



2nd/3rd Grade Boys & Girls Youth Basketball Guidelines

GENERAL GAME RULES

- There will be a 5-minute warm-up for each game.
- A jump ball will start the game.
- Games will be played on a full court with 9ft goals.
- Game ball will be the junior size (27.5) ball.
- Games will consist of four 8-minute quarters
- There will be 3 timeouts per game.
- Clock will run except during timeouts, free throws, substitutions, and for all whistles during the last minute of each quarter.
- Free throws will be shot from the 10-foot line. (there will be tape down to mark this line)
- The game will be stopped at the 4-minute mark of each quarter so that substitutions can be made. **Substitution breaks are not time outs, and no coaching should take place at this time.**
- The score will erase after each quarter.
- Personal fouls and team fouls will not be kept.

MATCHING UP & PLAYING TIME

- Coaches will match players up with each other at the beginning of each quarter and at the substitution mark.
- Colored wristbands will be worn by the players (RED, YELLOW, GREEN, BLUE, PURPLE) to help match up player. ***Coaches will match players up based on skill level first***, not height, to the color of wristband. This ensures players of equal skill level are guarding each other. The red wristband will indicate your strongest player and players should not move more than two (2) colors up or down.
- Players must play defense only against the player they were matched up with. Double teaming will only be allowed inside the paint.
- A player cannot sit more than two consecutive half-quarters unless that player is injured.
- A player may not play the entire game unless a team only has five players.
- If a team has 5 players, they may choose to not forfeit and play with their 5 players. If a team has 4 or fewer players that team will have to forfeit but can "scrimmage" vs. the other team; terms of the scrimmage TBD pregame by the coaches.
- A team cannot use a player not on their roster to field a team, including but not limited to friends, family, or other players on another team in the league.
- The scorekeeper shall notify each coach when a possible playing time violation is about to occur at the beginning of each quarter. It is the offending coach's responsibility to adjust his/her lineup to correct the problem.
- A player leaving the game early must check out through the scorekeeper. His/her coach must also notify the officials and the opposing coach when the player is dismissed.
- A seriously injured player will not be held accountable to the playing time requirements. Any bleeding must be stopped, and the wound must be covered before the player will be allowed to re-enter a practice or game.

- Playing time violations are to be resolved during the game. They are not considered as acceptable grounds for formally protesting the outcome of the game.

DEFENSE

- Defenses are only allowed to play MAN TO MAN. **NO Zone Defense or pressing is allowed.** Man-to-man defense is defined as requiring the defensive player to remain within arms' length of his opponent. **Double teaming is NOT allowed outside of the lane while playing man-to-man defense.** Double teaming occurs when an offensive ball handler has not dribbled past his defender and a second player leaves his assigned player and moves over to also defend the ball handler.
- ***Defense cannot be played until the offense has crossed the white line running across the court between the top of the key and half court on the offenses end of the court.***
- Players must play defense only against the player with the same colored wrist-band, unless they are playing help defense inside the paint. Double teaming will be at the discretion of the referee.
- The use of any defensive tactics that takes unfair defensive advantage of the offensive team will result in a warning for the first and second offense. A technical free throw will be shot for the third and subsequent violations.
- Example - Unfair defensive advantage occurs when an offensive ball handler has not dribbled past his defender and a second man leaves his assigned player and moves over to also defend the ball handler. Two men guarding the ball is a double-team.
- Help side defense can stop offensive penetration with the provision that when the offensive penetration is stopped and the original defender has recovered his man, the help side defender must immediately return to his original offensive man.

OFFENSE

- The use of an offensive tactic that takes unfair advantage of the defensive team will result in a warning for the first and second abuse and a turnover for each subsequent violation.
- ***Offensive player is limited to five (5) seconds in the key.***
- Example - Unfair offensive tactic would include a player formation on the court that continuously isolates one offensive player on one defensive player.
- Any technical foul assessed against one team will result in the other team being awarded technical free throws. Coaches and/or players receiving two or more individual technical fouls in a game will be automatically ejected from the remainder of that game and further suspended from participating in the next scheduled game. Any team receiving a total of three (3) individual technical fouls will automatically forfeit the game regardless of the score.

COACHES

- Brushy Creek Youth Leagues only allow for one coach, (the head coach) to stand at the bench or coach out loud to the players in the field of play during the competition. All other coaches must remain seated and coach only the players on the bench. Violations to this rule will result in a warning for the first and second offense. A technical foul will be called, the offensive team will shoot technical free throws and receive the ball back for the third and subsequent violations. Violators may be removed from the bench at anytime by BCCC staff or by the officials of the game.

* In situations not specified in the above rules, we will defer to UIL rules*