

4th GRADE RULES

We have created rules that we feel are age appropriate. The basic rule that you should remember is that the game should be preserved as long as the player is not blatantly violating the rule or using a rule violation to their advantage. Too many whistles and turnovers from rule violations runs the risk of impeding the learning process and takes the fun out of the basketball experience.

Before the game begins

- Check to see you have all completed *medical release forms* in your possession
- Be aware of any pre-existing medical conditions, which might require your attention during the game (i.e., asthma, colds, etc.)
- Ensure the *Site Safety* person's attendance, and that they understand their responsibilities
- Ensure no child is wearing any type of jewelry (necklace, bracelet, ring, watch, earrings, etc.)

Game Scorekeeping

- A parent or coach from **EACH** team must be positioned at the scorer's table. They will be responsible to keep track of the score, time, and player rotations
- It is the coaches responsibility to get a volunteer from their team

Player Rotations

- Each game, all players that attend will be assigned a number on the score sheet (1–10)
- Designate a Coach to keep track of player substitutions, so that the game will flow smoothly, and all players get equal playing time
- If a player gets injured, he/she must be replaced by the next player in rotation order, who will then finish that rotation and continue to play his/her assigned rotation
- Any player arriving after the game has begun, will be assigned the last number in the rotation order, and will have to wait until his/her turn comes up
- It is each team's responsibility to follow both yours and the opposing teams rotations to monitor for violations. If you believe a violation has occurred, compare your scorebook to that of the one at the scorer's table. If that one shows you are correct, the problem must be immediately corrected and a warning given to the team in violation. If a second violation occurs during that game, **THE GAME WILL BE FORFEITED BY THE OFFENDING TEAM**

Time

- There are **four – 10 minute quarters** in all games
- For all four quarters, every player will be rotated on an equal basis (5 minutes in/5 minutes out)
- All games end at their posted time, regardless of any time left on the clock. **NO EXCEPTIONS, NO OVERTIME**

Personal Fouls

- Personal fouls will be called on players, but they cannot foul out of a game.
- If a referee thinks any child is being too aggressive, they should be given the option of asking the coach to sit out the offender for a period of time.

Possessions

- Flip a coin to determine who gets the first possession of the game. The other team gets possession for the 2nd half
- All other jump balls should be awarded on an alternating basis
- If needed, bring in substitutions during a stop in play, with the team in possession of the ball keeping possession of the ball

Foul Shots

- Each team is allowed *one opportunity per 5-minute playing segment*. We have time restrictions so don't waste the whole segment setting up for a foul shot
- If additional fouls are called, the team that that is fouled retains possession of the ball
- The clock will continue to run when foul shots are taken

Defense

- It is up to the coaches to utilize whatever defense they choose
- Defense is only allowed to pick-up the offense at the center court line, not before

While the game is in progress

- *No coaches are allowed on the court.* All coaching will be done from the sideline, and the referees will act solely as referees
- Keep the flow of the game moving, while maintaining clean defense and an awareness of all violations
- Continue to give instruction to players on and off the court
- Bench coaches should be giving instruction to those players not in the game, pointing out both the positive and the negative things that are happening on the court, as well as policing possible safety hazards (i.e.: untied shoelaces)

Warnings

Give a **Warning** when a player...

- Drags his pivot foot
- Stands up with the ball after falling down
- Holds the ball for more than five-seconds
- Stands in the lane for more than three-seconds
- Steps on the out of bounds line
- Dribbles on the out of bounds line
 - Ø *The second **Warning is a turnover***

Turnovers

Call a **Turnover** when a player...

- Ü Commits an offensive foul
- Ü Runs with the ball
- Ü Double dribbles
- Ü Passes the ball out of bounds
- Ü Steps out of bounds
- Ü Switches his pivot foot
- Ü Dribbles out of bounds