

WE ARE HERE FOR THE KIDS. THE GAME SHOULD BE FUN.

WESTLAKE YOUTH BASKETBALL ASSOCIATION

Rules – **Second Grade - Boys and Girls**

NOTE: Remember the “**players agenda.**” They are playing for three reasons: To have fun, to learn the game, and to be with their friends. The coach’s role and these rules are to facilitate the “players agenda.”

WHEN AT LEAST ONE TEAM HAS 8 OR FEWER PLAYERS

Game Timing: Games will consist of four (4), eight (8) minute quarters. Each quarter will be divided into two (2) four (4) minute half-quarters. The time-keeper will stop the clock at the 4:00 minute mark of the quarter to allow substitutions. Play will continue until the referee can stop the game without interfering with play. Player substitutions will be made once referees call for substitutions.

Playing Time:

Minimum Playing Time: Each player must participate in at least four (4) half-quarters.

Minimum Sitting Time: Each player must sit out a minimum of one (1) half-quarter (if the team has 6 or more players).

Late Players:

Any player arriving prior to the 4:00 minute mark of the first quarter is considered to have been there for the full game. All minimum playing time/minimum sitting times would apply. The first 4:00 minute half-quarter could be used as the player’s required minimum sitting time.

Any player arriving after the 4:00 minute mark of the first quarter is considered late. The coaches will do the best they can to meet the minimum playing time/minimum sitting times for the player **without** unduly penalizing those players who were on time. This provision also applies when a player is injured or becomes ill during the game.

WHEN BOTH TEAMS HAVE 9 OR MORE PLAYERS

Or When Both Coaches Agree Before the Game to Play 20 Minute Halves

Game Timing: Games will consist of two (2), twenty (20) minute halves. Each half will be divided into four (4) five (5) minute sections. The time-keeper will stop the clock at each 5:00 minute mark (15, 10 and 5) of the half to allow substitutions. Play will continue until the referee can stop the game without interfering with play. Player substitutions will be made once referees call for substitutions.

Playing Time:

Minimum Playing Time: Each player must participate in at least four (4) five minute periods.

Minimum Sitting Time: Each player must sit out a minimum of one (1) five minute period (if the team has 6 or more players).

Late Players:

Any player arriving prior to the 5:00 minute mark of the first half is considered to have been there for the full game. All minimum playing time/minimum sitting times would apply. The first 5:00 minute period could be used as the player’s required minimum sitting time.

Any player arriving after the 5:00 minute mark of the first half is considered late. The coaches will do the best they can to meet the minimum playing time/minimum sitting times for the player **without** unduly penalizing those players who were on time. This provision also applies when a player is injured or becomes ill during the game.

Score will not be kept during the game.

A coin toss will determine the first ball possession and play will begin at the mid-court line. Alternate possessions will occur thereafter.

Each team is permitted one [1] time out per half. Each time out period is one [1] minute. The half time period is two [2] minutes.

Coaches may not move onto the court to assist in coaching. They may, however, move along the sidelines to assist unless instructed not to do so by the referee. The referee has the authority to limit the coaches movement to the "coach's box." The referee may limit the number of coaches standing, including requiring all coaches to sit.

Teams will not shoot free throws. The ball will be taken out of bounds after a foul.

Man- to- man defense will be played. Double teaming is not allowed. Each player on the court will wear a colored wristband. Players wearing the same colored wristband will guard each other. (i.e. red guards red, blue guards blue, etc.) The defensive player should begin guarding his opponent between the mid-court and free throw lines.

Screens are permitted; however an emphasis will be placed on calling moving screens. It is very important to teach both the ball handler and screener the correct way to run this play.

No pressing; defensive player picks up the offensive player between the midline court line and the top of the key.

Steals are permitted.

Substitutions may occur during the game by either team when the ball is out of play, between quarters, half time or time outs (in addition to the 4:00 minute mark of each quarter). A player may not enter the game until the referee calls the player onto the court.

Teams will play with a maximum of five [5] players on the court. A team must have at least four [4] players to start the game; the opponent may play with four [4] players.

The net rim is to be set at eight [8] feet by hand crank available in each gym.

Passing and dribbling will be emphasized. Double dribbling and traveling will be called loosely. An offensive player **cannot** occupy the lane/paint for an extensive period of time. This will be called loosely. Five seconds will be used as a guide.

After game 4, we will begin calling traveling, double dribbling and lane violations more closely.

Misconduct or Rough Play: A player who is being disruptive or too rough may be required to sit. If the behavior continues the coach and/or referee has the authority to withhold him from re-entering the game. If this happens the Executive Director will be contacted to determine if additional action is needed.

If a question arises during the game, the referee's decision is the final authority.