

K-2nd Grade Rules

Goal Height:	8ft
Ball Size:	K – Rookie/1 st -2 nd - Junior
Game Play:	K – 3 v 3 / 1 st -2 nd – 4 v 4
Court Size:	Half Court
Game Length:	Varies by week
Clock:	Running Time
Substitutions:	Enter after players have 2-3 offensive opportunities
Scoring:	No Scoring will be kept
Pressing:	No Pressing. When defense rebounds, opposing team falls back past half court. Blow whistle, stop play if needed.
Defense:	NO zone defense. Players will play man to man. At the start of play following quarter or substitution, players will meet at half court and match up to the person they are guarding. NO DOUBLE TEAMS.
Stealing:	NO stealing the dribble. Players may steal a pass.
Jump Ball:	Will occur to start the game and at the half. During game play, when jump ball occurs, possession will go to the defense.
Free Throws:	Will not be attempted.
Violations:	Stop play, correct, give ball back to offense
	<ul style="list-style-type: none">● Stealing Dribble● Travel● Double Dribble● Intentional Double Teaming a Player● Stalling – Discretion of the coach● Personal Fouls – pushing, holding, tripping charging, etc.



K-2nd Grade Rules

Officiating: *Coach acts as official during the game.* The role of officiating is to focus on keeping the games fair, instructional, safe, and fun for participants. Calls will be made on a discretionary basis of the coaches. It is important to understand that at this level, calls must be made and players informed.

Practice/Game: Format of the league is to progress from practice into game format. During weeks 1-2, teams will focus on introduction to the game, meeting their teammates, and having fun! Teams will start with short scrimmages and progress to longer game play as weeks go on.

Important Notes

- If a team is lacking players on game day, we will ask to move players from opposing team to “even up” playing field.
- MPPR reserves the right to modify or change rules during season.