Roseville Youth Basketball Association
Little Hoopers 1st and 2nd Grade Rules 2026-2027

Practice and Game Structure

- The season consists of 10 sessions on Saturdays from November through February. Each week, teams meet for 75 minutes. Approximately the first 30 minutes will be practice time on a half court. The remaining time will be for scrimmages and full-court games against other teams.
- Games will consist of eight, 5-minute periods. There are no score clocks so coaches need to keep time.
- For Weeks 1-5 (November 14 through December 19), coaches will serve as referees for Little Hoopers games. Coaches are expected to call games fairly for both teams and instruct the players when a play is whistled dead due to a violation.
- Starting on Week 6 (January 9) through the end of the season, games will be called by a professional referee.
- At the start of each period, the 5 players from both teams line up across from each other to know who they are guarding.
- All players on the same team must receive equal amounts of playing time during games.
- The Little Hoopers program focus is on development and learning the game. Therefore, official game scores are not kept.

Offensive Rules

- Over and back, traveling, and double dribbling violations should be whistled dead. The offending team will inbound the ball from the back-court end line or start with the ball at the top of the key.
- Out of bounds should be whistled dead. The opposing team will inbound the ball from the back-court end line or the sidecourt at the spot of the ball going out of bounds.
- If a player with the ball is “dead” (unable to dribble or pass) for more than five seconds, the play should be whistled dead. The offending team will start with the ball back at the top of the key.
- Fast breaks are permitted.
- Coaches should try to have different players bring the ball up the court each possession.

Defensive Rules

- Players may not steal the ball. However, intercepting passes is allowed. If a defensive player steals the ball, the play should be whistled dead. The ball is given back to the offensive player at the spot where the ball was stolen, then play resumes.
- All players must play person-to-person defense, only. When a defensive player is inside the 3-point line, they should not sag more than about 3 feet off their assigned player.
- Double teaming is not allowed. However, help defense is allowed if an offensive player beats their defender and is driving to the basket.
- A defensive player can only guard their assigned player unless there is a fast break. On a fast break, anyone can guard the players who are fast-breaking.
- On change of possession, the defensive team must fall back to midcourt. No full-court pressing is allowed.

Personal Fouls

- Personal fouls will be whistled dead. The team that was fouled will start with the ball back at the top of the key.