

In-House 3rd Grade Game Rules

May 2016, updated April 2025



These rules are intended to promote skill development, sportsmanship, and fun for all players. The rules that are unique for each age group are intended to improve the game by building skills over time and facilitating involvement for players of all levels. 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, 5 vs. 5, 27.5" basketball

- 1. Game Length:** The game will be played in 4 – 10 minute quarters with the clock running. Halftime will be 3 minutes.
- 2. Overtime:** There is no overtime.
- 3. Forfeit:** If any team fails to have four 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.

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:** One volunteer is required to be the official timekeeper and sit at the table provided. 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.
- 7. Timeouts:**
 1. One time out (60 seconds) per half, per team, will be allowed. No carry over is allowed.
 2. One time out (60 seconds) per team will be allowed during overtime.
 3. A 60 second time out only for substitution, no player huddle, will be allowed at approximately the 5 minute mark of each quarter (+/- 15 seconds).
 4. A dead ball is not required 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 player. Players who have not attended practices or previous games may have their playing time reduced. Coaches are required to discuss the situation with the Grade Commissioner and then inform the player and parent of any decisions to reduce playing time.
 1. It is expected of the coaches to play their players equally during the game and not try to "manipulate" the rule to create an advantage for his/her team by playing the top skilled players the entire game.
 2. 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. If a player becomes injured or ill during a game and is not able to continue playing, his playing time shall be divided among players with no player having more than one additional rotation.

- 9. Types of Defense:** The intent of the defense rules are to encourage skill development. Every basketball player needs to play defense and every player needs to learn how to defend a basic pick and roll offense. The league requires that every coach honor this rule and the intent.
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 their 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 / help defense will be allowed and encouraged.
 6. There will be no zone defenses allowed the entire season.
- 10. Pressing / Backcourt Defense:** No full or half court presses are allowed.
- 11. Foul Rules:** Every effort will be made to call a close game and to prevent rough play. All fouls will be called. There are no free throws shot for Grade 3. A player who commits five personal fouls over the course of a game is disqualified for the remainder of that game. Each coach should track the fouls for their players. **Added April 2025.**
- 12. Technical Fouls:**
1. Technical fouls will count as both a personal foul against the player and a team foul.
 2. 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.
 3. Flagrant fouls could lead to player ejection.
 4. A coach has the option of removing a player from the game if the player receives a technical foul.
 5. The coach has the option of benching 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 EPBBA and will not be tolerated.
1. 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.
 2. In addition, the player who committed the flagrant foul cannot play for the remainder of the half in which the foul was committed.
 3. The periods that a player was scheduled to play under the equal play rules 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.
 4. On commission of a 2nd flagrant foul, the player will be disqualified for the remainder of that game.
 5. Any player or coach who receives two technical fouls in a single game will be ejected from the game.
 6. All ejections will be reported to the EPBBA Youth Referee Coordinator by the referees.
 7. All ejections will be reported to the Grade Commissioner by the Coaches.
 8. All ejections will be reported to the EPBBA President by the Grade Commissioner.
- 14. Over and Back:** Over and back will not be enforced due to the size of the courts.
- 15. Stealing off the dribble:** Stealing off the dribble will be allowed, but only by the defensive person who is guarding the ball.
- 16. Double Dribble and Travel:** Double Dribble and Traveling will be enforced, with modifications for Grade 3 to phase in as follows:
1. If a double dribble violation occurs, the referee will stop play, explain the violation, and the ball will be turned over to the defense.
 2. Traveling calls will phase in, and switch to calling all traveling violation beginning with 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:
 - a. If a player travels after catching a pass far outside and gains no advantage, it won't be called in the first 5 games.
 - b. If a player travels by stepping around a defender in the lane to make a basket, call it.
 2. Last 5 games, call all traveling violations.

17. Reporting Scores: Scores are not kept for Grade 3.

18. Referees: Every attempt is made by the league to have two referees present for every game. If two referees are not present for the game, we ask that Coaches and/or parents agree on a representative from each team to officiate.

19. 3 Point Shot: The 3-point shot will only be used when the gym is marked for the shot.

20. Free Throws: There are no free throws shot for Grade 3.