

# **1st / 2nd Grade Basketball Rules**

- The Broadview Heights Parks and Recreation Department reserves the right to modify these rules at any time.
- Hoop Height: 8 feet. Ball Size: 27.5
- Game Format: 4v4
- There will be no jump ball and the game will start with the home team on the schedule having possession at half court. The beginning of each segment will be determined by the alternating possession arrow.
- No player may score more than 10 points in a half.
- One coach may walk the sidelines with their team while the other remains at the bench area.

## ***Clock***

- 8 - 4 Minute Segments.
- Clock will run continuously except:
  - Player Injury or Referees Discretion.
- There will be 1 minute between quarters and a 3 minute half-time.
- There will be no time-outs.

## ***Substitution Policy***

- Substitutions are only made at the 4 minute mark of each segment with the exception of:
  - Player Injury
  - Officials Timeout
- Please note that this is not a time out and coaching cannot be done during substitutions.
- Each player must play an equal amount of time every game and no player can play more than 4 minutes more than another player.
- If a player is removed from the game due to an injury or fouling out it will be noted in the scorebook and that time will not count against the playing time rules.
- If a player arrives late the coach is only responsible for playing that player an equal amount of time while the player is in attendance. However, that player still cannot play more than 4 minutes more than any other player.
- The official substitution record will be the scoresheet maintained by the scorekeepers.
- Playing time chart provided at the end of league rules.

## ***Defense***

- Only man to man defense is permitted. No trapping or double teaming.
- No pressing. Defense must wait until the ball passes over the half court line to pick up their player.
- No stealing off the dribble or while the player is stationary. Stealing is permitted off of a pass.

## ***Free Throws, Violations, and Penalties***

- Fouls may be called for teaching purposes but will not be tracked.
- In the event of a foul the ball will be taken out by the opposing team at the location determined by the official.
- There will be no free throws.

## ***Timeouts***

- There will be no timeouts unless for injury or an official timeout.

## ***Overtime***

- There will be no overtime period.

Playing Time Chart

- For 5v5 Leagues

# of Players in Attendance	Players	# of Segments	Total Minutes Played
11	7	4	16
	4	3	12
10	10	4	16
9	4	5	20
	5	4	16
8	8	5	20
7	5	6	24
	2	5	20
6	4	7	28
	2	6	24

- For 4v4 Leagues

# of Players in Attendance	Players	# of Segments	Total Minutes Played
10	2	4	16
	8	3	12
9	4	3	12
	5	4	16
8	8	4	16
7	3	4	16
	4	5	20
6	4	5	20
	2	6	24
5	2	7	28
	3	6	24