

TEAM Basketball Rules & Regulations

1st & 2nd Grade Division (Coed)

Eligibility and Participation

- This division includes players in the 1st & 2nd grade and under who are eight (8) years old or younger.
- **Every child is required to play a minimum of 10 minutes of each game, provided the child has not faced disciplinary action.**
- **Parents are strongly encouraged to make every effort to bring their child to at least (1) hour of practice a week. We understand the constraints that work and a child's other extra curricular activities may have on this schedule. Therefore, in situations such as these, practice attendance shall NOT have an effect on a child's playing time in a game.**
- If there is a discipline problem or if a player is ill or injured, it must be noted on the score sheet prior to the start of the game. Indicate "D" for discipline; "I" for injury/illness. On the reverse of the score sheet the coach must give the player's name and number and the reason for the disciplinary action.
- Players who are being disciplined or who have been designated as injured/ill will not be allowed to enter the game and will be considered ineligible for that game. The officials will not knowingly permit these players to enter a game but, in any event, the responsibility lies with the coach.
- The playing of an ineligible player will result in a forfeit whether done intentionally or not.

Scorekeepers/ Bookkeepers

- Each team will be required to provide (1) volunteer to sit at the scorer's table for every game. (i.e., parent volunteer, assistant coach, etc.)

Uniforms

- Every player is required to wear the exact jersey that was issued to them by TEAM, or by a school representative with permission from TEAM, at the start of the season. No exceptions. In the event a jersey is lost or damaged, the league must be notified immediately so that a replacement jersey can be issued. Replacement jerseys shall be issued at a cost of \$25 and turnaround times can take 2-3 weeks.

Duration of the Game

- Games will consist of two 15 minute halves with a running clock.
- 2 minute halftime
- Score will be kept

Live Ball and Dead Ball

- To start the game the visiting team will inbound the ball at the opposite baseline of their goal.
- To start the 2nd half, the home team will inbound the ball at the opposite baseline of their goal.
- The clock will stop for time-outs. During the last one (1) minute of the game, the clock shall stop when an official signals for out of bounds, a foul, a held ball, or violation. Clock is also stopped by officials because of an injury, to confer with scorer or timer, because of an unusual delay in getting a dead ball live, or for an emergency. The clock will then be restarted on the officials whistle.

Supplemental Rules

- Games shall be played on the (2) side courts of a gymnasium.
- 2 points for every field goal.

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- 3 second violation will not be called
- Officials will be lenient on traveling and double dribble violations. Traveling and double dribble will be called if the player earns a significant advantage from the violation or if multiple violations continue to occur. Play may be stopped by the official for instruction.
- Shooting fouls, charging, and blocking, etc. will be called at the referee's discretion, however no free throws will be awarded. Play may be stopped by official for instruction.
- Backcourt violation will not be enforced.
- No pressing or double teaming.
- No stealing the basketball off the dribble. The ball may be stolen once a player picks up his dribble.
- Shots may be contested and blocked.
- If an offensive player loses possession of the ball, a defensive player may gain possession.
- Teams will be required to play man to man defense
- One (1) coach per team is allowed to be present on the court as long as they are not impeding play crosses the half court line.

Time Outs

- 1 per half, no carryovers
- 1 minute per timeout

Official Ball/ Goal Height

- Youth size ball 27.5 (Size 5).
- 8 Feet

Full Court Press / Mercy Rule

- No full court press
- Once a team is leading by 30 points, the clock does not stop for the remainder of the game unless a foul or time-out is called.

Overtime

- 2 minutes
- Jump ball for possession
- 1 time out per team
- If tied at the end of the overtime period, the game will result in a tie.

Conduct of Parents, Players, Coaches, and Spectators

- Only team members and coaches who have passed an official background check by TEAM are to be present on the bench during a game.
- All Warnings and Technical Fouls issued to coaches for misconduct will be subject to a suspension.
- All disciplinary action shall be carried out per the guidelines set forth in the following documents:
 - TEAM Disciplinary Policy
 - Coaches Code of Conduct
 - Players Code of Conduct
 - Parents Code of Conduct

The Toledo Elementary Athletics Movement (TEAM) reserves the right to remove any parent, player, coach, or spectator at any time for conduct that is deemed to be detrimental to the league and our organization.