

Erie Parks & Recreation
1st & 2nd Grade Basketball League Rules



1. Equipment
 - a. Game Ball shall be a junior size ball (27" or 27.5" circumference).
 - b. Basket shall be modified to 8' in height.
2. Uniforms
 - a. Team members are required to have the same color jersey with number on back.
 - b. All players must wear soft-sole rubber athletic shoes.
 - c. All players must wear one colored wristband as assigned to them by referees and/or coaches (match-up purposes).
3. Players
 - a. A team must have at least four (4) players present at game time or the game will be declared a forfeit. If neither team has the minimum number of players present at game-time then a forfeit will be declared for both teams.
 - b. Every player must participate as equally as possible in every game (see playing time chart).
 - c. Players will only be allowed to participate on a single team's roster.
 - d. Substitutions: will be allowed to enter every 5-minutes throughout the half with a mandatory play stoppage by the official at the 15:00, 10:00, & 5:00 marks.
 - e. Team Matchup: at the start of the game or after substitutions are made (before play begins/resumes), coaches will be granted the opportunity to match up players of similar skill levels with each other; five colored wristbands will provided to each coach that the players are required to wear for match-up purposes.
4. Coaches
 - a. One coach from each team will be allowed on the playing court with their respective team.
 - b. Coaches are expected to be role models and ensure that all players are displaying good sportsmanship.
 - c. Coaches are required to play all players present as equally as possible unless special circumstances apply.
5. Officials
 - a. Each game will have two Game Officials.
 - b. The Game Officials will be in sole charge of the game with the aid of the two coaches on the court.
6. Timing Rules
 - a. Games shall be two 20-minute halves with a running clock.
 - i. Player Substitutions – see players' rule above.
 - b. The clock will stop at the nearest dead ball or reasonable stop in play nearest the 15:00, 10:00, & 5:00 marks for substitutions.
 - c. Each team will be allowed one 60-second time-out per half.
 - d. Game official may call a time-out due to a player injury or any other reason. The game clock will be stopped on all official's time-outs.
 - e. Half-Time Intermission shall be 3-minutes (the gym supervisor may shorten this if games are running behind schedule).
7. Fouls
 - a. Common fouls will be called by the official but not reported to the scorer's table (ex: holding, pushing, etc.)
 - b. Any foul committed on a player in the act of shooting will award possession back to the shooting team; no free throws will be attempted.
 - c. Any Intentional Foul, Technical Foul, or unsportsmanlike behavior committed by a player will cause that player to be removed from the game for the rest of the half.
8. Offense
 - a. Teams are allowed to run offensive plays.
 - b. Teams will be NOT be allowed to fast break in either division.** After a rebound or change in possession, teams must grant the other team a reasonable opportunity to run back to their side to play defense.
 - c. Holding the ball for 10 seconds will result in a turnover.
 - d. Team scores will not be kept!**
9. Defense
 - a. All players are required to play Person-to-Person defense. (utilize wrist-bands)
 - b. Zone type of defenses will not be allowed.
 - c. Teams are not allowed to play full-court defense at any time.
 - d. Double-teaming is not allowed anywhere on court. (utilize wrist-bands)
 - e. Stealing the ball from an opponent is not allowed with the exception of stealing a pass or a loose ball.
 - f. Blocking a shot attempt is only allowed if the defender's hands are straight up and feet are on the ground.