

## 3<sup>rd</sup> and 4<sup>th</sup> Grade Rules for Girls and Boys Divisions

**All league rules will follow KSHSAA guidelines other than the following:**

**Game and Pre-Game Rules:** All games will begin no less than 5 minutes following the previous game. It is the official's decision to allow for more time between games.

A team must have three players in order to avoid a forfeit. Some games do run ahead of schedule and it's the responsibility of the coach to have the team on the court when the officials call for starters.

It's the responsibility of the coaches to accurately complete the lineup card with the proper numbers for each player.

It is the responsibility of each team to provide one scorekeeper or clock operator. Failing to provide personnel for these tasks will result in a forfeit of the game.

The home team will provide the game ball.

**The scorekeeper is the official scorer of the game.** Clock is secondary.

**Playing Time:** It is required that all players play at least half of each contest. It's the coach's responsibility to substitute players to meet this requirement. There will be no stopping the contest for substitutions. Substitutions can be made per KSHSAA guidelines.

**Game Clock:** Games will consist of two, 20 minute halves with a running clock. Clock will stop on all time outs and other occurrences as deemed by the officials.

If there is a lead of 10+ points in the final 2 minutes, the clock will continue to run. No stopping of clock for reasons stated above except for time outs, technical fouls, injuries and other occurrences as deemed by the officials.

Half time is 5 minutes. Time between games will be no less than 5 minutes. Officials may allow more time between games if needed.

**Overtime:** There will be up to two overtime periods of 2 minutes each. In the event of a tie at the end of the 2<sup>nd</sup> OT, the 3<sup>rd</sup> OT will be sudden death, i.e. first basket wins. Possession in each OT will be decided by a jump ball at center court.

**Timeouts:** Each team is allotted four timeouts per game. Each time out will be a maximum of one minute in length. Each team will be given an additional timeout for each overtime.

**Technical Fouls:** Any technical foul called on a coach or a member of his/her bench will result in immediate ejection from the game and the gymnasium. Any unsportsmanlike technical called on bench personnel will also result in the coach losing his/her practice and game coaching privileges for the remainder of the season.

**Coaches Box:** The coach's box rule will not be enforced but **only one coach at a time is allowed to be standing during the game.** The first infraction receives a warning. The second infraction results in a technical and ejection.

**Pressing and frontcourt defense:** Once a team gains possession, the opposing team must retreat to the defensive end of the court. **Possession is defined by securing of the ball with one or two hands or a controlled dribble.** Any defensive act or movement in the backcourt that causes the offensive team to lose control or possession will result in the offensive team retaining possession by a throw-in at half court and a “press” warning will be issued to the defensive team. Each team is allowed two warnings per game. Each subsequent infraction will result in a two shot technical foul and the shooting team will retain possession via throw-in at half court.

**Double Team/Multi-player Defense:** A team is allowed to have multiple players defend an offensive player within the “3 Point” line only. Any multi-player defense played outside the line results in two warnings and the 3<sup>rd</sup> infraction results in a technical foul and the offense retaining possession.

**Other fouls, violations and clarifications:**

- “3” second violations will be called. Officials will try to encourage players to stay out of lane. The responsibility for teaching this rule is from the coaching staff.
- The “3 point” shot will be allowed and scored as three points.
- If extra time is needed to line kids up properly during a free throw, the official can request for the clock to be stopped to place kids in their required spots on the lane.
- No foul can be called on a player while illegally defending in the backcourt or an illegal double team. The rules of illegal defense supersedes the foul.
- Traveling may be allowed, at the discretion of the official, if the travel is not in excess (two or more steps) in the backcourt, frontcourt, leading to a direct basket and/or allowing the offensive player to gain an advantage on the defender.
- All double dribble violations will be called.
- All 5 second throw in and 10 second backcourt violations will be called.
- The 5 second “closely guarded” rule will not be enforced.
- When shooting a free throw, a player may cross the shooter’s line without penalty. The shooter must begin the try behind the line.
- Free throw line will be taped 2’ closer to the basket and the player will be allowed to cross the line on a try. The shooter must begin the try behind the line.