

## 2<sup>nd</sup>-3<sup>rd</sup> Grade Rules

<b>Goal Height:</b>	9ft
<b>Ball Size:</b>	Intermediate (28.5)
<b>Court Size:</b>	Cross Court
<b>Format:</b>	Teams will have a 40 minute practice period upon arrival to facility. Proceeding this, teams will play their game. Teams will play 4-on-4.
<b>Game Length:</b>	2 – 15 minute halves
<b>Clock:</b>	Running Time
<b>Substitutions:</b>	Subs enter at any dead ball.
<b>Intermissions:</b>	2 minutes at half time.
<b>Time Outs:</b>	Each team is allowed (1) 30 second timeout per half. Clock will stop for all time outs.
<b>Scoring:</b>	Scoring will be kept. We ask that a volunteer from a team keep score.
<b>Pressing:</b>	No Pressing. When defense rebounds, opposing team falls back past half court.
<b>Defense:</b>	NO zone defense. Players will play man to man. At the start of play following quarter or substitution, players will meet at half court and match up to the person they are guarding. <b>NO DOUBLE TEAMS.</b>
<b>Stealing:</b>	<u>NO stealing the dribble.</u> Players may steal a pass.
<b>Jump Ball:</b>	Will occur to start the game and at the half. During game play, when jump ball occurs, possession will alternate.
<b>Free Throws:</b>	NO free throws – to keep pace of game going.



## 2<sup>nd</sup> and 3<sup>rd</sup> Grade Rules

**Violations:** Ball will go to opposing team

- Stealing Dribble
- Travel
- Double Dribble
- Intentional Double Teaming a Player
- Stalling – Discretion of the referee
- Offensive 5 seconds in key
- 10 seconds - backcourt
- Personal Fouls – pushing, holding, tripping, charging, etc.

**(Weeks 1-2)** Fouls called and ref will explain violations with ball going back to player committing violation (excluding personal foul).

**(Weeks 3-6)** Fouls called, explanation of violation and ball will be given to other team to inbound.

### **Technical Fouls:**

- Foul committed by player, coach or spectator for unsportsmanlike conduct.
  - Arguing with Referee
  - Profanity
  - Delay of game – Discretion of referee
  - Flagrant foul deemed unacceptable conduct by referee
- **Penalty**
  - 1<sup>st</sup> Offense - Removal from game for remainder of quarter
  - 2<sup>nd</sup> Offense – Removal from game for remainder of the game

### **Important Notes**

- If a team is lacking players on game day, we will ask to move players from opposing team to “even up” playing field.
- Officials will be liberal in their calls and will instruct players for the first 2 weeks. Following 2 weeks of play, officials will begin calling violations as they occur.
- MPPR reserves the right to modify or change rules during season.