

In House 3rd-5th Grade Rules (revised April 2017)

These rules are intended to promote skill development, sportsmanship and enjoyment for the boys. The rules that are unique for each age group are intended to improve the game. Parents, coaches and players are expected to respect the game, the rules and the players. Questions regarding the rules and the implementation should be directed to the grade commissioner.

3rd Grade Basketball: Rim Height: 10 feet No Score will be kept 4 vs. 4 (due to gym size)

4th Grade Basketball: Rim Height: 10 feet Score will be kept

5th Grade Basketball: Rim Height: 10 feet Score will be kept

Ball size for grades 3-5 will be 28.5" (Intermediate)

1) Game Length

- a) For 3rd grade: the game will be played in 4 - 10-minute quarters with the clock running.
- b) For 4th & 5th grade: the game will be played in 2 - 14 minute halves with the clock stopping at each whistle.
- c) For Grade 4 and Grade 5: all games must be completed in 65 min. from the scheduled start time. Once the time limit is reached, the score at that time becomes the official score.

2) Overtime: For Grade 3 there is no overtime. For Grade 4 and Grade 5, should any game end in a tie score:

- a) A 2 minute stop time overtime shall be played starting immediately. Player rotation will revert back to the players who started the game with no player substitutions during overtime.
- b) Play will begin with a jump ball.
- c) One additional time out is allowed for each team.
- d) If the time elapses with the score tied, the game ends in a tie.

3) Forfeit: If any team fails to have four (4) players and a coach or a designated adult substitute coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.

4) Coaches/Officials Meeting: It is recommended that the coaches and officials meet at half court prior to the start of the game for introductions and to review the rules. Referees will give their names to coaches, and coaches will give their names to the referees. The coaches must provide the names of players that are unable to play equal time due to injuries, illness, or practice misses to officials and to the coach of the opposing team. At half time, referees and both coaches will meet to discuss any concerns from the first half of the game and discuss any matters relating to the rest of the game.

- a) If the referee feels that there is a problem with a coach, player, or parent, the referee will call time out, call both coaches to the center of the court and discuss the problem. If the problem continues after the discussion, the referees have the power to cancel the game. Referees will file a report with the Referee Coordinator if disciplinary action is taken. The Referee Coordinator will contact the Grade Commissioner, and a meeting will be held with the parties involved.

5) Timekeeper/Scorekeeper: Each team will be responsible for furnishing one volunteer to serve as the official timekeeper (scoreboard operator) or scorekeeper. The timekeeper and scorekeeper must sit together at the table provided. For 3rd Grade, only one volunteer is required to be the official timekeeper, as no score will be kept.

6) Jump Ball: After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.

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7) Timeouts:

- a) One time out (60 seconds) per half, per team, will be allowed. No carry over is allowed.
- b) One time out (60 seconds) per team will be allowed during overtime.
- c) A 60 second time out only for substitution, no player huddle, will be allowed at the following times (+/- 15 seconds).
 1. Grade 3 – at the 5 minute mark of each quarter
 2. Grades 4 & 5 – at the 3:30, 7:00, & 10.30 minute mark of each half.
 3. For Grades 4 & 5, at the half point of each half (7:00 minute mark) there will be a one minute coach's time out to huddle the team together and review strategy.
- d) A dead ball is not required in order for the official to stop the game for substitutions, as long as neither team has an offensive advantage at the time.

8) Playing time requirements: Coaches are responsible for equitable playing time for every boy. Players who have not attended practices or previous games may have their playing time reduced. Coaches are required to clarify the situation with the parent(s.) Then, discuss the situation with the grade commissioner and inform the player and parent of any decisions to reduce a boys playing time.

- a) It is expected of the coaches to play their players equally during the game and not try to "manipulate" the rule so as to create an advantage for his/her team by playing the "star" players the entire game.
- b) All coaches are required to use the player rotation form and have it filled out prior to the start of the game. Substitutions will be made as outlined in #7 above. No substitution at any other time is allowed. In the event that a player becomes injured or ill during a game and is not able to continue playing, his playing time shall be divided amongst players with no player having more than one additional rotation.
- c) If an opposing coach notices that a "star" player has played more rotations than other players, the coaches from both teams should meet to review the player rotation form and discuss the situation.

9) Types of Defense: The intent of the defense rules is to encourage skill development. Every basketball player needs to play defense and every player needs to learn how to defense a basic pick and roll offense. The league requires that every coach honor this rule and the intent.

a) Grade 3 & Grade 4:

1. Only a man-to-man defense is allowed during the entire season
2. Defensive players must be within 3 feet of their assigned player.
3. Switching will be allowed provided that the players stay within 3 feet of the new man.
4. Exceptions: If the offensive player chooses to be outside of the 3-point line, the defensive player is not required to stay within three feet.
5. Within the foul lane, double teaming/helping out will be allowed and encouraged.
6. There will be no zone defenses allowed the entire season
 - (1) The first offense will be a warning
 - (2) All other offenses will be 2 points for the opposing team and the ball

b) Grade 5:

1. Only man-to-man defense is allowed during the entire season
2. There will be no zone defenses allowed the entire season
 - (1) The first offense will be a warning
 - (2) All other offenses will be 2 points for the opposing team and the ball out of bounds on the side
3. Double teaming will be allowed the entire season

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10) Pressing/Backcourt Defense:

- a) **Grade 3 and Grade 4 :** No full or half court presses are allowed
- b) **Grade 5:**
 - 1. Full court man-to-man presses will be allowed starting with the first game, ONLY during the last two minutes of each half.
 - 2. Full court presses are allowed except by any team that is winning by more than 20 points
 - (1) The referee will issue a warning to drop back into half court defense.

11) Foul Rules: Every effort will be made to call a close game and to prevent rough play.

- a) **For Grade 3:** All fouls will be called, however no team fouls will be kept. There are no free throws shot for Grade 3.
- b) **For Grade 4 and Grade 5:**
 - 1. All fouls will be called and team fouls will be kept.
 - 2. Free throw line violations by the shooter will be enforced the entire season.
 - 3. Intentional fouls will not be tolerated.
 - (1) The opposing team will get 2 points and the ball at half court
 - 4. A player fouled in the act of shooting will **always** be awarded 2 free throws
 - 5. Starting with the 7th team foul per half for Grades 4 and 5, there will be a one-on-one bonus shot awarded for non-shooting fouls.
 - 6. Starting with the 10th team foul per half for Grades 4 and 5, 2 shots will be awarded for non-shooting fouls
 - 7. A player will foul out of the game on the 5th personal foul.
 - 8. If a disqualification for a 5th personal foul would reduce a team to 4 players, the last player to be disqualified will remain in the game.
 - (1) However, any further personal foul committed by that player will result in an automatic 2 points for the opposing team, and the opposing team awarded the ball out of bounds.
 - 9. Players who fouled out earlier in the game may not re-enter the game.

12) Technical Fouls:

- a) Technical fouls will count as both a personal foul against the player and a team foul.
- b) All technical fouls will be non-shooting fouls, two points will be automatically awarded the opposing team and that team will get the ball out of bounds.
- c) Flagrant fouls could lead to player ejection.
- d) A coach has the option of removing a player from the game if the player receives a technical foul.
- e) The coach has the option of sitting the player for part or all of the remaining game.

13) Flagrant and multiple Technical Fouls: Flagrant fouls are contrary to the philosophy of the league and will not be tolerated.

- a) A flagrant foul by a player will result in an automatic 2 points for the opposing team and the opposing team will be awarded the ball out of bounds.
- b) In addition, the player who committed the flagrant foul cannot play for the remainder of the half in which the foul was committed.
- c) The periods that a player was scheduled to play under the equal play rules of the league will be forfeited, and a coach may not try to make up these periods in the second half of a game if the violation occurs in the first half.
- d) On commission of a 2nd flagrant foul, the player will be disqualified for the remainder of that game.
- e) Any player or coach who receives two technical fouls in a single game will be ejected from the game.
- f) All ejections will be reported to the EPBBA referee coordinator by the referees.
- g) All ejections will be reported to the Grade Commissioner by the Coaches.

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- 14) Over and Back:** Over and back will not be enforced in Grade 3. This is due to the size of the courts. Over and back will be enforced in grades 4 & 5 and the offense has 10 seconds to get the ball past half court.
- 15) Stealing off of the dribble:** Stealing off of the dribble will be allowed in Grade 3 and Grade 4 only by the defensive person who is guarding them. There are no restrictions in Grade 5.
- 16) Double Dribble and Travel:** Double Dribble and Traveling will be enforced for all grade levels, with modifications for Grade 3 to phase in as follows:
- a) For Grade 3 if a double dribble or traveling violation occurs, the referee will stop play, explain the violation, and the ball will be turned over to the defense.
 - b) For Grade 3, traveling will phase in, and switch to Call All Traveling in Game 6 (mid way through the season)
 1. First 5 games, call ONLY if the player has gained an advantage, with emphasis 'around the basket area'; the remaining games call all traveling. See these examples:
 - (1) If a player travels after catching a pass far outside and gains no advantage, it won't be called in the first 5 games
 - (2) If a player travels by stepping around a defender in the lane to make a basket, call it
 - c) Last 5 games, call all Traveling. It will be called in 4th Grade.
- 17) Reporting Scores:** All scores for Grades 4 & 5 will be reported by the coaches to that grade's Commissioner.
- 18) Referees:** The game must not be played if two qualified referees are not present at game time unless the coaches agree to play. The Grade Commissioner will be responsible for rescheduling the game, if necessary.
- 19) 3 Point Shot:** The 3 point shot will only be used when the gym is so marked for the shot.