



Meridian Township Parks & Recreation

BASKETBALL RULES

2nd & 3rd Grade

Any questions or concerns please call:
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PLAYING THE GAME

OBJECTIVES

- Emphasis will be on maximum participation by each youth.
- Each player will learn and/or improve upon individual basketball skills as well as to improve upon team play, group cooperation and sportsmanship.
- **Instruction** and **recreation** shall be of more importance than competition.

The Michigan High School Athletic Association (M.H.S.A.A.) rules shall govern play with the following exceptions:

- **PLAYING TIME** - All players are given an equal opportunity to participate. The only exception would be in case of an injury, illness or disciplinary action.
- Program will be a 4 vs 4 program.
- **FORFEITS** - There will be no forfeits. If one team is short players they may borrow from the opposing team. Every effort should be made by the coaches to have a game if enough players are present.
- **GAME TIME** - The game will consist of four quarters of twelve (12) minutes each, with a running clock. Please start on time and end on time.
- **CLOCK** will stop only for the following: Split the quarters in 3rds. The (4-minute marks). Stop the clock at 4 min and 8 min mark of each quarter for substitutions. Time outs or injuries. This is not a time out.
- **SCOREKEEPERS & TIMEKEEPERS** - The home team (listed first on the schedule) is responsible for supplying a scorekeeper.
- **JEWELRY** - For safety, players are not permitted to wear jewelry during a game (i.e. earrings, bracelets, necklaces)
- **BREAKS** - There will be no rest between periods. There is NO HALFTIME.

- **TIMEOUTS** - Each team is allowed two (2) thirty (30) second time-outs per game. The clock will stop for all timeouts.
- **KEEPING SCORE** - At the conclusion of each quarter the scoreboard will be returned to zero.
- **SUBSTITUTIONS** will be made at the 4-minute and 8 min mark of each quarter and at the quarters end. (Unless there is an injury or fatigue). Coaches try to line up your best player against their best players. The mid-period break is not a time-out. Substitutions are to be made quickly to keep games on schedule.
- **JUMP BALLS** - Games will begin with a jump ball and the alternating possession rule will be in effect for the rest of the game.
- **REFEREES (COACHES)** may feel it is not necessary to call all rule violations that are committed. They are encouraged to use their discretion in calling violations.
- **VIOLATIONS FOR THE FIRST 4 GAMES WILL BE CALLED AS:**
 BLOW THE WHISTLE EXPLAIN THE VIOLATION AND THEN GIVE THE BALL BACK TO THE PERSON AND PROCEED WITH THE GAME. START AT HALF-COURT
- **VIOLATIONS FOR THE LAST 3 GAMES WILL BE CALLED AS:**
 Blow the whistle explain the violation and the other team will get the ball out of bounds.
- **FREE THROWS LAST 3 GAMES:**
 Each team will line-up and shoot free throws a minimum of one time per game from 12ft.
- **RIMS**
- **2ND GRADE** WILL BE SET AT 8.5 FEET ..
3RD GRADE WILL BE SET AT 9 FT
 ARRIVE AT PRACTICE AND CONTACT THE CUSTODIAL STAFF.
- **DEFENSE**
 - Only Man to Man defense is allowed
 - Small gym there will be no over and back
 - No stealing is allowed when the opposing player is dribbling the ball. You may steal only on giveaways and passes.
 - DOUBLE-TEAMING is not allowed, unless in the paint, a teammate can help block a shot.
 - Once the defense has re-bounded the ball, all players must immediately retreat to the other side of half court. The offense must be allowed to cross-center court before being defended.
 - Personal fouls will not be tracked. It is the responsibility of the coach to control their players. If play becomes too physical, player substitutes may be necessary.
- **SPORTSMANSHIP** Please have kids line up before the game and shake hands and say good luck. At the conclusion of each game, coaches and players will congratulate members of the opposing team.
- **Street shoes and boots** should not be worn in the gym. Basketball shoes should be carried to practice and games so that they arrive clean and dry. Please change shoes in the hallway.