

BEREA YOUTH SPORTS COMMISSION

1st & 2ND Grade Basketball Rules

- Games will consist of two 12 minute halves and a 6 minute halftime.
- The running clock will stop every 3 minutes for substitutions (8 total segments). The clock will only stop on fouls unless its within the last minute of each half. In the last minute, the clock will stop on both fouls and made baskets.
- Each team will have two time outs per half.
- Teams may start / finish with 4 players but must add a fifth when they arrive
- Foul shots will be awarded for shooting fouls. Official will increase foul and traveling calls over the course of the season.
- Colored wrist bands will be provided for defensive assignments. Coaches and officials will attempt to match-up players based on size and skill level. Arm bands may only be changed at the beginning of each segment. Man defense only. Players must guard the opposing player with the matching color wrist band. Fouls will be called for zone defense.
- No ball screens
- Players have 10 seconds to bring the ball across half court.
- A player cannot hold the ball for more than 10 seconds without passing or shooting.
- Hands up defense. Stealing is allowed only on passes.
- No overtime except for playoffs. In the playoffs a 3 minute additional period will be played. A jump ball will start overtime, (1 timeout per team). If there is no winner after 3 minutes, teams will repeat 3 minute overtime periods until a winner is determined.
- Coaches will follow segment sheets in order to ensure equal playing time for all players. The segment sheet breaks down how many maximum and minimum segments players need to have based upon thenumber of players. No player can play 2 segments more than another. Coaches must turn in a filled out segment sheet prior to the start of the game using jersey numbers rather than player names.
- In the case a player exits a segment early, they must be replaced by player with the fewest segments played.

