



2nd - 4th Grade Boys & Girls Rules for 2025-2026

- Games will consist of two (2) twenty-minute halves with a running clock. The clock will stop for all whistles in the final minute of the second half. Running clock will be in affect if a team is ahead by 15 points. Clock will stop for all team and official time-outs.
- Each team will be granted two (2) time-outs per half.
- Bonus will be shot on the 8th team foul. Double bonus on the 10th team foul.
- The 13-foot free throw line will be utilized at all grade levels. (*will be marked with tape*)
- Five (5) minutes will be given for pre-game warm up.
Three (3) minutes will be given for halftime.
- Technical, intentional or flagrant fouls will not be shot. 2 points will be awarded to the opposing team on all these fouls along with possession of the ball.
- If a coach receives 2 technical fouls during a game, they will not be allowed to coach the remainder of the current game along with their team's next scheduled game.
- A 27.5-inch ball will be used for 2nd & 3rd grades with a 28.5-inch ball used for 4th grade.

2nd/3rd Grade Teams:

- Must stay inside the 3-point line on defense until the last 2 minutes of the game.
- **NO STEALING** when ahead by **12 points** or more.
 - **NO: STEALING AWAY WHILE DRIBBLING, TIE UPS**
 - **CAN: CONTEST/BLOCK SHOTS, STEAL BAD PASSES**
- Are not allowed to full court press or play zone defense.
Man to man defense only.
- 9 foot hoop height will be used for these groups

4th Grade Teams:

- No double teams outside the 3-point line.
- **NO STEALING** when ahead by **15 points** or more.
 - **NO: STEALING AWAY WHILE DRIBBLING, TIE UPS**
 - **CAN: CONTEST/BLOCK SHOTS, STEAL BAD PASSES**
- Are not allowed to full court press or play zone defense.
Man to man defense only.
- No protests are allowed! The official's decisions are final!
- Overtime period will be 2 minutes – stop time. Each team will receive one timeout during the overtime period. In case of a second overtime, it will be sudden death. The winner is determined by the first point or points scored. Timeouts will **not** carry over.