

Lafayette/Moraga Youth Association

# Official Basketball Rules: 2022-2023 Season

## 1<sup>st</sup> & 2<sup>nd</sup> grade

1. **CLOCK:** 45-minute practice time followed by two 12.5-minute running clock scrimmages.
2. **PLAYER PARTICIPATION:** Equal playing time for all players.
3. **NUMBER OF PLAYERS:** Each team is allowed three players on the court at a time; however, a team may play with two players (2v2 instead of 3v3) if necessary.
4. **UNIFORMS:** Players must wear the LMYA provided uniform
5. **GAME TIME AND LOCATION:** May not be changed under any circumstances except by the league to make up a game that was postponed, by the league or canceled due to gym time being preempted.
6. **GAME BALL:** A (27.5") junior ball will be used in the 1<sup>st</sup> and 2<sup>nd</sup> grades. LMYA will provide every team with a ball for all players.
7. **LENGTH of Session and Structure:** 45-minute practice followed by two 12.5-minute 3v3 scrimmages. Coaches will split their teams into two 3-5 child squads. Each squad will play the opposing team's squad in a half-court 3v3 game. Squads will rotate to play the other team's second squad for scrimmage #2. Kids waiting to play rotate into the game on any stoppage of play.
8. **STARTING PLAY:** Game starts at top of the key with "check ball." For any out of bounds or violation, opponent brings ball in from top of key with "check ball."
9. **VIOLATIONS:** As season progresses, more violations will be called. No foul shooting at this age level. The following list of violations result in the ball being awarded to the opponent at top of the key:
  - Double dribble
  - Traveling
  - Palming the ball (permitting the ball to come to rest in one hand while dribbling)
  - Kicking the ball
  - Stepping out of bounds
  - Causing the ball to go out of bounds
  - Excessively swing his/her arms or elbows
10. **FULLCOURT PRESS:** Half court games. No press.
11. **DEFENSES:** Man to man only.

12. **SAFETY ISSUES:** No player may participate in any LMYA basketball game while wearing ANY jewelry or a hard or soft cast. Earrings must be REMOVED, not taped. Any bleeding must be stopped, and any open wound must be covered, before a player takes the court. If there is an excessive amount of blood on the uniform it must be changed. For safety reasons quick whistles will follow all dual possession situations. An injured player MUST be removed from the game if the coach goes on to the court, or the official beckons the coach to attend to an injured player. Exception: a player required to leave the game may remain in the game if the team calls a time out and the situation can be remedied before the end of the time out. Injured players must never be moved or put back in a game until it is safe to do so. Note: coaches must have the Parental Permission and Authorization forms for all players available at all times.
13. **OFFICIALS:** No Officials at this level. Coaches will act as officials
14. **HAVE FUN!**

### **FACILITIES RULES**

- **Never bring food or drink into the gyms.** Team snacks and water bottles must be left outside the gym and served outside the gym. Yes, that includes parents & coffee.
- **If it is raining, please leave dripping umbrellas outside or in the foyer**
- **Keep the gyms and bathrooms clean.** Do not let children play in the restrooms.