

RULES THAT APPLY TO ALL LEAGUES:

- All players who have braces on their teeth must wear mouth guards in order to play in any MJCCA basketball game.
- If a t-shirt is worn under a jersey, that shirt must be white or the jersey color.
- Uniforms that get blood on them must be removed. Please bring extra t-shirts to the games to avoid being asked not to play due to blood being on your jersey
- If a coach does not substitute correctly, his/her team risks a forfeit. If a player shows up late to a game the coach may use that time towards the player's playing time.

2nd Grade Boys League: (page 1 of 2)

PLAY: 4-on-4 crosscourt. No team may begin a game with less than 4 players. If a team has less than 4 players to start a game, it will forfeit the game. There is a 5 minute grace period before a forfeit is awarded.

BASKET HEIGHT: 8 Feet

CLOCK: 8 minute quarters. Running clock: except at mid-quarter substitution and last two minutes of 4th quarter (will then stop on every whistle). Clock will always stop on foul-shots.

BASKETBALL SIZE: Standard Women's Ball (28.5")

TIMEOUTS: (4) 2 timeouts per half – unused timeouts do not carry over (1 overtime timeout only).

FOUL SHOTS: Short Foul Line. Each player will shoot two (2) free-throws at the half and in the presence of an opposing Assistant Coach. Each team will shoot the same number of foul shots at the end of the first half (i.e. if one team has seven players, and one Team has only 6, the Team with 6 will have one player shoot an additional 2 shots). **Made baskets will count toward the current point total(s).**

OVERTIME: 1 (3 Minute Period)

SUBSTITUTION: Substitutions must be made at mid-quarter and quarter breaks only. All players must play at least half of each game and each player must sit out the equivalent of one quarter - unless a team has less than 6 players (no player should sit out more than 1 quarter before every player has sat out a quarter). After each half-quarter (4-minute mark), the players will line up for defensive match-ups. Please have your players on the court and ready to go quickly, as these are not timeouts, but designed to ensure that players know who they are guarding.

THE 2ND GRADE GAME RULES: (page 2 of 2)

1. **No Full-Court Pressing.** There is no full-court pressing allowed at any time; however, stalling in the back court is also disallowed. There is no penalty for pressing, but the kids will be directed by the officials and their coaches to retreat.
2. **Kids Must Retreat to THEIR Lane Before Defending.** Each team will have the opportunity to cross half court uncontested - all defenders must retreat to their lane on every exchange (and have at least one foot in the lane) until the other team crosses Half-Court - then you can come out and play defense. There is NO stalling in the back court!
3. **Fast Breaks Are Allowed.** Fast breaks are legal at any time during the game; however, if a Team fast breaks you can defend immediately.
4. **Must Play Man-To-Man Defense.** Man-to-Man defense is to be used only (no zone). Kids can steal, intercept passes and block shots at will. There is no double-teaming on the periphery; however, when the ball enters the lane, anyone can guard anyone, stealing is allowed, etc.
5. **No Fouling Out.** Fouls are not documented and a player cannot foul out of a contest. Although, coaches must instruct their teams to play proper defense and not foul as a replacement for defense. Intentional fouling to stop a quality-player will not be tolerated, and will receive a technical foul (note: intentional fouling is permitted to stop the clock late in the game).
6. **Double-Dribble & Travel.** A 4-game grace period will be instituted for strictly calling offensive violations (most notably, double-dribbling and travelling). Officials and coaches are encouraged to informally stop play to provide immediate instruction. Once the 4-game grace period has expired, such violations will be more strictly enforced.
7. **Coaches On the Floor.** Coaches are allowed on the floor for the first four (4) games. The coaches purpose will be to instruct, and NOT to interfere with play in anyway (i.e. do not touch your players or the ball). Please stay on the outside of play and away from the other coach.
8. **Mercy Rules.** Our ultimate goal is to properly challenge our kids, and teach them the reality that they may be defeated by superior skills, preparation and execution.
 - a. Again, there is NO PRESSING, defenders MUST retreat to their lane until the ball crosses half-court, and double-teams are disallowed outside the lane.
 - b. If a Team is behind by more than 18 points at any point in the first-half, or 24 points at any point in the second-half, the scoreboard will simply be turned completely off.
 - c. If a Team is behind by more than 18 points at any time, the other Team's defenders must stay in the lane at all times.
 - d. "Challenged" or "extremely incapable" players must find their place, and learn how to contribute. In the event a team is definitely behind, the coach of the prevailing team may choose to instruct their team NOT to steal from a challenged or incapable player on the periphery (but not in the lane).