



Anthony Wayne Junior
Generals Basketball

3RD & 4TH Grade League Rules 2025-2026

General Items:

1. Good sportsmanship is a non-negotiable requirement for all players and coaches. It is expected to be consistently demonstrated by players, coaches, and fans. Coaches and teams bear responsibility for the behavior of their fans. Remember, this is an **INSTRUCTUAL LEAGUE.**
2. Only the Head Coach is permitted to address the officials during games. Coaches, aside from the Head Coach, are **not allowed** to step onto the court or exit the designated coach's box to dispute an official's call. Officials have the authority to issue a technical foul if deemed necessary. All official calls are final.
3. For their safety, players are not permitted to wear any jewelry (necklaces, bracelets, earrings, etc.)
4. Each player will receive roughly equal playing time during games. Time will be allocated at the start of each half for players to match up. Coaches are reminded to ensure substitutions occur at least halfway through each half to prevent players from sitting out an entire half.
5. All players must wear a jersey; the team listed on the schedule first will be in white. Jerseys must be tucked in during play. All players must carry their basketball shoes and put them on after entering the building for practice or games.
6. High school players will be responsible for operating the game clock and keeping score. Each game will be officiated by one registered official ensuring fair and knowledgeable officiating.

7. At any point during the season, any AWJGBB board member has the authority to perform a roster check to uphold the fairness and integrity of both the team and the league. This practice is in place to ensure that teams are in compliance with all league rules and regulations.

Game Management:

8. At least **5 minutes** will be given for pre-game warm-ups.
9. Each game will consist of **two (2) 18-minute halves** with a running clock. The clock will stop for timeouts and during the last minute of the second half for all foul shots. The clock will not stop for substitutions. All fouls that occur under 1-minute in the second half, during the regular season (and tournament) play will result in 2 foul shots with the clock stopped.
10. At the end of each half, the score is set back to zero.
11. Half time will be **3 minutes** long and will start promptly after the referee's whistle.
12. Each team is allowed **(1) one minute** and **(1) 30 second** timeout per half. Unused timeouts do not carry over.
13. The **10 second rule** and **over and back violation** will be in effect during the entire season. If violation occurs, the opposing team gains possession.
14. **Two foul shots** will be given for a player fouled in the act of shooting. No one and one shot will be given. Players will shoot foul shots from approximately **12 feet**. Players will not foul out. However, if a player accumulates excessive fouls, the referee will notify the coach to ensure player safety and sportsmanship.
15. Violations such as traveling and double dribbling will be called loosely early in the season and more strictly as players gain experience.
16. No colored symbols or pictures are allowed on the court for safety reasons.
17. There will be no overtime play during the regular season.

Defense and Pressing:

18. At no time during the regular season or tournament play will a “**Zone Defense**” be allowed. Each player will be required to guard another player and play “man to man” defense. Switching on screens is normal basketball play and will be allowed.
19. Double teams are **NOT ALLOWED**.
20. Players may intercept passes but may not steal directly from a dribbler at any time. This encourages good defensive positioning without discouraging developing ball-handlers
****NO STEALING off the dribble during the duration of the season, to include tournament play****

Tournament Play:

21. If overtime were to occur, **3 minutes** would be put on the clock to start overtime. Each team will be given **(1) 30 second** timeout for overtime play. Possession will be determined by a jump ball. The clock will stop **during the last minute of overtime play** each time the official’s whistle is blown.
22. All fouls committed under 1 minute will result in two free throws.
23. If after the 3-minute overtime clock has expired and the score is still tied, a **Sudden Death Contest** will be in effect. A jump ball will start the Sudden Death Contest, **first to score two or more points** wins, no running clock.

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President AWJGBB