



Prince Gallitzin Quadrant

1st & 2nd Grade Youth Basketball

2020 Rules



Basketball League GAME RULES

PIAA rules will be followed in all leagues with the following additions:

1. League will choose a team to get the ball in the first quarter. The other team will get the ball to start the second quarter. Each half will alternate.
2. Time Limits: Game will consist of (4) 8-minute quarters with running clock. The clock will stop at 4 minutes in each quarter to allow coaches to sub.
3. Breaks: A five-minute break between halves will be taken. There will be a one minute break between quarters.
4. Time-outs: There are no time-outs except for injury.
5. Volunteers: Help is required from each team to assist with scorekeeping of the game. The scorekeepers will sit at the score table. The home team will be required to provide a scorekeeper.

1-2 League Special Rules

a. Please keep in mind that this league is designed as a learning tool for those kids participating. We highly encourage equal playing time for all participants. Referees are generally going to be young adults who are there to help out the kids. This league does not call or keep track of fouls. Because this is a small court, out of bounds lines are not strictly enforced and Referees are allowed to determine whether or not a ball is out of bounds. If out of bounds is called by the referee, teams will either inbounds if they were on defense or start at half court if on offense.

b. At half time, each child on each team will shoot 1 foul shot. Coaches are responsible for keeping count of the number of shots made and reporting it to the scorer's table. The number of foul shots made will be added to the team's total score. The foul shot will be taken from approximately 12 feet. If teams have an uneven number of players, the team with the smaller roster will randomly select players to shoot a second foul shot until their total attempted shots are the same as their opposition. The players selected for the second shot should be different every week, if needed.

c. Defense: All kids on defense must keep ONE FOOT in the key while the other team has the ball. Loose balls are fair game and the defense may leave the key to track down a loose ball. However, if the offense recovers the loose ball, they must go back to one foot in the key. As this is an instructional league, participants should not overtly double-team or trap anyone on offense.

d. Offense: Fast breaking is not permitted at any time. The offense must wait for the defense to get down the court and set up before they start to run their offense. The rim will be set at 8ft for this league.

e. Coaching: Coaches are allowed on the floor to help with instruction of the players. Please try to limit yourself to areas closer to the sidelines to allow the middle areas open for the kids to run unencumbered.