

2022
MARCH MADNESS
1st - 2nd Grade Rules

1. Playing Times

- Be on time! All games & practices must start and finish on time. Gym time is tight, clear your team off court & bench quickly.
- Practice time should consist of team drills that focus on basic fundamentals – dribbling, passing, rebounding, shooting, foot work, moving without ball, etc. You can scrimmage the last 15 minutes of practice IF you think that benefits your team. **Please do not scrimmage the entire practice time.**
- **EVERY PLAYER GETS EQUAL PLAY TIME EVERY GAME!!** Substitutions should occur appx. every 4 minutes of clock running time.

Referee will stop play if:

- Player is blatantly running with the ball. Ref will stop player and let him/her begin again.
- Ball out of bounds. Play resumes by Ref taking the ball out of bounds giving ball to appropriate team.
- Jump balls? Ref will give ball to appropriate team (alternating team possession).
- 5 minutes for team warm ups. 3-minute half-time break. 30 second breaks in between periods 1 & 2 and periods 3 & 4.
- Each of the 4 quarters will be 8 minutes running clock. Clock will be stopped for injuries or instruction time only (approved by the Ref). Clock will be stopped for player substitutions appx at 4mins. each period.
- Each team will get two 1-minute time outs per game.
- One overtime period of two (2) minutes will be allowed. If the score remains tied, the game will be declared a tie game.

2. Defense

- Play zone defense only (**NO MAN-TO-MAN COVERAGE**)
- No full court pressing. No double teaming.
- Once the defensive team gets clear possession of a rebound, the opposing team must allow them control and drop back past half court back into player's defensive zones. **Hands up defense. Defense can only pick up the offensive player inside the 3-point arc. Defenders may only steal the ball on a pass and only inside the 3-point arc. The ball cannot be stolen off the dribble or out of the hands of player.** Encourage passing around the key. Beginner players need to learn this skill, we don't want to inhibit instruction time by having the ball ripped out of "beginner player's" hands every time they have the ball.

3. Fast break Rules

- Keep fast breaks to a minimum, doing so will allow the game to slow down & offensive players to set up and run taught plays.

4. **Equipment and Scoring**

- ALL JEWELRY MUST BE REMOVED BEFORE PRACTICES AND GAMES TO PREVENT INJURIES
- Balls used are the 27.5" junior size for 1st-2nd graders.
- A first aid kit is available in the downstairs office if one is not out on scorekeeper table. Ice packs are located in small white frig in the office as well.
- No 3-point shots are scored as 3 points. 2-point shots only.
- If score becomes very one-sided by half time, you can reset the scoreboard to "0" if both coaches agree.

5. **Coaches Rules and Bench Conduct**

- Safety always comes first.
- Coaches must have starting players "game ready" prior to the end of the five minute warm-up period.
- Only team players and a maximum of two (2) coaches are allowed on a team bench. All players on the bench must be seated throughout the game.
- Coaches are responsible for team and parental behavior. Coaches, parents, players, and spectators should focus on the spirit of the league. Unsportsmanlike conduct **WILL NOT BE TOLERATED**, especially if directed toward game officials or participants. **(See March Madness Code of Conduct.)**
- Each team must have the same colored shirts or jerseys. (Pennies are available in the office if needed.)

6. **Gym Rules**

- No black-rubber soled tennis shoes.
- All water bottles and drinks must be kept in the container on the bench. **MAKE SURE YOUR PLAYERS LEAVE WITH WHAT THEY CAME WITH!**
- No food or drinks on court.
- COACHES, PLEASE clear bench area of all trash for the next team and put anything left behind in the lost and found located at the bottom of the east end stairwell.

