

**Wabash Valley Youth in Action, Inc.**  
**YOUTH BASKETBALL RULES**  
**1<sup>st</sup> & 2<sup>nd</sup> GRADE**

Youth Basketball League is an **instructive program** designed to teach basic fundamental basketball skills. Coaches must also instill the lessons of fair play, teamwork, and respect of others. Coaches are asked to keep these things in mind and follow these rules and regulations:

1. In accordance with Wabash Valley Youth in Action Inc's (YIA) philosophy, playing time shall equitably apportion between all players. Forms will be handed out to record the amount of playing time each player receives for our records.

In leagues for grades 1<sup>st</sup> and 2<sup>nd</sup> Grade, games will consist of four 8 minute quarters and a four minute half-time. Play will be stopped at the four minute mark of each quarter to permit substitutions. Playing time minimums per game depend upon the number of players present. **No player shall sit out consecutive four minute periods unless they are injured. (Coaches can determine prior to game if they would like to "opt out" of the 4 min. substitution).**

6-players present = 24 minute playing time minimum (6 four-minute periods)

7-players present = 16 minute playing time minimum (4 four-minute periods)

8-players present = each player will play 20 minutes (5 four-minute periods)

9-players present = 16 minute playing time minimum (4 four-minute periods)

10-players present = each player will play 16 minutes (4 four-minute periods)

2. Each player will be issued a YIA game shirt at the beginning of the season. It will be the player's responsibility to keep his or her jersey clean and ready for each game. **Only one shirt issued per player.**
3. Coaches shall move players to different positions. One player should not do the majority of the ball handling. Even guards should learn to play with their back to the basket. All players need to participate in changing roles: dribbling, receiving, post, perimeter positions, etc. These should be taught over the season.
4. **No full court press. Defense must not pick up offense player until 3 point line.**
5. Out of bounds will be called.
6. When in-bounding the ball at your own end of court, the in-bounder will be given at least three feet to get the ball in bounds.
7. Back and forth across half court line will be called.
8. If a foul is committed, take out ball to nearest sideline.
9. Each team is allowed 2 time outs per game.
10. The clock will not be stopped unless of an injury, time out, or at the four minute mark for substitutions.
11. The scoreboard will be used for time keeping only.

12. Alternating possession will be in effect except for the start of the game.
13. Fast Break **will not** be allowed.
14. No stealing off a dribble or taking ball from player. Stealing is allowed off a pass.
15. NO Zone Defense. Defense will be man-to-man only. Help and Recovery must be taught! No staying with the double team. Players must be taught to help on dribble penetration, and then rotate away from the ball after it is picked up.
16. Blocked shots **will not** be allowed.
17. **No jewelry will be worn during games/practice**. If earrings are newly pierced, players are allowed to use tape over them as oppose to taking them out.
18. The YIA provides practice and game balls.
  - a. Ball Size: 1<sup>st</sup> and 2<sup>nd</sup> Grade 28.5"
  - b. Goal Height: 1<sup>st</sup> and 2<sup>nd</sup> Grade 8'