



League Rules - Grade 2

Program Goals

- To provide every child, regardless of experience or ability, the opportunity to play organized basketball with their peers in SOMA
- To promote individual growth in all children participating, beyond the sport of basketball
- To develop and deepen friendships with others from SOMA
- To promote positive behaviors for engaging with youth sports for all participants, coaches and spectators

General Rules

- Weekly sessions will be broken up between team time and game time. Team time will take place in a half court developmental session prior to the start of a game. Team time is intended to work on basic skills (dribbling, passing, shooting, defense, rebounding).
- During game play, both teams will have 5 players on court (can be adjusted to 4v4 if needed)
- Coaches must stay on the sidelines during game action
- Score will be kept and reset at the end of each period
- Coaches are expected to ensure that players are provided with equal playing time. No player should play a third sub rotation prior to all others playing their second, and so on.
- Home teams wear white. Away teams wear red.
- All games begin with a jump ball. The possession arrow goes to the team that does not win the jump. Possession to start periods 2-6 will go by the possession arrow.

Coaches as Referees

Each team is required to provide one coach to referee each game. While refereeing, coaches should refrain from coaching their players/team, with the exception of explaining/teaching the rules of the game as they come up.

Age Specific Rules: Grade 2

Ball Size	27.5
Hoop Height	8 feet
Game Length	Six 4-minute periods
Clock Stoppage	Running Clock - No Stoppages
Substitutions	Mass subs between periods, exceptions for injuries
Timeouts	1 timeout (30 seconds) per team
Set Defense	Man-to-Man only
Pressing Defense	No Pressing Allowed
Double-Team	No double-teaming If a double team (two or more defenders actively defending an offensive player) results in a turnover or close to a 5 seconds call then a "double team" violation is to be called and the ball given back to the offensive team.
Stealing from the Dribbler	No stealing from the ball handler. Stealing of passes is allowed.
5 Seconds Held Ball	No 5 Seconds Rule
Offensive Three-Second Rule	No 3 Seconds Rule
10 Second Backcourt Violation	No 10 Seconds Rule
Over and Back Rule	No Over and Back Rule
Fouls	All fouls should be called including but not limited to reach in fouls, blocking fouls, shooting fouls, over the back fouls and offensive fouls. Shooting fouls result in the offensive team receiving 1 point and 1 shot worth 1 point.
Team Foul Bonus	No tracking of team fouls. No team foul bonuses.
3 point line	All baskets are 2 points
Overtime	No overtime.
Playoffs	No playoffs. Final week will include game time and team parties organized by the league.

Interactions with Referees

All SOMA Basketball coaches, players and spectators are expected to treat our league's youth referees with respect. Abusive, aggressive, harassing, and bullying behavior will not be tolerated.

Coaches

Coaches are welcome to ask for clarification as to what violation was called. They are not to argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the coach and inform the Head of Gameplay
- **Second Violation** - Issue a technical foul resulting in 1 point and possession of the ball for the opposing team. The coach must also remain seated for the remainder of the game.
- **Third Violation** - Issue a second technical foul resulting in 1 point and possession of the ball for the opposing team. The coach is ejected from the game and must leave the gymnasium before gameplay resumes.

Any coach that received two technical fouls over the course of the season will no longer be permitted to coach for the remainder of the season. Additional penalties may be enforced across other programs administered by South Orange Department of Recreation.

Players

Players are welcome to ask for clarification as to what violation was called. They are not to argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the player and inform both the Head Coach and Head of Gameplay
- **Second Violation** - Issue a technical foul resulting in 1 point and possession of the ball for the opposing team. The player must also be subbed out for the remainder of the period. That period will still count towards their equal playing time total.
- **Third Violation** - Issue a second technical foul resulting in 1 point and possession of the ball for the opposing team. The player is ejected from the game and must leave the gymnasium before gameplay resumes.

Any player that received two technical fouls over the course of the season will result in a one game suspension. If that player receives a third technical foul they will no longer be permitted to play for the remainder of the season.

Spectators

Spectators should not have any interactions with referees other than compliments and thanking them for helping with SOMA Hoops. They are not to seek clarification, argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the spectator, and inform the Head Coach and Head of Gameplay. The Head Coach and Head of Gameplay will inform the parent they are not permitted to engage with the referees for the remainder of the game.
- **Second Violation** - The spectator is ejected and must leave the gymnasium before gameplay resumes.

Any spectator that is ejected two times will no longer be permitted at SOMA Hoops games/events for the remainder of the season. Additional penalties may be enforced across other programs administered by South Orange Department of Recreation.