

Lamprey River Basketball League

3rd & 4th Grade Division

Our goal is to create an environment in which every player can develop his or her full potential as an athlete and individual. Through LRYB, special rules for each age division have been established to help achieve a balance of individual accomplishment and team competition on the court. The following is the game rules established towards this end.

ELIGIBILITY RULES

1. NO all-star teams or "A"/"B" teams are allowed. All players must be from the participating town.
2. Each team must submit a roster of no less than 8 and no more than 13 players prior to the start of the season.

GAME PRELIMINARIES

1. Home Teams are responsible for setup of the gymnasium and cleanup of the gym. This includes score boards chairs, bleachers etc. as well as sweeping the gym floor.
2. Please have all players' change out of street shoes before entering the gymnasium. Make sure all shoes are clean. This preserves the gymnasium and keeps them safer.
3. Raymond Rule Only - No personal basketballs allowed in the gymnasium during games.
4. Raymond Rule Only - If schools are canceled, home basketball games are also canceled.
5. All players are required to wear a shirt, shorts and sneakers in the game. No jewelry of any type will be worn.
6. Each home gym will be equipped with first aid kit with sufficient number of ice packs for home and visiting teams.

MINIMUM PLAY RULE

1. Each player must play **at least** one quarter time. At this division equal play among players is highly recommended.

GAMES

1. Coaches are asked to serve as referee and they are also allowed to instruct children on court. This is an instructional league. Please be brief – time is limited.
2. 3rd -4th Grade Division will use official Junior basketball – Size 27 or 27 ½.
3. Official High School Basketball Rules shall apply unless specifically noted in local league rules. Violations and penalties will be liberally enforced.
4. 3rd - 4th Division Games will consist of four 6 minute stopped time periods, not running clock. (If there is sufficient gym time available, the games of 6 minute periods for 3-4 grade may be increased to 8 minute periods. This change in period time is only permissible if both coaches agree before the start of the game and there is sufficient gym time.)
5. No three-point shots are permitted in 3rd-4th Grade Division.
6. Free throws will be taken. 12' free throw line is utilized, but child may jump from line into paint when taking shot. If child cannot reach rim, line may be moved forward 2'.
7. Full court defense is **ONLY** allowed during the last three minutes of the fourth quarter during regulation play and anytime during the overtime period. At no time may a team apply full court defense if your team is ahead by 10 or more points. Failure to comply **NO PRESS** rule will cause a warning to be issued on first and second occurrence, and thereafter a technical foul will be assessed against the team.
8. Defense must stay inside the key until ball crosses mid-court. There is no guarding in the backcourt. However, only one free passage into the back court per possession, that is, after a team uses a free passage into the back court and the ball is tipped out of bounds in the front court by the opposing team, then a pass inbound from the sideline at mid-court and thrown into the back court can now be intercepted by the opposing team.

9. Playing man defense is highly encouraged; playing zone defense exclusively is discouraged.
10. Players must make one pass in back court after a rebound.
11. Lane violations will be enforced.
12. Each team is allowed 4 time-outs of one minute, taken any time during game. Coaches or players on the floor in possession of the ball may call time outs. During dead balls any player on the floor or coach can call time out.
13. If a regular season game ends in a TIE, it will officially end as a TIE.
14. No running up the score when it can be controlled - coaches are expected to use good judgment regarding this issue.
15. On fifth personal foul player is ejected from game. Foul shots are only awarded while in the act of shooting. There is no accumulation of team fouls for one & one (7) or two free throw (10) situations. On foul shots all players in designated lane spaces (except shooter as discussed in rule 6).
16. Injured players must exit the game. While a player is injured on the floor, all other players must go to the bench. If a player is bleeding he must leave the game immediately and cannot return until the bleeding has stopped & the open wound is covered.
17. On a multiple shot foul, substitutions are only allowed to enter the game prior to the last shot being taken.

CODE OF CONDUCT

1. Our goal is to create an environment in which every player can develop his or her full potential as an athlete and individual. Through LRB, rules for each age division have been established to help achieve a balance of individual accomplishment and team competition on the court.
2. Head coaches are responsible for their conduct and the conduct of their players, assistant coaches, and their team's parents and fans.