

The Center of Bryant

2nd Grade Youth Basketball League Rules

Guiding Principles

The goal of this league is to provide a fun and educational basketball experience and the point of the game is to score more points than your opponent. However, the manner in which coaches go about that should be done by considering the ideals we have discussed in the coaches meetings. This league is a beginner level program and should create an environment that encourages all the players to want to continue playing basketball and enjoy the game.

- Games will consist of four (4), eight (8) minute, running periods. The clock will run continuously throughout the game except for the final two (2) minutes of the fourth quarter. In those two (2) minutes the clock will be ran like a regulation game clock.
- Teams will have three (3), 30 second time outs per half.
- Games will start with the home team having the ball first and then alternating possession for the rest of the game.
- Teams will always show good sportsmanship and strive to have fun.
- Any rules not discussed will be at the discretion of the referees as interpreted by the league supervisor or the Recreation Superintendent.
- If a coach is ejected, they must leave the building and sit the following game. Two (2) ejections in a season are terms for dismissal.

Court

The game will be played on an abbreviated, full court from free-throw line to free-throw line for length with standard width.

- There will be no 3-pt shot in this league.
- Goals will be set at nine (9) feet.
- The court will be the length of the volleyball court and the width of the regular basketball court. The free throw line will be 12 feet from the basket.

Teams

Each team shall consist of at least five (5) players with no more than 10 players on a roster.

- Each player must play at least 15 minutes every game and must play at least one stretch of six (6) minutes without coming out of the game. If there is an issue with playing time the league supervisor or the Recreation Superintendent will enforce this playing time. There are circumstances where this could vary due to injury or other reasons.

- Defensive teams can play man to man or zone.
- Defensive teams cannot pick up the ball until it crosses half court nor can they ½ court trap.
- If a team is behind by 15 points or more, the clock will not stop like a regulation clock the final two (2) minutes of the fourth quarter.
- Substitutions shall be permitted by any team when the ball becomes dead.

Fouls/Free-Throws

Foul calls are at the complete discretion of the referees on the court.

- Players will foul out upon their 6th personal foul.
- An Intermediate size (28.5") ball will be used during play.
- Bonuses for team fouls will be seven (7) per half for one and one free-throws. Double bonus will be 10 team fouls and result in two (2) free-throws, per half.
- There will be no lining up for free throws and the non-shooting team will take the ball out after the free throws
- There will be no lane violation called.
- Teams will have five (5) seconds to throw the ball in for an out of bounds play. (Leniently called)
- There will be a 15 second back court violation enforced if a team is purposely trying to run the clock (at referee's discretion).

Overtime

- If a game is tied after regulation, there will be a two (2) minute overtime using regulation clock.
- If the game is still tied after the initial overtime, "sudden death" overtime will commence immediately following where the first team to score wins.
- Overtime possession will be determined via a coin flip or other non-partial means that the referee decides (i.e. rock, paper, scissors).



For more information please contact:

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