

2017-2018 CLBL 1st-2nd GRADE HOUSE LEAGUE RULES REFERENCE GUIDE

Game Start: Referees may designate the length of warm-ups and halftime, but cannot dictate starting prior to the scheduled game time unless both coaches agree. If possible, in order to maximize the flow of games over the course of a day, teams are encouraged to be onsite and ready to start play 10 minutes before their scheduled game time.

Basket Height and Court Adjustments:

| Basket Height | Ball Size | Free Throw Line | Jump Over FT Line | 3 point shot |
|---------------|-----------|-----------------|-------------------|--------------|
| 8 FEET | 27.5" | -24 INCHES | YES | If available |

Playing Time: For Grade 1-2, playing time is measured by quarters and not by cumulative minutes. Substitutions are permitted to allow for a more equitable distribution of playing time and never to violate the quarter-based rules. There are no playing time restrictions in overtime.

| # OF PLAYERS | <u>MINIMUM PLAYING TIME</u> | <u>MAXIMUM PLAYING TIME</u> | IN-QUARTER SUB |
|--------------|-----------------------------|-----------------------------|----------------|
| 6 | 75% | 100% | YES |
| 7 | 50% | 75% | YES |
| 8 | 50% | 75% | YES |
| 9 | 50% | 75% | YES |
| 10 | 50% | 50% | YES |

A substitution may be made for a player required by a game official to leave the court due to injury, illness or rule infraction. The substitute should be a player that was intended to play less than 75% of the game. The quarter will be considered as played in full for the exited player and sat out in full for the substituted player.

Allowable Point Differential: Playing or coaching to win is acceptable, but deliberately running up the score is prohibited. Techniques such as substitutions, position assignments, and type of defense played, assigning players to work on their weaker hand, and encouraging better player to work for an assist rather than a shot are strongly encouraged. Coaches shall use these techniques in order to maintain the following point differential:

| GRADE | MAXIMUM POINT DIFFERENTIAL |
|------------|----------------------------|
| 1-2 GRADES | 10 POINTS |

The coach of a team trailing by more than the above point differential may irrevocably elect a continuous running clock (except for time-outs and foul shots).

Time Outs: Three (3) full one (1) minute and two (2) 30-second time-outs per game. Unused time-outs after regulation are carried over into overtime and an additional full time-out is allotted to each team.

Free Throws: A single free throw will be attempted on shooting fouls. In a situation where no basket was made, that free throw is worth two points if successful; in a situation wherein the the basket was made (i.e. "and 1"), that free throw is worth one point if successful.

Game Time:

- 4, 10 minute (running clock) quarters, with one 3-minute overtime period (if needed)
- If score remains tied after one (1) overtime period, the game shall end in a tie.

Defense:

The following defensive rules are in effect in 3rd grade leagues:

- While the ball is being walked up from the backcourt, defensive players must remain below the top of the key. If the ball is dribbled across the half-court line, **defense may not be initiated until the ball and both feet of the dribbler are across the half-court line.** If the ball is passed across the half-court line, defense may be initiated as soon as the receiving player touches the ball (establishing control of the ball is not necessary). Any pass from midcourt into the region below the top of the key shall be considered live and defense can be initiated without constraint. The intent is to allow the offense to regularly advance the ball into the forecourt and establish an offense.
- **No trapping or double team defenses** (i.e., defenses designed solely as such) are allowed in 1st or 2nd grade Leagues. Proper "help" defensive techniques are allowed and should be taught and used. In most cases, double- teaming in the lane is considered proper help defense. Defensive players may not simply stay in the lane or "hawk the ball" without proper defensive position between their man and the basketball. The intent is to promote proper team defense and offense, not to create defenses that are ever more exotic and offenses that take advantage of the rules or simple disparity of player talent, at the expense of teaching fundamentals.
- **Zone defense is not allowed** in 1st and 2nd Grade Leagues, and only man-to-man (hereinafter "MTM") defense is permitted. The intent is for players at this level to develop their MTM skills first, as follows: 1). MTM Defense "On the Ball": When the person a defender is assigned to guard has the ball, the defender must be in an active guarding position and move his or her position on the floor in relationship to where their assigned opponent moves, endeavoring to maintain no more than an arm's length distance from their opponent; 2) Defending "Off the Ball": When the person a defender is guarding does not have the ball, a defender shall employ the "ball-player-self" or "triangle" concept, positioning his or her self so that he or she can see the ball while keeping track of his or her assigned opponent. In either case, a defender may leave his or her position on the floor to provide proper "help" defense, or defend a player entering the lane.
- For 1st and 2nd Grade, **backcourt defense is prohibited** throughout the entire game, to include overtime.