

LUYAA 3rd -4th Grade Boys Basketball Rules

STATEMENT OF PURPOSE:

The purpose of the LUYAA Basketball program is to promote the sport of basketball in an environment that is both fun and educational for children. Coaches are reminded that the 3rd -4th level is the first opportunity for many children to play the sport in a controlled game atmosphere. Consequently, although the league keeps track of the scores of games, our primary goal must be to teach the children how to play basketball within the rules. Referees and Coaches are encouraged to work together to ensure that games are fun, competitive and educational.

II. GAMES

A. SEASON

1. Play in the league shall normally consist of a regular season and end of season tournament.
2. Regular season.
 - a) Ideally, the regular season will consist of one (1) game against each team in the league, but this may be modified if time and scheduling constraints, or cancellations due to seasonal weather conditions do not permit.
 - b) In the event the league is structured with all teams playing in one division, then the teams finishing in first and second place for the regular season will be recognized and awarded. If the league is split into two or more divisions, then the team finishing in first and second place of each division for the regular season will be recognized and awarded.
3. Tournament Games.
 - a) Teams will be seeded in the end of the season tournament according to their placement in the regular season.
 - b) Tournament Format shall be determined by the league coordinator and the Assistant Intramural Commissioner of LUYAA basketball.
 - c) Teams finishing first and second in the tournament will be recognized and awarded.
4. All Star Game
 - a) The All-Star game format is at the discretion of the League Coordinator. Emphasis should be placed on participation. An All-Star game is

encouraged as well as miscellaneous competitions to give more children a chance to participate.

B. SCHEDULE AND RESPONSIBILITIES

1. Schedule.
 - a) The schedule distributed by the coordinator lists the starting times for games.
 - b) The schedule shall indicate the designated "home" and "visiting" teams
 - c) If required, changes in the schedule shall be handled by the league coordinator.
2. The home team shall supply a scorekeeper. The master scorebook shall be kept in the league equipment bin.
 - a) The scorekeeper's responsibility is to keep accurate track of individual and team scoring, individual and team fouls and substitutions.
 - b) The scorebook shall be the official score.
3. The visiting team shall supply a timekeeper.
 - a) The timekeeper's responsibility is to start and stop the clock as designated by the rules and to keep the score on the scoreboard.
 - b) The timekeeper should always be certain that the score on the scoreboard matches the score on the book.
 - c) Failure to keep accurate time after repeated warnings by the referee may result in removal of the timekeeper and appoint a new timekeeper.
4. Failure to supply a scorekeeper or timekeeper by the start of the game will result in a technical foul against the offending team. The technical will be charged to the coach.
5. Coaches shall have the names of their players in the scorebook prior to the end of the warm-up period before the start of the game,
6. The last two teams to play on Sunday or any weekday game (e.g., during the playoffs) are responsible for making sure all chairs are stored and all equipment placed into the storage area.

C. PREGAME

1. Games shall start at the official time if possible. Official start time is indicated by the schedule (see above).
2. Teams shall be granted a 5-minute warm-up period before games.
 - a) When each game is completed, the timekeeper shall check the time. If there is less than 5 minutes until the scheduled start of the next game, the timekeeper will set the time for 5 minutes and start the timer. At the end of 5 minutes, the game will start immediately. There is no grace period.
 - b) If the official start time for a game is already past at the completion of the previous game, the warm-up period shall be reduced to two (2) minutes.
3. A team must have five (5) players to start a game.
 - a) If a team does not have five (5) players present at the start of the game, the team will forfeit.
 - b) The game should be played using a non-team member, but will be automatically recorded as a loss.
 - c) A team may finish a game with less than five players.
 - d) The home team sits to the left of the score table facing the scoreboard.

D. GAME

1. Standard rules of basketball are followed except as modified below.
2. Games shall consist of four (4), eight (8) minute quarters
3. The home team will shoot at the basket on the right side of the court facing the scoreboard in the first half.
4. Shooting directions switch at halftime, but not in overtime.
5. POSSESSION.
 - a) Games begin with a jump ball.
 - b) After the initial jump ball, a possession arrow shall be used to indicate alternate possessions in the event of tie-ups where two opposing players have possession of the ball.

- c) Second half possession shall begin with the team that last had the possession arrow pointing in their favor at the end of the first half, and the arrow shall be changed to point in the other team's direction.
- d) Overtime periods begin with a jump ball.

6. CLOCK STOPPAGE

- a) The clock stops whenever a referee blows the whistle indicating a dead ball including the following occasions:
 - (1) Whenever the ball goes out of bounds;
 - (2) whenever a foul of any kind is called;
 - (3) whenever a time-out is called by a team;
 - (4) on all jump balls;
 - (5) Whenever a referee calls time-out due to injury, or outside interference.
- b) In order to ease compliance with the half-game, must-play rule, the clock may be stopped (at the 4-minute mark) and play shall be momentarily interrupted to allow for player substitutions at the first dead ball after the halfway point of every quarter.
 - (1) **This play stoppage shall not to be used as a time-out.** Strategy huddles are not allowed. Coaches abusing this rule may be charged with a time-out at the referee's discretion.
 - (2) Coaches should have their players ready to enter the game at the scorer's table.
 - {3} A coach may request a line-up for assigning man-to-man defense match-ups at this time.

7. PLAYING TIME.

- a) Each player present at the start of the game shall play at least one half of game, unless ejected or injured, in accordance with the following:
 - 1) A quarter is started with 5 players put onto the floor and the balance of the players on the bench.
 - 2) At the 4-minute mark of each quarter, the clock is stopped (can be a dead ball or after a made basket) and **all** players on the bench must be inserted into the game. Coaches are required to identify to the opposing coach those players designated as remaining in the game for the balance of the quarter.
 - 3) A player **cannot** be removed from the game prior to the 4-minute mark unless they have injured or ejected.
 - 4) Only those players that have been designated as staying in the balance of the quarter may be removed after the 4-minute mark.

Players who did not play prior to the 4-minute mark **cannot** be removed after the 4-minute mark.

- b) Late arrival of player rules.
 - (1) A player who shows up late during the first quarter of play shall play a quarter and a half.
 - (2) Any player showing up after the start of the second quarter must play one quarter.
 - (3) A player during who arrives during the first half, after a game has started shall play a minimum of half the second half.

- c) At a coach's discretion, the half-game rule shall not apply for players who chronically fail to attend weekly practice.
 - (1) Such disciplinary action is not to be applied indiscriminately. Discussion with the child's parents and the league coordinator at least one week in advance should precede any action of this sort.
 - (2) Children shall be immediately reinstated to regular status when regular practice attendance is resumed.

- d) Failure to give a player the proper amount of playing time, as outlined in a. above is grounds for forfeiture of a game,
 - (1) Protests of this kind shall be reported to and handled by the coordinator. The coordinator shall clear his final decision with the basketball commissioner.
 - (2) A coach planning to protest a game should notify the referees and opposing coach of this at the game.
 - (3) The protest will be granted if it is determined that the playing time rule was not followed.
 - (4) Coaches will be disciplined and/or removed for repeated violations of this type during the course of a season:
 - (a) First offense: forfeit of protested game;
 - (b) Second offense: forfeit of protested game and forfeit of all previous victories that season;
 - (c) Third offense: forfeit of protested game, forfeit of all previous victories that season subsequent to the second offense and dismissal.
 - (d) There are no exceptions to the half-game rule for nine-player teams.

8. FOULS

- a) One-and-one foul shooting shall begin and continue in each half when the opposing team has accumulated seven (7) personal fouls in that half.

- b) A technical foul called on a player shall count as a personal foul.
- c) A player shall be ejected if either five (5) personal or two (2) technical fouls accumulate.
- d) A coach shall be ejected after two (2) technical fouls.
 - (1) An ejected coach has 30 seconds to designate a replacement coach.
 - (2) An ejected coach must leave the gym proper, and may have no communication with the team once the 30 seconds are expired.
 - (3) Failure of the coach to comply with the ejection rules shall result/additional technical fouls against the coach's team.
- e) Two foul shots shall be issued for each technical foul.
- f) Conventional rules regarding hard fouls and intentional fouls apply.
- g) Unless an exception is agreed to by the opposing Coach, all foul shots will be taken from the painted foul line.
- h) A player may be substituted prior to the 4-minute mark of a quarter if the child has accumulated the following number of fouls in a specific quarter. Specifically:
 - a. Accumulation of three (3) fouls by the second quarter.
 - b. Accumulation of four (4) fouls by the third quarter.

9. TIME-OUTS

- a) Time-outs shall be one (1) minute in duration.
- b) Each team shall be allotted two (2) time-outs per half with **no carry over**.
 - 1) First half time-outs do not carryover to the second half.
 - 2) Second half time-outs do not carry over to overtime.
- c) Each team will be will be given one (1) time-out for overtime. Only one time-out can be used in overtime play regardless of the number of overtimes.
- d) If a time out is requested with the ball in play in the backcourt, the ball laced in play after the time-out at midcourt.

10. OVERTIME

- a) In the event of a tie score at the end of regulation play there will be overtime periods. Overtime periods continue until a game is won.

- b) There will be a one (1) minute break between the end of regulation and the overtime period, and between additionally required overtime periods.
- c) All overtime periods are three (3) minutes long.
- d) Overtime periods begin with a jump ball.
- e) The teams shall shoot at the same baskets in all overtime periods as they second half of regulation play.
- f) Substitutions are not mandatory for Overtime Periods. If a player does not play in the first overtime period, then that player must play in all of the second overtime period. If a player does not play in the second overtime period, then that player must play in all of the third and so on.

11. MISCELLANEOUS

- a) The three-second rule shall apply to league play except as modified as follows: The referee may give one verbal warning to each team during the first quarter of the game. After the warning, play shall resume with an inbound pass. Thereafter the normal 3-second rule applies.
- b) After a score of any kind, defensive steal, offensive turnover or defensive rebound the team with the ball shall not be contested by the defense up to the mid-court line. The rule is clarified as follows:
 - 1) The defensive team must stay behind the mid-court line until the offensive team crosses or passes the ball over mid-court. The defensive team must allow the offensive team to get across half-court.
 - 2) As soon as the offensive team crosses mid-court, the defense may move forward and play defense.
 - 3) The defense may contest a pass that is inbounded past mid-court.
 - 4) If a team is winning by 15 points or more, the leading team cannot apply defensive pressure above the top of the key/foul line jump circle.
- c) There will be no lack of action violation called against a trailing team playing a zone defense. Line-up requests for assigning man-to-man defense matchups are permitted at the beginning and midpoints of quarters, and after a called time-out.

12. INJURIES AND MEDICAL CONDITIONS.

- a) A player may not participate while wearing a cast of any kind.
- b) A player may not participate with an open wound or bleeding of any kind.

- c) If a player receives an open wound and begins bleeding during the game - The bleeding must be stopped before the player may reenter the game.
- d) After three attempts to treat bleeding and reenter the player is not allowed further participation in that game.
- e) Note: A first aid kit shall be available at NMES. It shall be located at the equipment area.

AMENDMENT OF RULES:

These rules may not be amended except by the agreement of the League Coordinator and the Intramural Commissioner of LUYAA Basketball.