

Boys & Girls Clubs 1st/2nd Grade Game Rules

- We attempt to play 45 minutes, with breaks as needed. We play 5 on 5 most of the time. However, if both teams have fewer than 9 members present, it is best to play 4 on 4.
- 8 foot hoops will be used to promote good shooting form. Coaches will be encouraged to stress proper shooting form taught during the camp.
- Each coach should designate a “passer” for inbounding and a “dribbler” to advance the ball up court. Different players can assume these roles during each game to keep everyone involved.
- We **do not** keep score at the 1st/2nd grade level. But, we will work to keep competition appropriate, with several levels of play within the league.
- The basic rules of basketball apply to 1st/2nd grade games such as traveling, double dribble, etc. The referee will stop play and coach the players. After several attempts to change the behavior, he will call a turnover of possession. As the season moves forward, the referee’s should make their calls “tighter” to the rules.
- No “stealing” is allowed. Players can intercept passes and recover lost dribbles, but they can’t take a ball from a player. If we allowed stealing, the stronger, more aggressive players would dominate weaker players.
- Referees will encourage players to put their hands straight up on defense when a player picks up their dribble. They will discourage “hovering” or “reaching” to take the ball.
- If a player is dribbling or holding the ball continuously, interrupting play, the referee will count out loud to three, giving the player notice to either pass the ball or shoot the ball.
- No presses. Players must be taught to get back on defense. We ask them to retreat below the red volleyball line to pick up the player they are defending. Colored wrist bands are used for match-up purposes. Double teaming will be discouraged.
- One free throw shot will be allowed on shooting fouls from a closer spot on the floor. This is about 2 steps forward from the free throw line.
- Screens are great. Players must be taught the difference between a good screen and a moving screen.