

## 4th GRADE BOYS BASKETBALL RULES

1. Man to man defense for the **first & fourth** quarters only. Zone defense is optional for the **second & third** quarters only. If an offensive player is within the 3 point arc the defensive player must be within 7 feet of the player he is guarding. A player may step in to help out if the player with the ball beats his man and drives to the basket. Double teaming is not allowed. Each team will get two warnings per half before a 1 shot technical will be awarded.
2. Defense must retreat beyond mid court on a change of possession. Defense may not be played in the backcourt. The team with the ball is given 10 seconds to bring the ball up once inbound. A player can cross mid court and retreat back since there is no backcourt violation.
3. Each of the first 3 quarters is divided into two 3 ½ minute sessions. The team with possession of the ball at the end of the first 3 ½ minute session of each quarter will maintain possession at the beginning of the second session of that quarter. If there is no possession then the ball will be awarded according to the alternate possession rule.
4. There will be no substitutions during each session of the first three quarters. At the end of each session players will be rotated so that all players sitting will enter the game. If there are less than 10 players per team some players will have to remain in the game. No player is allowed to play more than 2 periods in a row. The goal is equal playing time. With the number of players we have per team each player should get a minimum of half a game.
5. Each period will begin with a player match up at mid-court. Players must be matched up according to their playing ability. Depending upon how coaches substitute their players it may be necessary at some point to have an A player guarding a B player but only if there is not another A player in the game to guard. At no time however can an A player guard a C player. The goal is to have A players cover A players, B players cover B players, etc. as much as possible. In order to make sure this happens each team must start the game with their best 5 players to prevent mismatches in the following periods.
6. Coaches are prohibited from “working” the referees. The object is to coach the kids and not the refs. Refs are to call ALL fouls and violations including 3 seconds and travels. Refs are encouraged to teach on the court as well and at their discretion can stop play to offer instructions.
7. When free throws are being taken only 4 defensive players may occupy the lane and only 2 offensive players (other than the shooter). All other players must remain behind the top of the key until the free throw hits the rim or backboard.
8. There are no overtimes. Games can end in a tie.
9. There will be a 2 minute break in between each quarter and a 5 minute break at halftime. The break at the 3 ½ minute mark is only to substitute players and should be as short as possible.
10. There are no backcourt violations. Backcourt can be used as a safety zone but cannot be used to milk the clock. 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 your 1 entry pass (see rule 12).
11. It is encouraged that all players be allowed to bring the ball up 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 one player is allowed to bring the ball up for more than 1 quarter. This can be 2 separate periods or 2 consecutive periods. If you want your best ball handler to bring the ball up the entire 4th quarter then he cannot bring it up during ANY of the other periods.

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12. The player bringing the ball up after an in bound pass or rebound needs to make one entry pass beyond mid-court. An inbound pass before mid court does not count as your entry pass. He cannot take the ball the length of the court without passing. When a player makes a steal is allowed to bring the ball up and shoot.

13. The clock will stop on all dead ball plays and other violations.

14. All high school rules apply except where modified above. Some common rules are:

- a. A player fouls out after 5 fouls.
- b. On the 7<sup>th</sup> team foul of each half, one and one will apply to each non-shooting foul. Two shots are awarded on the tenth foul.
- c. Each team gets two full (1 minute) timeouts and two 20 second timeouts per game.
- d. Games consist of four 7:00 minute quarters .

15. Due to the limited space around the gym at KDM a player stepping over the line on an in bound pass will be warned. A whistle will be blown but the player will be given the ball to in bound again. If it happens repeatedly just have another player in bound the ball. The defender must give 3 feet on an in bound pass.

16. There will NOT be playoffs at the end of the season. The Director can choose to have a round robin tournament.

### \*\*\*REFEREES:

We are calling all fouls and violations regardless of player ability. Make sure the players are made aware of what the infraction was so they can learn from their mistakes.