

# West U YBL

## Rules of Basketball

### 2<sup>nd</sup> and 3<sup>rd</sup> Grade

DRAFT (11/14/2023)

#### I. General Rules:

- a. **Conduct:** Unless otherwise defined, the league will be conducted using the UIL (University Interscholastic League of Texas)
- b. **Player Division:** Divisions are determined by the current grade the student is enrolled in. An individual player is permitted to play in a division above their current grade at the discretion of the League Commissioner.
- c. **Practices:** There will be one organized practice per week.
- d. **Uniforms:** All players must wear the same color jersey with a number on either the front or the back. Players are allowed to wear a different color shirt under their uniform. Players are to have their jerseys tucked into their shorts during play.
- e. **Splints:** No splints, boots, or other hard supports may be worn during the game. Any supports must be soft and bendable. The league representative in the gym will have final approval over any device.
- f. **Team Sizes:** Teams must have a minimum of 7 registered players.

#### II. Game Rules:

- a. **Ball Size:** 28.5-inch diameter basketball.
- b. **Basket Height:**
  - i. 9 foot goals.
- c. **Duration of Game:**
  1. 8-minute running clock per quarter. Clock stops only on dead balls, and on free throws in the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarter.
  - ii. No Overtime – Games tied at the end of the regulation time will be recorded as a tie.

#### Player Fouls and Free Throws:

- iii. Individual and team fouls are recorded by the scorekeeper.

- iv. Player fouls out of game after the 5<sup>th</sup> personal foul.
- v. Upon the 10<sup>th</sup> personal foul per half, the opposing team will be awarded 2 free throws.
- vi. Players shoot at predetermined line appropriate for each gym. 2<sup>nd</sup> and 3<sup>rd</sup> graders do not line up for free throws.
- d. **Time Outs:**
  - i. Regular Season/Overtime: Two 30-second timeouts per half.
- e. **Start of Game Procedure:**
  - i. Each team must start with 5 players within 10 minutes of the start of game.
  - ii. Teams can end game with 4 players.
  - iii. Each game will start with a prayer in center of court with all players and coaches in the center circle.
  - iv. Games begin with a jump ball at the center circle. Alternate possessions will apply after that.
- f. **Scoring (2 vs 3 point)**
  - i. All shots are 2-point shots.
  - ii. When the point difference between the teams is greater than 20, the scorekeeper will not record the points on the scoreboard scored for the team that is leading.
- g. **Playing Time**
  - h. Each player will play a minimum of 8 minutes or one quarter per game.
  - ii. Substitutions take place at the start of each quarter or on dead balls.
- i. **Defensive Rules:**
  - i. At no time is defense allowed in the back court. Once possession has been determined by offense, the defensive players must return to the mid-court line before they actively guard the offensive player. This includes intercepting any passes in the back court.
  - ii. Man-to-man defense only. Coaches will assist his/her players in determining who each should guard on the opposing team.
    - 1. Double teaming is not allowed.
    - 2. Defenders can switch offensive players if picks are employed.
    - 3. Players in 2<sup>nd</sup> grade are not permitted to steal the ball from a player that is dribbling. Intercepting passes is permitted.
  - iii. All violation of rules
    - 1. If a team is violating the man-to-man defense and/or pressing after being warned, the team may receive a delay of game warning at the discretion of the referee.
    - 2. After the second delay, the opposing team will be awarded 1 free throw and possession of the ball.