

2026 RYB Game Rules – 2nd Grade (Jan 5, 2026)

Except as modified below, current rules of the PA Interscholastic Athletic Association (PIAA, piaa.gov) apply.

Rule disputes will be resolved by the Referees after consultation with the coaches. The Referees' ultimate decisions on points, fouls, and violations are final. Game protests will not be permitted.

If there is no game manager for a game, teams will need to recruit one coach or adult to serve as scorekeeper (to run the scoreboard) – contact League Registrar about game managers (for most games at Sulpizio and RMS).

ZERO TOLERANCE POLICY – ALL DIVISIONS - ALL GRADES

- All players, coaches, volunteers, referees, or spectators must abide by all policies, rules, and behavior requirements of the league.
- Any player, coach, volunteer, referee, or spectator can be ejected by a ref or be suspended or refused further participation in league activities due to any unacceptable behavior, actions, communications, complaints, threats, reports of illegal or inappropriate activities, etc. at the sole discretion and decision of the officers of the league.
- Adult coaches/supervisors are responsible to report unsupervised minors in/near the gym during a team's gym use. Call school security or Bonnie Cotter if no responsible adult is supervising minors - referees are not responsible for the actions of unsupervised minors.

Game Rules - 2nd Grade

1. **Ball size** – 27" (or 27.5") – size 5 (17 oz.)
2. **Basket Height** - 8½ feet
3. **Scoreboard** – may be used for the game clock, if available. Clock must be run by an adult.
4. **Scores** - No scores are kept, so no scorebooks are needed.
5. **Game Time**
 - a. 2 halves – 20 minutes each, running clock, 3 minute halftime break.
 - b. If the gym is not equipped with a scoreboard clock, a coach or other adult shall keep time.
 - c. Coaches should start and end games on time - shorten the clock time if necessary.
 - d. Time-outs – 3 time-outs per game 30 secs each.
6. **Game Format** –
 - a. Purpose of 3v3 Format: for all players to get more ball touches to better learn basic skills.
 - b. Half-Court Game Structure – 3v3 Game (also recommended for practices)
 - i. One team starts play from the jump circle at half court (rather than top of the key)
 - ii. Once an offensive team loses possession, the opposing team takes the ball back to the jump circle and becomes the offensive team.
 - iii. After an offensive basket, the opposing team restarts play from the jump circle.
 - iv. At halftime one team switches half of its players between the 2 half courts
7. **Substitutions**
 - a. **Substitutions should occur every 2-4 minutes.** Clock does not stop for subs to come in.
 - b. Substitutions for an injured player - player can re-enter game after their injury is attended to.
 - c. *<common courtesy>* The coaches can call a time out at any time for instruction or a water break.
 - d. *<common courtesy>* The same players should not start and/or finish every game.

- e. *<common courtesy>* Coaches - Please make sure that playing time is divided up as evenly as possible among the players on your team. No players should be repeatedly playing more time than the other players on the team who regularly come to games and practices.

8. Parent-Referees

- a. Adult coaches or parents - will referee the 2 simultaneous games.
- b. Coaches, as refs, and should blow their whistle for fouls, ball out of bounds, violations, etc.
- c. **Fouls and violations** should be used as teaching moments. Pause the game (keep clock running) and explain what was wrong. Give the ball back to the same team.
- d. **Contacts fouls** should be called somewhat tightly to avoid rough play.
- e. Do not allow the more aggressive players to control the game physically. Weaker players should not be overpowered by pushing, bumping, and reaching in by their opponents.
- f. Call double dribbling, walking, free zone violations, as follows:
 - If not blatant, do not stop play. (Tell the player to watch the walking, etc.)
 - If blatant, blow whistle - stop play, explain violation and return ball to same team.
- g. Keep the game moving but don't let fouls and violations go unchecked - correct the players.

9. No Lane Violation – for offensive players

10. Foul Shots

- a. Foul shots (free throws) are only called for shooting fouls (ref's discretion).
- b. No foul limit per player, but a player who repeatedly commits fouls should be corrected.

11. Free Zone – no defense in the free zone

- a. Free zone is from half court to the top of the key.
- b. Use top of key, foul line or half court line, as reference for a free zone across the court, parallel to those lines; the free zone exists behind this imaginary line, only until the ball crosses this line.
- c. Once the ball leaves the free zone, the free zone no longer exists until a change in possession.
- d. 5 second time limit in Free Zone (ref warns while play continues; ref may stop play) – no turnover - offense inbounds ball in front court – no new free zone until change in possession.
- e. No defensive player may press, interfere, steal the ball or obstruct an offensive player in the free zone until the ball has advanced out of the free zone.
- f. Passes totally within the free zone may not be intercepted.
- g. When the ball is not in the free zone it may be intercepted.
- h. The free zone may not be used as a stalling technique.
- i. The ball should be advanced out of the zone within 5 seconds – refs/coaches give reminders.
- j. Once the ball is advanced past the free zone and an offensive player retreats back to the zone, the defensive player may follow and defend in the free zone.
- k. The free zone also applies for offensive throw-ins.

12. Defense

- a. 1-on-1 (man to man) only
- b. No double teaming or trapping; no Press at any time
- c. Repeated defensive fouls or violations should be warned by the ref if such violations result in a turnover. Give possession back to the team who lost possession due to the foul or violation.

13. Inappropriate Behavior Issues

- a. Any inappropriate behavior or other violation of RYB's **ZERO TOLERANCE POLICY** should be reported to RYB officers.