

Rockaway Township Recreation
3rd Grade Boys Basketball Rules
2012 – 2013

1. The coaches will act as the referees, stopping play to instruct as well as control the game play.
2. Players will play Man-to-Man Defense only. No forms of zone are allowed. The defensive player must be within 4 feet of the player he is guarding. There will be **NO double-teaming** the player with the basketball.
3. A defensive player is not allowed to steal the ball from the dribbler. Proper defense is played with your feet, not your hands. Players should move their feet and stay between the player they are guarding and the basket. Players are permitted to steal **ONLY** on the pass.
4. The defensive players must retreat after the ball changes possession. There will be no defense played in the backcourt. The offensive player must be allowed to cross the mid-court line without pressure.
5. All players must be allowed to bring the ball up the court so that they can learn ball handling skills. Since there is no backcourt defense allowed they will be able to do this with no pressure. Any rotation can be used but no 1 player is allowed to bring the ball up for more than 1 quarter. This can be 2 separate periods or 2 consecutive periods. (Each quarter is separated into two 3 ½ minute periods).
6. The player bringing the ball up the court must make at least one pass beyond mid-court. A pass before mid-court does not count as the one pass. Additionally, no one player can score by taking the ball from the backcourt into the front court without making one pass after the ball has crossed the mid-court line.
7. There are no backcourt violations. The backcourt can be used as a safety zone. The safety zone is intended to allow each player to bring the ball up without pressure. It is not to be used for any other purpose. A pass in the backcourt **DOES NOT** count as the one pass (see Rule 6).
8. When each team has no more than 10 players present, the game will be 4 quarters. If any team has more than 10 players, the game will be 5 quarters to allow each player at least 4 segments of play. Each quarter will be divided into two 3½ minute segments. The team with possession of the ball at the end of the first 3 ½ minute session of each quarter will have possession of the ball to start the second session of each quarter. If there is no possession, then the ball will be awarded according to alternating possession.
9. There will be no substitutions during the 3½ minute segments (except for injury). At the end of the first segment, teams with eight players will substitute three players; teams with seven players will substitute 2 players etc. There should not be any players playing more than 3 segments in a row. All players must meet the minimum playing time requirement.
10. Minimum playing time is 4 segments. No player should play 6 segments unless everyone else has played 5 segments. The rule is no one player plays more than one period more than someone else. If a player comes into a game to replace an injured player it will **NOT** count as a segment of their playing time.
11. At the beginning of each quarter and at the 3½ minute mark, the players will match up at half court. We are trying to make the matchups as even as possible based on the skill level of the players. It is understood that this will not always be possible. Matching colored wrist bands will be worn to indicate who is guarding whom. There will be a 2-minute break between quarters and 5 minutes between halves. After the first 3½ minute segment of each quarter, substitutions and match ups must be made quickly to keep the game moving.
12. The score **WILL NOT** be kept.