

BEREA YOUTH SPORTS COMMISSION

3rd & 4th GRADE BASKETBALL LEAGUE RULES

The purpose of the league is to provide 3rd & 4th grade boys and girls the opportunity to play a recreational competitive level of basketball; to learn, and enjoy the game. The spirit of this league will be fair play, cooperation, and integrity. Each coach, player, and parent must abide by the rules, and more importantly, the spirit of the league. Individuals who are unable to do so will be asked to leave the league.

1. **RULES IN EFFECT** O.H.S.A.A. rules will be in effect, except where specific League rules differ. All teams will use the 28.5 ball.

2. **TEAMS**

- There will be no limit to team rosters.
- The Divisions are: Boys 3rd & 4th Grade and Girls 3rd & 4th Grade
- Players may not be rostered on more than one team in the league

3. **ROSTERS**

- Each team will be divided as evenly as reasonably possible regarding both skills and age or grade in school.
- This is a recreational league. All eligible registered participants must be placed on a team.

NO CUTS ARE ALLOWED

4. **TIMING OF THE GAME**

- a. The clock will be a running clock that will stop at the direction of the referee for unusual delays such as an injury to a player, and during segment and period changes. The clock shall also stop for shooting fouls and restarted when the shooter is presented the ball for a 2nd shot or upon the miss of the 1st shot of a 1 & 1 bonus. During the last minute of each of the four quarters and the last minute of any overtime period, the clock will stop on all dead balls as per high school rules.
- b. If a team has a lead of twelve (12) or more points with less than 1 minute remaining in the final segment of the game, the clock shall run out without being stopped.
- c. Teams are allowed about 30 seconds during segment changes, and 60 seconds between quarters.
- d. There will be an approximate four (4) minute break during halftime.
- e. Each team will be allowed three (3) timeouts per game. Timeouts do not carry over to overtime periods. Timeouts last about one (1) minute.
- f. A tied game at the end of regulation will have one (1) three (3) minute overtime period. If the tie is not broken in the overtime period, the game is declared a tie except during postseason play in which 3 minute overtime periods will be played until a winner is decide

5. MINIMUM PARTICIPATION

- The game will be divided into eight (8) segments; two (2) segments per quarter. No participant may play two segments more than another. Exceptions may occur if a player must leave the game for any reason. Late arrival may result in a participant playing fewer segments.
- Each player in attendance must play a minimum of one (1) segment in each half. Exceptions: He/she arrives too late to participate in the 1st half, the player unexpectedly must leave early.
- Players may be brought up from a younger league on a game by game basis **ONLY** if the team expects six (6) or fewer players to participate in their game.
- Officials will stop the game approximately every four (4) minutes for a segment change. Teams are allowed about 30 seconds to give brief instruction to players before resuming play.
- It is recommended that coaches leave a completed substitution planning sheet with the scorekeeper prior to the start of the game. If the coach makes any changes from the submitted plan, the scorekeeper must be informed of those changes. If a plan sheet is not given to the table, the coach forfeits any right to protest the official score sheet regarding segments played.
- The following chart lists the minimum and maximum number of segments to be played, which is based on number of players in attendance.

PLAYERS	MINIMUM SEGMENTS	MAXIMUM SEGMENTS
6	6	7
7	5	6
8	5	5
9	4	5
10	4	4
11	3	4
12	3	4

Violations of this rule may result in forfeiture of the game, and/or disciplinary action.

- If a player is injured or fouls out, the substitute player that completes the segment is charged with the segment ONLY if he/she enters with more than half the segment remaining.
- If a player fouls out or is injured and unable to continue play during the final segment, a bench player with fewest segments played **MUST** be inserted into the game. If all on the bench have played an equal number of segments, the coach may select the player of his/her choice as the replacement. The sub must report to the scorer's table to confirm he/she is a legal substitute.

NOTE: If it is known before the start of a game that a player will not be participating the minimum number of segments due to disciplinary action, illness, or personal reasons, the coach must notify the opposing coach and scorekeeper; and get approval from the site supervisor prior to the start of the game.

MINIMUM PARTICIPATION EXCEPTIONS: If a team has an overwhelming lead, the coach may elect to have some of his more skilled players play less than mandatory minimum number of segments and allow others on the team some additional court time, the coach should communicate his intent to his opponent, the scorekeeper, and to the site supervisor.

6. OVERTIME

If the score is tied after regulation play, the game shall continue, without a change of direction, for one (1) 3 minute OT period. Should the score remain tied, the game will be declared a tie. One (1) time out per team will be allowed. Unused timeouts from regulation time do not carry over. The OT period begins with a jump ball. Any five (5) can start. Subs are not mandatory, but may be made about midway through the overtime period. The clock will be a running clock except for the final minute of the overtime.

7. DEFENSES

- a. Any zone or person-to-person defense is allowed.
- b. Full court press is allowed in the 4th quarter and throughout any overtime periods. However, a team may not press with a lead of twelve (12) or more points.
- c. Officials should give a team warning if they determine players are intentionally delaying the game by guarding a player following a defensive rebound or a steal by the defense. Subsequent delays determined intentional by the official may result in a team technical foul being assessed.

8. FOULS & FREE THROWS

- A player will foul out of the game on his/her fifth foul.
- A one & one free throw will be awarded on a team's 7th foul of a ½; 2 free throws on 10th foul.
- The scorer's tabulation of the team fouls is official and may only be overruled by the referee in charge of the game if he is positive an error has been made, and it can legally be corrected.

9. BENCH CONDUCT

- Only team players and a maximum of three (2) coaches will be allowed on a team bench. Only head coaches are allowed to approach officials during the game for a rules clarification. All players on the bench must remain seated.
- Coaches, parents, players, and spectators should focus on the spirit of the league. Unsportsmanlike conduct WILL NOT BE TOLERATED, especially if directed toward game officials or participants.
- Players ejected from a game for any reason other than fouling out, will not be allowed to participate in the team's next game.
- Coaches that are ejected from a game will not be allowed to be present at the team's next game. A 2nd ejection may result in being expelled from further involvement in the league.
- Parents & Spectators that are instructed to leave the building by a game official or league administrator will be given a warning. Any subsequent ejections from a game site will result in that person being banned from attending any further games.

10. MISCELLANEOUS

- Three (3) point field goals will be counted
- Any forfeiting team will be responsible for compensating the referees. A team must have a minimum of four (4) players on the court to start and finish a game. There is no grace period.
- Team jerseys must be worn during games. Each team will be responsible for their own jerseys.
- Referees, timer, and scorekeeper fees will be the responsibility of the host city

11. SEASON ENDING TOURNAMENTS

All teams will be invited to participate. The format will be determined late in the season.