

## **VYO 2<sup>ND</sup>-3<sup>RD</sup> GRADE BASKETBALL RULES**

- 1. The league is for the kids to enjoy basketball while getting a better understanding of the rules and the way the game is played.**
- 2. All rules of basketball will apply with the following exceptions.**
- 3. Each quarter will be an 8 minute running clock, with the last minute of each quarter stop & go.**
- 4. All players must play (1) full quarter each half. No player may play in more than three quarters. If player has unexcused practice the previous week, the coach is not bound by playing time restrictions. Both teams will keep a score book monitoring quarters played.**
- 5. Any defense must be played, (K & 1<sup>st</sup> grade play a 2-3 zone). The defense may not extend beyond the three point circle. If, after 15 seconds, the offense has not penetrated the three point circle, the defense may extend to half court. In the final minute of each half, the defense may extend to half court.**
- 6. No double teaming unless the player with the ball is in lane.**
- 7. Teams must drop back after change of possession- no full court pressing.**
- 8. Teams are allowed one (1) time-out per quarter.**
- 9. In case of a tie, a two (2) minute overtime will be played. No more than two overtimes will be played.**
- 10. Coaches are to conduct themselves as gentlemen and are responsible for the behaviors of their players. The coaches should set examples for the players. Calls made by the referees are final- they are not to be contested.**
- 11. Any player caught fighting or acting unsportsmanlike will forfeit the right to play the rest of the game. This will be left to the discretion of the referee.**
- 12. Players and guests will refrain from climbing on or using any of the equipment in the gym.**
- 13. Any shot made from the three point circle is only worth two points.**

**AGAIN REMEMBER- WE ARE HERE FOR THE KIDS TO LEARN BASKETBALL!**

# VYO PLAYING TIME REGULATIONS

These are NOT suggested guidelines, but MANDATORY REQUIREMENTS

Each player must play at least ONE FULL, UNINTERRUPTED QUARTER IN EACH HALF. There will be no more splitting of quarters by minutes.

The five players that start the game MUST play the entire first quarter with no substitutions. Any player that does not play in the first quarter must play the entire second quarter. Likewise, players that start the third quarter must play the entire third quarter, all others must play the entire fourth quarter.

In a situation where a team has less than 10 players, a player or players who play the entire first quarter will also play in the second quarter. These players are not required to play the entire quarter. Note- we are not counting minutes; if a player appears in any portion of a quarter, this counts as their entire extra quarter. Because a player is required to play a full quarter in each half, this eliminates that player from one of the quarters in the second half. **NO ONE PLAYER IS ALLOWED TO PLAY IN ALL FOUR QUARTERS.**

Example- Your team has eight players.

	<u>Quarter Played In</u>
Player A	1 2 3
Player B	1 2 3
Player C	1 2 3
Player D	1 3 4
Player E	1 3 4
Player F	2 4
Player G	2 4
Player H	2 4

You start A,B,C,D, & E, who must play the entire first quarter. Players F,G, & H must play the entire second quarter. Players A & B also start the second quarter. With four minutes remaining in the second quarter, you substitute player C in for A. This is a legal substitution. Players A,B, & C have now already used two of their allowable 3 quarters, even though A & C neither played the full quarter in the second quarter. In the second half, you start players A,B,C,D, & E, who must play the entire third quarter with no substitution. To start the fourth quarter, you start players F,G,& H, who must play the entire fourth quarter with no substitution. In this example, you can also only play D&E, because A,B, & C have used up their allowable 3 quarters.

If a player fouls out prior to completing the required 2 quarters of playing time, the player does forfeit their right to continue in the game. The replacement player for the fouled out individual is still bound by the three quarter limitation.

The rule on an unexcused absence negating your obligation to play a player is still in effect. If this situation occurs, and you don't plan on playing this particular player, advise the other coach before the game starts of this decision. I would also recommend informing the parent beforehand.

Obviously, I expect each coach to be flexible on these rules if a player becomes ill or injured during the game; do not force a sick child to fulfill their quarter requirement.

**THE FIRST OFFENSE FOR VIOLATION OF THESE RULES IS A TWO SHOT TECHNICAL AND POSSESSION OF THE BALL. THE SECOND VIOLATION IS A GAME EJECTION FOR THE RESPONSIBLE COACH.**

## **REFEREE STANDARDS**

**While playing basketball is supposed to be fun, it is also a dual function of the VYO to teach. Players 7-10 years old are old enough to have a grasp of these rules.**

**Starting with game in January, enforcement of ball handling violations should be more strict, especially double dribble and traveling.**

**Coaches- Review these rules concerning these infractions, and warn the players that the referees will start calling them closer.**

**Referees- At the start of each quarter, remind the players of the tougher standards.**

**It is important that the players understand the infraction called. Be clear in your calls, and do not hesitate to take time to explain these rules.**

## **ADDITIONAL PLAYING TIME REQUIREMENTS**

**Two additional situations need to be clarified concerning playing time.**

- 1. If a game goes into overtime, there are no restrictions on who plays. If a player has already played in three quarters, they are allowed to play in the overtime period.**
- 2. Two players, A&B, have played the entire first quarter. You elect to start A in the second quarter. With five minutes remaining in the second quarter, you substitute B in for A. With one minute left in the second quarter, you re-enter A for B. Restated, you are allowed to continually rotate any players into and out of the game that are playing in their "extra" quarter.**