

NORTH TEXAS YOUTH BASKETBALL ASSOCIATION

2nd & 3rd GRADE BASKETBALL RULES

1. National high school rules apply with the following exceptions.
2. Clock shall be continuous with four (4) 10-minute quarters, stopping only for timeouts.
 - 2.1. Games shall have three (3) minutes for halftime. There shall be at least five (5) minutes between games.
 - 2.2. Overtime Period Rules and Procedures
 - 2.2.1. During the regular season, overtime will be one (1) sudden death 2-minute period. If neither team has scored at the end of the 2-minute period, the game will result in a tie.
 - 2.2.2. During the end of season tournament, overtime will be 2-minute periods, continuous clock. If there is not a winner after the first overtime period, play will continue in the same format until a winner is determined.
 - 2.3. The league shall support a minimum playing time policy for all regular season AND tournament games. During every game, each player should play at least 10 minutes of said game. Any coach or team found manipulating or violating the above rule shall be subject to disciplinary action by his/her community commissioner and/or their organization.
3. Each team shall have four (4) 60-second timeouts to be used at any time during the game.
 - 3.1. Either team may call dead ball timeouts. Live ball timeouts may only be called by the team with possession of the ball. Any coach or player may call timeout.
 - 3.2. If a timeout is called immediately before a free throw or free throws are to be shot, the game clock shall restart when the ball is touched in live play following a missed free throw or when the ball is touched after being inbounded following a made free throw.
 - 3.3. If overtime is needed, each team will be given one 60-second timeout. Unused timeouts from regulation play may **NOT** be carried over to overtime.
4. Forfeit time is five (5) minutes after scheduled game time. A team may start and continue playing a game with four (4) players. The opposing team may still play with five (5) players.
 - 4.1. Referee fees for a forfeited game shall be the responsibility of the forfeiting team's community. The community that forfeits shall be responsible for reimbursing North Texas Youth Sports. The referees on duty shall be released at the time of the forfeit and are not obligated to officiate the forfeited game.
 - 4.2. If a forfeit is declared because the forfeiting team was late and the coaches still choose to play the game, they shall be required to supply their own referees. This game must not delay the next game.
5. Players shall use a 28.5" basketball
6. Goal height for 2nd grade shall be 8' (feet)
7. Goal height for 3rd grade shall be 9' (feet)

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8. Teams may play half court man-to-man or zone defense.
 - 8.1. Teams may only play defense in the front court (i.e., no backcourt pressing or trapping).
 - 8.2. Teams must begin defense inside the 3-point arc and may not extend beyond the 3-point arc until the offensive team crosses half court.
 - 8.2.1. 2nd grade may only play half court man-to-man or zone (no designed trapping defenses)
 - 8.2.2. 3rd grade may begin incorporating a half-court trap provided they begin behind the 3-point arc and wait for the ball to cross half court.
 - 8.3. If a team gains a 15-point advantage, the defense must remain within the 3-point arc and may only defend within this area. Defense is considered inside the 3-point line if their feet remain inside the 3-point line; players can reach for the ball.
 - 8.4. The head coach shall be warned after the first violation of these rule(s). For each violation during the remainder of the game, the head coach shall be given a technical foul.
9. Each Player is allowed five (5) fouls per game.
 - 9.1. Any coach or player assessed with two (2) direct technical fouls in a game shall be ejected from the game AND required to sit out the next game. Ejected coaches and players shall be asked to leave the gymnasium. Bench fouls DO NOT count towards direct technical fouls.
 - 9.2. Any flagrant foul constitutes ejection from the game for the offending player. Any team committing two (2) flagrant fouls in one (1) game shall constitute a forfeit of that game and the next scheduled game.
 - 9.3. All technical, intentional and flagrant fouls will result in a single (1) free throw worth two (2) points and possession of the ball.
 - 9.4. Coaches and players involved in any of the above activities shall be subject to league review and can face possible disciplinary action.
10. Bonus free throws will be awarded once a team has committed ten (10) team fouls per half. The player will shoot one (1) free throw for the value of two (2) points.
11. 2nd and 3rd grade shall have a 5 second lane violation; the 5 second count shall only begin once the ball has crossed the 3-point line the first time.
12. Traveling shall be strictly called within the 3-point arc. Traveling in other areas of the court shall be called at the referee's discretion or where an advantage is gained.
13. Players shall shoot free throws from a 12-foot free throw line which shall be clearly marked with tape or other highly visible material. The lower box on the lane shall be used unless the gym uses attached goals. Use of volleyball lines is not permitted unless said volleyball line is exactly 12 feet from the basket.

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14. If the shooter is fouled while making the basket, it is an automatic 'and 1' on a made shot. If the shooter is fouled while shooting but does not make the basket, one (1) free throw is awarded worth the value of the shot attempted (2 or 3). These rules help keep game flow and minimize 'stall' approaches to the game.
15. A player may move up a grade but not down and must not have been held back in school for more than one year. A player may play for only one team per division.
16. The host commissioner shall handle all protests on the spot. His or her decision shall be final. There shall be no protesting of any judgment call by a referee.
17. Only two coaches are allowed on the bench during games. One coach is permitted to roam in the designated coach's box only. The second coach must always remain seated. Any violation of the above rules shall result in a technical foul for the offending team.
18. All teams must furnish their own warm-up balls. Both teams will agree on a game ball to be used with the home team having the first opportunity.
19. Team player jerseys must always be tucked in. Reversible jerseys are preferred.
20. All numbers may be used. Jersey should display a 4" number on the front and a 6" number on the back of all jerseys. No duplicate numbers are permitted on the same team.
21. Once the season's schedule has been approved and published, schedule changes are only allowed if the commissioners of both communities involved approve the change.
22. Each team must provide a parent to handle either the scoreboard or the official book. An official scorebook must be used at the scorer's table.
23. All participating teams are required to complete a team registration form and provide the completed form to the league along with their team dues before the beginning of the season.
24. Coaches must furnish a written lineup with player names and numbers to the official scorekeeper at least 5 minutes prior to game time.
25. There is a zero-tolerance policy regarding physical violence and/or threatening behavior. Physical or verbal attacks or threats against executive board members, commissioners, coaches, referees, volunteers, parents, participants, or fans shall be considered violations of the zero-tolerance policy and shall subject the offender to suspension from the association for a time period of at least one year. Other actions expressly prohibited by the league, and which subject the offender to suspension or permanent removal include, but are not limited to, using profanity, alcohol, illegal drugs, or tobacco products during league activities, interrupting game play, and committing violence against children.