1st, 2nd & 3rd GRADE COED BASKETBALL LEAGUE
2027 LEAGUE RULES

PROGRAM OBJECTIVES

The league is designed to:

1. Provide a positive team experience for girls & boys in 1st, 2nd & 3rd grade attending school in Evanston and surrounding communities.
2. The goal is to teach teamwork, sportsmanship, and the fundamentals of basketball in a fun, supportive environment. **Winning is secondary to learning and participation.**

PROGRAM OPERATION

The Evanston Parks & Recreation Department operates the league. The volunteer coaches from each team make the program possible along with the support of the community, and the recreation staff at the Chandler-Newberger Center.

EQUIPMENT

1. The Evanston Recreation Division provides game balls:
    a. ***1st-3rd Grade = 27.5***
2. Players are not allowed to play with jeans/dress pants, button down shirts, rings, watches, jewelry, hats etc. **THIS IS FOR THE SAFETY OF ALL PARTICIPANTS.**
3. Players should wear gym shorts, City of Evanston jerseys, sport socks, and gym/basketball shoes.

GENERAL RULES

1. Players must have a signed waiver and the player fee paid to the City of Evanston Parks & Recreation Department before he/she may participate. STRICTLY ENFORCED.
2. Every player must participate in each game and coaches **must make every effort to give players equal playing time.**
    a. If a coach feels that a player has acted in a manner unbecoming of an amateur athlete and is not permitted to play, written notice must be given to the league director. The school reserves the right for participants not to play. (i.e. grades, attendance, and/or behavior) per their school's team rules.
3. Teams may add to their roster throughout the season, provided that the signed waiver and player fee is submitted **before** game time.
4. Standings will be kept with a positional round playoff in the final week

1ST & 2ND GRADE LEAGUE RULES:

a. Height of basket: 8'
b. No free throws – if you would like to shoot free throws with your players during halftime you can do this
c. ***Size of basketball: 27.5***
d. Each team is allowed warm-up time prior to their game, which should be no less than (5) minutes. After the game, teams are allowed two (2) minutes to leave the court.
e. The game format is (4) 8 minute quarters (running clock – except the final (1) minute of the game

when the clock will stop on each dead ball)

f. **A team must make 5 passes before shooting the ball when up by 10+ points**
g. Time between periods: 1 minute. Halftime: 4 minutes.
h. Each team will have (2) 1 minute timeouts per game.
i. Substitutions must happen at the 4 minute mark. This allows each player a chance to play.
a. **NO PRESS. Players can begin guarding when the offensive player reaches the 3-point line.**
j. Stealing the ball from the dribbler is not allowed.
k. **Man to man defense must be played, NO zones.**
l. **No double teaming**
m. No overtime.
n. Coaches are allowed to stand on the court to communicate with players.

3RD GRADE LEAGUE RULES:

b. Height of basket: 9'
a. No free throws – if you would like to shoot free throws with your players during halftime you can do this
c. ***Size of basketball: 27.5***
d. Each team is allowed warm-up time prior to their game, which should be no less than (5) minutes. After the game, teams are allowed two (2) minutes to leave the court.
e. The game format is (4) 8 minute quarters (running clock – except the final (1) minute of the game when the clock will stop on each dead ball)
f. Time between periods: 1 minute. Halftime: 4 minutes.
g. Each team will have (2) 1 minute timeouts per game.
h. **A team must make 5 passes before shooting the ball when up by 10+ points**
i. Substitutions must happen at the 4 minute mark. This allows each player a chance to play.
j. **NO PRESS. Players can begin guarding when the offensive player reaches the 3-point line.**
k. Stealing the ball from the dribbler is allowed. If a team is up by 10+ points, stealing from the dribbler is not allowed.
l. **Man to man defense must be played, NO zones.**
m. **No double-teaming**
n. No overtime.
o. Coaches are allowed to stand on the court to communicate with players.

REMINDER: Every player must participate in each game and coaches **must make every effort to give players equal playing time.**

PLAYOFF TIEBREAKER RULES

1. Head-to-Head Record
   -If two teams are tied, the team that won the matchup(s) between them gets the higher seed.
2. Point Differential in Head-to-Head Games
   -Only between the tied teams.
3. Overall Point Differential (with a Cap)
   -Margin of victory capped at +20 points per game.
4. Total point differential across the season.
5. Fewest points allowed across the season.
6. Most points scored across the season.
7. Coin Flip

PLAYERS CONDUCT

1. Coaches are responsible for keeping their team in control off the court prior to the start of each game. Referees or the league director can call a technical foul on any team participant who is disorderly before or after the teams of the prior game have been allowed to leave.
2. When a player receives a technical for unsportsmanlike conduct, that player will be removed from the game until the league director (or his/her representative) decides that the player is ready to return to the game, even if it makes their team short of players. Teams may not borrow players from the other team in this instance.
3. **ALL** technical fouls will entitle the non-offending team an automatic 2 points. The team with possession at the time of the technical foul keeps the ball.
4. Individuals (both players & coaches) will be disqualified and asked to leave the court after receiving (2) technical fouls per game.
5. Unsportsmanlike conduct by a player or coach may result in a (1) or more game suspension. Repeated violations will result in league suspension.