



HATFIELD

XL Hoops Basketball 2v2 Rules:

- 1.) Each team consists of two players each on the court. Teams should be consisted of at least three players. Youth League usually has one coach.
- 2.) Players that participate in the 2v2 League are players that have been evaluated by XL Staff at an Intermediate of Beginners with Benefits Level. Beginners will be directed to participate in the XL Hoops Class or XL Open Runs to improve their fundamentals before participating in organized leagues.
- 3.) Games and Practices are played on one halfcourt with one basket prior to the Live Games.
- 4.) Smaller sized basketballs (27.5) will be used in games with players between the ages of seven to nine years old.
- 5.) All games will be played inside of the 3-point line. All points scored will either be one or two points.
- 6.) Out of bounds at the top will be just outside of the 3-point line. Cones or tape will be used to indicate this during Live Gameplay.
- 7.) Age Rule: Players are held accountable to the age at the time of registration (no round ups). If a player younger than the age of registration wants to participate, this will trigger an Immediate Evaluation Request.
- 8.) Warmups can be up to three minutes before every game. During this time, there will be a Coin Toss or Number Contest to determine the Home and Away Teams. Coin Toss will also determine who has the ball on offense first.
- 9.) In any Jump Ball Situation, the Possession Arrow determines who's given the ball.
- 10.) The game is a single period 15-minutes with a running clock. The running clock only stops at the last minute. The winner is the first team to 30-points or the team with the higher point total at the end of time regulation.
- 11.) Game play starts with the Offense passing the ball to the defense at the Free Throw Line "checking it up."

- 12.) For Free Throw Situations, on two-point fouls it is two shots, or one shot on an "And 1." Technical or Flagrant Fouls are two shots. The Free Throw Line will set up by the referee or XL Basketball Director inside of the Free Throw Line with tape.
- 13.) If the defense gains the basketball through a turnover, the offense can score immediately. On an offensive rebound, players can look to score immediately too. For a defensive stop, they must immediately advance the ball above the Free Throw Line to start a new offensive possession.
- 14.) All Personal, Technical and Flagrant Fouls count as Team Fouls. There are no Individual Fouls. After five fouls, this becomes a Single Bonus Situation.
- 15.) After "checking up" the basketball, ball play is Live. The Inbounder can look to score the ball. 11.) Every time a player touches the ball, there is a six-dribble max. If a player ever dribbles the ball more than six times, this will lead to an automatic turnover.
- 16.) If substitutions are available for a game, substitutions occur at 10-minutes and 5-minutes. The last five minutes, the Free Substitution period begins.
- 17.) The first three weeks of the Youth 2v2 League season is the "Evaluation Phase." If the team is too good or too bad as judged by the XL Basketball Director, players will be moved around to create more league parity. Any further team moves after Week 3 can only be done by the XL Basketball Director
- 18.) Players are not permitted to argue with the refs during Live Gameplay. A Verbal Warning will be issued and then the player(s) will be taken out of the game for three minutes.
- 19.) If a team is ever down by 10-points, the losing team will be allowed to do Free Substitutions. Once the team is down by four points, the original players that were on can be subbed back in.
- 20.) If there is other paid programming occurring on other courts, players aren't permitted to shoot on them. Failure to adhere to this rule is an automatic Technical Foul at the beginning of the following game.
- 21.) Coaches are allowed for two timeouts per game. If the game goes to Overtime, an additional timeout is added and the previous games don't roll over.
- 22.) In Overtime, an additional three minutes will be added. If the game is still tied at the end of Overtime, Double Overtime will be "sudden death" or end with the first person that scores the ball.
- 23.) Buddy Ball Rule. No more than two players can play together by request per team. If more than two people play together, this triggers a team and it will be at the discretion of the XL Basketball Director.