



Game Rules

3-4th Grade



- ❖ **One coach may walk sidelines with their team while the other remains at the bench area**
- ❖ The 3-4th Grade Division will use the 10ft. baskets
- ❖ There will be no jump ball and the game will start with the home team on the schedule having possession at half court. All jump balls and the beginning of each segment will be determined by the alternating possession arrow.

Game ball

- ❖ 27.5 basketball

Court size

- ❖ ½ of a regulation sized court

Clock

- ❖ 4 – eight minute quarters (8 segments)
- ❖ The clock will stop at 4 minutes for all 4 quarters for substitutions. There will be no free substitutions
- ❖ Clock will run continuously except:
 - The last 2 (two) minutes of each half
 - Shooting fouls; the clock will start when the ball is entered for the 2nd free throw
 - Timeouts or player injury

Substitution Policy

- ❖ Every player must play a minimum of 3 segments with the exception of:
 - Injury sustained during a game
 - A player has received 5 personal fouls
 - Behavioral issue

Defense

- ❖ Only man-to-man defense is permitted. Players must be in the proximity of the person they are guarding. Help defense is allowable in the paint area. Once the initial defender has recovered, the helping defender must retreat to their initial defender No trapping or double teaming.
- ❖ No pressing. **Defense must wait until the ball passes over the half court line to pick up their player**
- ❖ Stealing is permitted after the ball has crossed half court line

Free Throws, Violations and Penalties

- ❖ 5 Fouls per player
- ❖ Shots will be taken from a shortened foul line.
- ❖ Foul shots will be awarded for the following situations:
 - 2 shots for being fouled in the act of shooting
 - 7 team fouls per half (player will shoot one & one)
 - 10 team fouls per half (player will shoot 2 shots)
 - Players may move upon release of the ball.

Timeouts

- ❖ Each team will receive 2 (30 second) timeouts per half
- ❖ Timeouts may not be carried over from the first half.

Overtime

- ❖ Game will be played until there is a winner.
- ❖ Overtime is 2 minutes in length. One additional time-out will be awarded per team. Timeouts do not carry over from each overtime period
- ❖ Any player is eligible to play in overtime except for those players with 5 personal fouls.
- ❖ Overtime will start with a jump ball
- ❖ Clock will run continuously except for the last minute, shooting fouls, timeouts and injury

Continued on back

Ejections

- ❖ Any ejection for any reason will result in a 1 game suspension.
- ❖ 2 ejections in a season player will be suspended for rest of season
- ❖ 2 technicals in a game player will be ejected from the game and suspended from teams next game
- ❖ 3 technicals in a season and player will be suspended for rest of season

Player Eligibility

- ❖ Players must play in their grade level league
- ❖ A player may not participate in any travel or interscholastic sports (including CYO) during the time period he/she plays in this league
- ❖ Players must be registered with a Recreation Department and the registration fee must be paid before they are placed on a roster
- ❖ Players may only play on one team. Rosters are designated by each Recreation Department via draft.