

# SPRING-FORD



## YOUTH BASKETBALL

### 3RD AND 4TH GRADE DIVISION RULES

UPDATED 2024-11-08

- Games must start no later than 5 minutes past the scheduled start time or end of the previous game in the event that game runs overtime.
- Coaches and players must demonstrate good sportsmanship. Coaches are responsible to control fans.
- Home is gold. Away is blue. Home team is responsible for the clock. Each team is responsible for a score sheet.
- Notify the league commissioner of any injuries and/or technical fouls.
- Each team shall submit a completed version of the provided SFYB rotation & score sheet before the game begins.
- The lineup will designate the order that the players will enter the game. A new set of players will enter the game at the beginning of and 5:00 minute mark of each quarter, and at the beginning of the second half.
- Substitutions can only be made if there is an injury.
- Teams must follow the substitution rotation guidelines provided by the league. Any team that does not follow the rotation properly will be assessed a technical foul (two pts. and the ball). The rotation cannot change during the game. Any late player will be placed at the bottom of the rotation. See the provided examples for late players or those fouling out or leaving early.
- During overtime, a coach can play any 5 players. A coach can substitute freely in overtime.
- Technical or Intentional fouls are an automatic 2 points, team and individual foul, and the ball.
- All assistant coaches and players not in the game must stay seated at all times. Only the head coach can stand during a game. Assistant coaches are not permitted to speak to the officials during a game.
- Games will consist of (4) 10-minute quarters. The clock will continue to run for each quarter with the following exceptions:
  - **Substitutions.** The clock will stop every 5 minutes for a rotation change. The official will determine a good stopping point in the game, which may be slightly before or after 5 minutes. Substitutions are not to be used as timeouts.
  - **Free throws.** The clock stops until the referee hands the ball to the shooter on the first shot. The clock only stops to allow for the players to position themselves in the lane.
  - **Foul Reset.** The clock will stop at the end of each 10-minute quarter to reset team fouls. This clock and foul reset is not a timeout or stoppage like at halftime.
  - **Whistles.** The clock will stop on **all whistles** during the **last 90 seconds of the second half and the last 90 seconds of overtime**, if applicable.
- Each team gets 2 time-outs per half (30-second duration). No additional timeouts are given in OT.
- Half-time is 3 minutes. There is no extra time between the first and second quarter or third and fourth quarter.
- In the regular season, teams will play one 2:00 minute sudden death overtime. First point wins. If there is not a winner, the game will remain a tie. In the playoffs, one 2:00 minute overtime will be played and then 2:00 minute sudden death overtimes until there is a winner.

- Games will start with a jump ball. Possession arrow will be used for the remainder of the game. Each overtime starts with a jump ball.
- Five fouls per player/per game. If a team only has five players, they will continue to play with 5, however each foul committed by the fouled-out player will result in a technical foul
- Teams will shoot 2 free throws on the 5th team foul in each 10-minute quarter. Team fouls will reset at the end of each 10-minute quarter. Players must start behind the foul line but can jump over the line on the shot.
- Ball size is 28.5" (women's ball) Basket heights are as follows:
  - 3rd grade boys' division – 9' baskets
  - 4th grade boys' division – 9'6" baskets
  - 3/4 girls division – 9' baskets
- Teams must play man-to-man defense the entire game. Man-to-man defense will pick up inside of the 3-point arc. No double teaming allowed. No press allowed.
- Defenders should be within 3-5 feet of their opponent.
- Defense can play help defense and switch on screens.
- Defensive 3 second violations will be called when a defender is not within 3-5 feet of their opponent. Each team will receive 3 warnings for this violation. The 4th violation will result in a technical foul (2 points and the ball).
- Teams can fast break in the final 30 seconds of a half. If a team is fast breaking, the defense can defend the break in the backcourt. This is not considered a press.
- An offensive team has 10 seconds to cross half court. Once across half court they have 7 seconds to penetrate the 3-point arc. Once the 3-point arc has been penetrated OR 7 seconds expires, the defense can play defense anywhere in the offensive half court. There is only one 7 second time frame per possession. If there is to be an inbounds play for the offense, after the 7 seconds has expired, the defense is still able to defend outside the arc. If the ball touches anything inside the arc, the 7 seconds expires.
- Any made shot behind the 3-point line will count as 2 points. Exception: 3-point shots can count as 3 pointers in the last 30 seconds of the game.
- Back court violations are enforced. (At Royersford Elementary, there is not a visible mid court. Referees will use their best discretion. Ask referees for explanation).
- See separate Technical Foul Policy for handling of technical fouls with the league.
- In any area not covered by specific league rules, PIAA rules for High School will apply.

#### **SPORTSMANSHIP NOTES**

- If a coach is belligerent, in the opinion of the officials, a technical foul can be applied. The technical will be recorded and the coach will be referred to the league for further action.
- A double technical foul is an immediate ejection, and the coach must vacate the premises immediately. The coach will also receive a one-game suspension (minimum).
- A player can be awarded a technical foul for 1) language, 2) taunting, 3) fighting (this is an immediate ejection), or 4) becoming argumentative with the game officials.
- All parents and spectators are to remain on the sidelines throughout the game. If a parent becomes disruptive or belligerent, the officials will ask the coaches for assistance with the situation. Officials have been directed NOT to address fans directly. It is the expectation that coaches assist officials in these situations.
- All incidents will be recorded in writing and will be submitted to the league administration for review.

NOTE: PIAA rules state that spectator behavior CAN result in a technical foul on the team associated with the spectator.