

Millsap Youth Association

1st/2nd Grade Basketball Rules

Standard basketball rules will apply for all grade levels- both boys and girls

Gym/Equipment Specifications

- 1) Goal Height - 8 feet from the floor
- 2) Free-Throw Line- 12 feet from the backboard. A player may be allowed to move in front of the line based on their individual ability and at the refs discretion.
- 3) Ball size – 27.5” (size 5)

Game Rules

- 1) Game Length - Games will consist of four, 8 minute quarters. The clock will run continuously. The clock shall stop for shooting fouls, timeouts, injury, and at the 4 minute mark of each quarter for substitutions (which is mandatory). The clock shall also stop for any other reason deemed necessary by the official. At the end of each quarter a 1 minute break will be allowed. Each game will have a 5 minute half time. Games will be every hour on the hour.
- 2) Time Outs - Each team is allowed (2) 1 minute timeouts per half. Timeouts do not carry over from the first half to second half (use them or lose them). In case of overtime, each team shall be allowed 1 additional 1 minute timeout, as well as any timeouts remaining for the last half.
- 3) Overtime - There shall be 2 minute overtime if necessary. If the game is still tied, double o.t. will take effect if still tied, triple o.t. If game is still tied, a lay-up competition will ensue, with equal number of players participating from each team.
- 4) Scoring – Score shall be kept, recorded, and displayed during the game. Please make sure that a final score is clearly marked and circled. If at the half, one team is more than 20 points ahead, the score board will be cleared and started over at zero. The official scorebook will not be reset and that said team will be deemed as the winner. Play will continue normally.
- 5) Coaching – No coach will be allowed on the court during the game.

6) Participation - Coaches must provide equitable and guaranteed minimum playing time for each player on each team. Each team shall start the game with no less than 5 players. However, the game may continue with no less than 4 players participating for a team. The names and numbers of all players on a team shall be entered in the official scorebook before the start of each game.

7) Defense - Defense shall be at coaches discretion. No full court press will be allowed at all.

8) Fouls/ Free-throws-Each team will be allowed 10 team fouls per half. If 10 team fouls are accumulated in the half, then 2 bonus shots will be taken before the start of the second half. Team fouls will start over in the second half. Personal Fouls will be recorded during play; therefore, teams will enter bonus and double bonus. Any player receiving 5 fouls shall be removed from play. Technical Fouls may be assessed for players and coaches. Any player or coach receiving two direct technical fouls or three indirect technical fouls during a game shall automatically be ejected from the game and must leave the gym playing area. Technical fouls are two shot fouls with possession being given to the shooting team, in-bounding the ball at mid-court. Any team accumulating three technical fouls during a game will immediately forfeit the game. Any ejection from the game will require the head coach to appear before the MYA Board. If any coach is ejected from two games, an automatic suspension from the league will be in effect until the MYA Board has reviewed the incidents. Free Throws will be shot from a 12 foot line. After shooting free throws, the player shooting the ball will be allowed to cross the line, but only if momentum carries the player across. They must start the shot attempt from behind the free-throw line.

9) Lane Violations will be called for the players. There will be a 10 second lane rule.

10) Officials - MYA will provide officials for the games.

11) Uniforms shall consist of a jersey, a t-shirt, and gym shorts. Shoes must be non-marking or white-soled basketball shoes. The home team will wear the WHITE. The team that is listed 1st on the schedule will be designated the HOME team. Earrings, metal jewelry, hair clips, or any other body adornment shall not be allowed. Earrings may not be bandaged over.

12) Forfeits will be given a ten-minute grace period from the scheduled starting time of the game.

13) Rescheduling - The MYA reserves the right to reschedule any games at any time.

14) Use of school gyms- Please be aware that the Millsap Youth Association is not affiliated with Millsap Independent School District. Bearing that in mind, the school and its property need to be treated with the utmost respect. Be mindful to pick up trash and basically leave things better than you found them. This applies to game days as well as any and all practice days. Failure to do so may forfeit any future involvement the MYA has with MISD. Thank you in advance for your help with this requirement.

15) Clock and Book: During games home team will be responsible for the clock and visitors will be responsible for the book.