

# UTAH CYO

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## 2ND GRADE COED BASKETBALL RULES 2025-2026

### Sportsmanship Motto

Let the Players Play Let the Coaches Coach Let the Officials Officiate Let the Spectators  
Cheer Positively

### 2ND Grade League Philosophy

This is an instructional league. The goal is to get young children learning the fundamentals of basketball with their friends and classmates. The scores don't matter. There are no playoffs. It is purely for fun. We want to make this a positive experience for the child.

## SECTION I: GAME RULES

### I. Game Timing

- a. 2nd Grade will have four (8) minute running quarters. In running quarters the clock will stop for time outs, injuries and shooting fouls during regular play. All four quarters will be running clocks.
- b. Mercy Rule: if either team is ahead by 20 points or more, the scoreboard will only show a 20 point difference. The scorers table will still be keeping the correct score on the scoresheet. If at any point, the teams get back to within 20 points, the scoreboard will go back and show the correct score.
- c. If a team arrives 5 minutes after game time, it will count as a forfeit.
- d. Coaches must check in at the scorer's table **before beginning warm-ups**. The site supervisor will verify each coach by matching their photo in the team app. Coaches are also **required to bring a stamped, approved scoresheet** and submit it to the table prior to the start of their game. If you do not have a scoresheet, it will be a forfeit.

### II. Pregame, Half Time, & Time Outs

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- a. Pregame & Half-Time will be 2 minutes.
- b. Each coach will be given four (4), one-minute time outs in regulation play.
- c. Time outs begin when the referee signals the score table, play resumes at (1) min.

## III. Equipment and Specifications:

- a. In the 2nd grade division the foul line shall be 9 feet.
- b. In the 2nd grade division, use 28.5 size basketball
- c. The hoop height for 2nd grade will be 8 feet

## IV. Overtime

- a. 2nd grade games can end in a tie. There is no overtime in 2nd grade games.

## V. Officials

- a. For each regularly scheduled game, CYO will provide two volunteer referees. There is no way to call every double dribble and every foul for this league. The referees will be there to teach players of behavior and to instruct. The referees will use their judgment on calls to keep the players safe and keep the game moving.

## VI. Three Point Shots

- a. No three pointers will be awarded for 2nd Grade

## VII. Defense

- a. Each defensive player shall play man to man defense while the ball is in the offensive half of the court. This will be assisted by the use of colored wristbands. Each player will cover the player with the same color wrist band. Double-teaming is not allowed, except as noted below. If within 5 feet on defense, a player faced with the ball may try to steal but must maintain a five-foot defensive position with his/her original man. If the offensive player moves, the defense must move to avoid any double-teaming. \*
  - i. The exception of the above rule shall be allowed a double team of the ball while the offensive player, who has control of the ball, has some part of their body in the

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three second key areas.

**b.** When a defensive player gains control of the ball, they become the offensive team. The opposing team must then retreat to the opposite end of the court to play defense. Defense may only be played INSIDE the 3-point line.

**c.** Defensive players MAY NOT cross into the back-court to defend any player or the ball. The defensive team MAY NOT pick up ball handling errors made in the back-court.

## **VIII. Offense**

**a.** At the beginning of the first quarter only, there will be a jump ball. This will be the only jump ball in regulation play. During each quarter, teams will alternate possession on all jump balls according to the possession arrow on the score table. In addition, the possession arrow will indicate which team in-bounds the ball at the beginning of all subsequent periods following the start of the game.

## **IX. Rules Violations**

**a.** Game play violations (traveling, double dribble) will result in a stoppage of play. The referee will explain the violation and, at the referee's discretion, possession will be returned to the team that had possession of the ball. THE CLOCK WILL REMAIN RUNNING. After the first couple of weeks, possession will be given to the other team for these violations.

**b.** Shooting fouls will result in (2) free throws from a distance of 9'.

**c.** Fouls are not recorded and no player can foul out. If a player is out of control or making it unsafe for others, the referee or the site supervisor can ask that the player be put on the bench for a period of time.

## **X. General Rules**

**a.** If a team has fewer than 4 players at the scheduled start time, a grace period of 5 minutes will be allowed, after which a forfeit will be declared.

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**b.** If a team has four 4 players, they can start the game. They must have 5 players by halftime to complete the game or else it is a forfeit.

## **XI. Playing Time:**

**a.** In all Divisions, a player must play, at minimum, the EQUIVALENT time of one full quarter **(8 minutes)** for the duration of the game.

**b.** Players who arrive after the start of the fourth quarter are not eligible to play in the game.

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