of 3 quarters. Coaches need to be aware that we are playing with a running clock, so free substitution will result in a waste of time the kids can be playing. The Athletic Department recommends at quarter breaks, except with teams with 11 players should sub around the mid-point of each quarter. There will be a 4 minute optional sub mark within each quarter.
- Officials/Coaches/Players/Spectators behavior requirements Coaches will officiate their own games. A policy at the Boys & Girls Club of Corvallis that all parties maintain appropriate, respectful behavior before, during, and following all program activities (practices, games, etc.) Our goal of fostering a positive youth sports environment depends on it. Anybody not interested in complying with these expectations may be asked to leave the venue immediately and may not be invited to return depending on the circumstances.