

Jr. Comet Basketball League 2025-26 2nd Grade

General Information

1. The actions of all Coaches, Players, and Fans should glorify God in the spirit of Christian Fellowship. This league was established for the social and physical development of players. The goals of the league are to teach basketball fundamentals, promote sportsmanship, and develop a love of the game.
2. All games will begin with prayer. The home team will lead the prayer. On the schedule, the home team is listed second and will sit to the left of the scorekeeper. The visiting team is listed first will sit to the right of the scorekeeper. Teams should warm up opposite their bench.
3. Play will begin on December 13th and run through February 14th. Games will be on Saturdays on the Bishop Kelley campus and other Diocesan schools when necessary.
4. **Teams need 5 players to play a game. Teams will have 10 minutes after the scheduled start time to field 5 players or a forfeit occurs. If a team needs to borrow a player in order to start the game, you can borrow from another team from your school. The 2 coaches (as well as the coach who is loaning the player) must agree on what player will be shared. If the 5th player shows up, the borrowed player is no longer needed and should then leave the game.**
5. Players should attend the school they are playing for OR support that parish. (We need to be aware of any player that does not attend the school but is on the team.)
6. Additional information will be posted on our website – www.jrcomethoops.com If you have any questions, comments or concerns feel free to email us at jrcomethoops@bishopkelley.org

Game Rules

1. Games

- a. Length - each game will consist of four 6-minute quarters. The clock will stop during the last minute of each half and when there is an excessive stoppage in play (i.e. FT's, injuries). Each team will have **3 timeouts** per game.
- b. Coaches are not allowed on the floor.
- c. Overtime - There will be 1-minute overtime if the game ends in a tie. If it is still tied at the end of overtime, we will go to sudden death (first team to score, wins).

2. Defense

- a. All teams must play a man-to-man defense. Switching and helping is allowed, double teaming is not. Zones are **NOT** allowed. No press of any type is allowed.
- b. No player fouls are kept. Team fouls will be kept, with 2 shots being awarded on the 5th foul of the quarter. Team fouls reset each quarter.
- c. If constant fouling occurs by an individual player, the referee has the discretion to ask the coach to remove said player until the next dead ball.

3. Offense

- a. No stalling or four corners offense. The offense must purposefully attack the defense.
- b. Isolation plays are not a part of Jr. Comet Basketball. It takes away the opportunity for all players to improve.
- c. There will be no 3-point shots.

4. Violations

- a. Walking and double dribbling will be called progressively tighter as the season progresses. The offensive team will keep possession after the referee instruction.
- b. All other high school rules will apply. Violations will result in a change of possession.

5. Playing Time

- a. All players will play at least 2 full quarters. **No substituting within a quarter unless an injury occurs.**
- b. There is a limit of 10 players per roster. The league must approve any roster with more than 10.

6. Misc. Rules

- a. Free throw lines: 12 ft
- b. 2nd Grade Goal Height 8.5 ft
- c. 2nd Grade Ball Size: 27.5"