

2nd – 3rd Grade Game Rules

1. **It is the coach's obligation to ensure all players receive equal playing time in all games.** Players may receive less playing time if he/she misses three (3) or more practices.
2. A 28.5 size basketball will be used and baskets will be set at eight (8) feet.
3. The game will consist of four (4), eight (8) minute quarters
4. The game will have a running clock until the last minute of the 4th quarter.
5. In the last minute of the 4th quarter, the clock will stop for all dead balls including fouls. A shooting foul made in the last minute of the game will result in 2 points and the ball will be given to the opposing team. If the shot is made and a foul occurs, the offensive team will only receive 2 points.
6. The clock will stop at the 4 minute mark (or the closest dead ball opportunity) of each quarter to allow coaches to substitute players. At this time, the coaches may come onto the court to help guide the players to the right position. As the season progresses, the coaches are asked to go onto the court less. Coaches may choose when to substitute players and are not required to sub players at the 4 minute mark. However, the clock will not stop for substituting for any other time other than the 4 minute mark. In addition, coaches may not go on the court unless at that mark. (The clock may be stopped at any time at the referee's discretion)
7. There will be no jump ball to start the game, the first possession will be determined by the referee. The alternating possession arrow will then be used to determine jump ball and possession of the remaining quarters.
8. During the regular season, all scores including ties are final.
9. All field goals made will be worth two (2) points.
10. Coach(es) may sit on the bench or stand behind the baseline but are not allowed on the court while the game is in play. All additional coaches must be seated on the bench.
11. Each team is allowed one (1), sixty (60) second timeout per half. Unused timeouts do not carry over.
12. All fouls will result in the ball being inbounded by the team that was fouled.
13. Individual and team fouls will not be kept
14. Players cannot foul out, however, if a player is continuously fouling or making non-basketball fouls, the coach must sub that player out and review the rules.

15. No fast breaks are allowed at any time. The defense must be set before the offense comes past the three point line.

16. Defensive Rule:

- Teams may play either zone or man-to-man defense
- Defenders can guard an offensive player once he/she enters the area inside the three point arc
- Defenders can only steal the ball when it's inside the three point arc they are defending
- In the last minute of the game, defenders may guard the offensive player and may steal the ball after it crosses half court.

17. There will be a liberal ten (10) second back court and three (3) second lane violation at the referee's discretion.

18. Teams may not stall while on offense. The offense must progress toward the basket and attempt to score in a reasonable time frame. If a referee or park district administrator determines a team is stalling, a warning will be assessed to that team. If it occurs a second time, the offensive team will lose possession of the basketball and the opposing team will receive 2 points along with the ball.

19. Rolling the ball is not allowed under any circumstance.

20. With the exception of the above rules, the IESA governing rules will be applied.