

## 2<sup>nd</sup> Grade Boys

**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 4<sup>th</sup> 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 (i.e. short red line located 10ft from backboard). 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.

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). Each player on the court for a team will have a colored wristband. The players will match up with the players from the other team based upon the wristband color. Please try and match players of equal level. Assign colors at the beginning of each quarter, during substitutions and possession restarts per item # 5 below. Other notes regarding Man-To-Man Defense:

- 1) On fast breaks defend as needed to try and stop the break.
- 2) On pick n rolls, players can switch to adjust to the offensive play. Just reset to original assignments on the next possession.
- 3) A defender should not steal the ball from the ball handler while he is dribbling. This would quickly devolve into a game driven by the strong players who basically could steal at will and would be a disservice to properly teaching the offensive and defensive game to the weaker players. At the second (and even third and fourth) grade level it's more important to teach proper fundamentals of body positioning, ball handling, etc. this is an age to teach basic skills, the team concept will be better advanced by the players improving themselves before they have to worry about anything else.
- 4) Players can steal passes to/from their man. This is a good opportunity to teach when to pass, when not to and when to use bounce vs chest passes and this is a good example of how to ease into concepts of help defense, by encouraging kids to help by closing off the passing lanes.
- 5) Defensive Help - players can switch only if a player becomes unmarked/unguarded to ensure that every players on the floor is covered. When the play resets or on the next possession have kids go back to their original defensive assignments via the colored wristbands. **DOUBLE TEAMING WILL NOT BE PERMITTED. Possession returns to the player being double teamed in this instance, at half court (the clock continues to run).**

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 definitively 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).