



3RD & 4TH GRADE

RULES AND PROCEDURES

REVISED 2009

GENERAL

- 1-1 Most games will be played at the Penn Middle School Aux. (PMA) Gym. Some may be held at Penn Middle Main (PM) Gym or Trafford Middle School Main (TM) Gym. Practices will also be held at these facilities as well as Trafford Middle Aux. (TMA) Gym or an outside facility under a rental agreement with the PTBA. No food or drink is allowed in the gyms, either by players on the bench or families sitting in the bleachers, (or other designated seating areas). Water bottles should be kept in the hallways at TM/TMA, just inside the main doors at PM and in the back hallway at PMA. Parents are responsible for maintaining control of any siblings in attendance.
- 1-2 Practice and game schedules will be provided to each team. The number of practices and games will be based upon available gym time to PTBA. Since gym time is limited, coaches and players should make every reasonable effort to attend as scheduled. If a coach can not use his/her scheduled time, it is his/her responsibility to make arrangements to switch with another team. If this does not solve the problem, coaches **MUST** contact his/her Coordinator. Cancellations of practices/games will not be rescheduled. School closings due to inclement weather will automatically result in cancellation of that day's practice/games. The Coordinator will notify coaches about Saturday cancellations due to weather.
- 1-3 All games will start on the hour. Coaches should have his/her team arrive 15 minutes before game time. Players, coaches, family members, etc must stay off of the court while the previous game is in progress. **Please do NOT enter the PMA Gym until the previous game is finished!** All teams should vacate the court **IMMEDIATELY** after the conclusion of their game to allow the next teams to warm-up.

- 1-4 Coaches who are scheduled for the first game of the day must obtain keys and open the gym according to established league procedures. Coaches who are scheduled for the last game of the evening are responsible for closing up the gym. This includes pushing in all bleachers, turning off the scoreboard, putting the clock back into the storage room and turning off the lights. All doors must be closed tightly and locked. See Gym Opening/Closing Procedures if you have questions.
- 1-5 No jewelry (earrings, chains, bracelets, etc) is allowed to be worn by a player during practices or games. Medical bracelets or medals must be taped down. Safety glasses are recommended, but are not mandatory. Any eye glasses **MUST** be secured by a strap in order to participate in practices or games.
- 1-6 Coaches must immediately report any signs of vandalism, equipment damage or school/gym damage to their Coordinator. Coaches must also report any player and/or spectator injuries to their Coordinator.
- 1-7 Each team is responsible for providing a parent to run the scoreboard clock (home team) and keep the scorebook (visiting team). Only the player's numbers, team score and player fouls need to be noted in the scorebook. If you are the first game scheduled, the scoreboard control and scorebook will be in the ticket room at PM. These items will either be in the wall storage cabinet or the basketball room at TM. You must have a key to access the basketball storage room at TM. Otherwise, the scorebook will be located at the scorer's table (or mid-court along the wall in the PMA Gym) and should be filled out prior to the start of the game.
- 1-8 Although scores are kept during each game, the outcome will NOT be noted. There will be **NO RECORDS KEPT** during the season. An age level tournament will be held at the end of the season. A blind draw will decide the pairings in the tournament. The format of the tourney will be determined by the League Director, based on available gym time and other factors.
- 1-9 Game officiating will be conducted by PIAA sanctioned referees or other approved officiating crew as determined by the PTBA Board. The refs will have received guidelines for how the games are to be called. An assistant coach will be called upon to officiate a game if needed. If a coach is needed to officiate a game, he/she will give up his/her coaching duties for that game and make every effort to call the game fairly. Coaches and parents must remember that this is a recreational basketball program and should respect the performance of the referees as they would respect the performance of their own children. Coaches are responsible for the actions and behavior of their assistants. **ANY COACH, PLAYER, PARENT OR OTHER FAMILY MEMBER THAT REPROACHES A REFEREE VERBALLY OR PHYSICALLY WILL BE EJECTED FROM THE GYM BY SECURITY. ALL INCIDENTS WILL RESULT IN REVIEW AND DISCIPLINARY ACTION FROM THE PTBA BOARD.**

COACHES

- 2-1 All coaches and assistants are required to complete a **Background Check Form**. No one is permitted to be on the floor with the players during practices and/or games unless they have completed the Form.
- 2-2 A maximum of **2 coaches per bench** will be allowed during the games.
- 2-3 During games, coaches will not be permitted to walk onto the playing court.....they **must remain on the bench**.
- 2-4 Coaches **MUST provide equal playing time** for all players. NO one player will play the entire game, unless a team has only 5 players. If a team has 6 to 10 players, **each player must play equally**. A coach may limit playing time for a player for disciplinary reasons at his discretion or at a parent's request. If a coach sits a player for disciplinary reasons (due to conduct, NOT basketball related mistakes), he/she must notify the parents (if it was the coach's decision) and the opposing coach prior to the start of the game.
- 2-5 A log or rotation schedule must be kept for all games to ensure EQUAL playing time for all players. A board member, coordinator or the opposing coach can request to see this log after a game has been played. If a log is not submitted upon request, the game in question will be forfeited to the opposing team. The age group coordinator must be notified immediately after the request was made. Logs only need to be kept until both coaches have vacated the gyms unless an issue arises. **THIS RULE PERTAINS TO PLAYOFF AND REGULAR SEASON GAMES.**
- 2-6 Coaches, or another team delegate, **MUST** attend at least half of the regularly scheduled PTBA Parent/Coaches meetings and are encouraged to attend all. The meetings are held monthly from July until April, the dates and times will be sent to all coordinators, coaches and players as well as posted on the Web Site. Important information such as schedules, rule changes, etc will be handed out to coaches at these meetings. It will be the responsibility of the coach to obtain the information if he/she does not attend.

GAMES

- 3-1 **TIP-OFF:** The Home team will have possession of the ball to begin the game. There will be NO jump ball. The possession arrow will then be in effect throughout the remainder of the game. Each quarter will begin with the team in possession in bounding the ball from the half court line.
- 3-2 **GAME LENGTH:** All games will consist of four (4) nine minute quarters with one (1) minute between quarters. The half-time break will be three (3) minutes. A

“running clock” will be used. The only clock stoppage will occur at the mandatory substitution breaks (30 seconds), an official’s whistle in the last two (2) minutes of each half or a team time-out.

3-3 TIME-OUTS: Each team will be allowed **two (2) time-outs per game**. Time-outs will be thirty (30) seconds in length. Time-outs will result in stoppage of the game clock.

3-4 MANDATORY SUBSTITUTIONS: Mandatory substitutions **will occur at the 4:30 mark** of each quarter. The clock operator will sound the horn at that time and stop the game clock. You have 30 seconds to make substitutions. ALL players seated on the bench during the first 4:30 of each quarter will check into the game. Remember, NO PLAYER may play the entire game unless a team has only 5 players. Therefore, if a team has less than 5 players on the bench, the player(s) that remain on the floor CAN NOT be the same each quarter. Other substitutions **due to injury or player request** can occur freely during the game, with the horn sounding at an appropriate break in action.

3-5 IN BOUNDING THE BALL: A five second violation will not be enforced; however, the ball must be inbound **within a REASONABLE TIME**, but not more than ten (10) seconds. If the game clock shows from five (5) to ten (10) seconds remain, the game CAN NOT end with the ball being “held” out of bounds. Possession will be awarded to the opposing team and the time will be put back on the game clock.

3-6 THREE POINT SHOTS: Shots made from beyond the 3-point arc will count only as two (2) points. **They WILL NOT count as three (3) points.**

3-7 LANE VIOLATIONS: A **five (5) second call** will be enforced for offensive players in the lane, instead of the normal three (3) second rule.

3-8 FOULS: Fouls WILL BE CALLED by the officials during the game. The interpretation of violations and the number of foul calls made will be commensurate with this grade level. **Obvious fouls and other violations will be enforced.** A maximum of six (6) fouls will be allowed per player, resulting in a “foul-out” and removal from the game. Two (2) foul shots will be awarded only if the foul occurred in the act of shooting. No other foul shots will be awarded. The foul shot will be taken from regulation distance for 4th graders, but MAY be taken from the “relaxed” distance by 3rd graders.

3-9 WHITE LINE RULE: Once the defensive team secures the rebound, steals the ball, gains possession due to a violation or attempts to inbound after a made basket, the **opposing team must retreat behind the white line** on the opposite end of the court. (it may not attempt to steal the ball back on their offensive end of the court.)

That defense must remain behind the White Line UNTIL the offense enters or breaks the plane of the white line. (See Defending Fast Break Rule if Fast Breaks are allowed) Once the offense has crossed the half-court line, it has approximately five (5) seconds to penetrate the white line without a challenge from the defense. A warning from the referee will be given if an offense does not cross the white line in the required time. The defense may not break the plane of the white line until that five (5) seconds has elapsed (after 1 official's warning) OR the offense breaks the white line plane, whichever comes first. At that point, the defense can defend the ENTIRE half court. NOTE: The five (5) seconds has no effect on the ten (10) seconds required to get the ball across the half-court line. These will be judged separately.

- 3-10 **FAST BREAKS:** Fast breaks may be permitted in **specified quarters of games** no earlier than the 2nd half of the season (after 5 games). Coordinators should evaluate the benefit of fast breaks against the potential negative impact on the “flow” of the game. Also, practices, which would allow teams use of a “full court” would be necessary in order to prepare for Fast Breaks. Availability of gym time to PTBA will ultimately decide if that is possible. Coordinators should take this under consideration before implementing fast breaks. Information will be provided to coaches in a timely manner if the Coordinator decides to implement fast breaks.
- 3-11 **DEFENDING FAST BREAKS:** Once the offense has made a move indicating a fast break, the defense has the right to defend the fast break in any way desired at **any point on the court**. If the offense does not attempt a fast break, the defense must retreat to the white line....there is **NO PRESSING IF THERE IS NO FAST BREAK!** If, however, the offense does not attempt to fast break at first, but then pushes the ball up into the frontcourt, the defense has the right to steal or pressure the ball.
- 3-12 **GENERAL BASKETBALL RULES:** All other normal basketball rules, i.e. fouls, traveling, double dribble, backcourt violations, etc will be enforced.
- 3-13 **PLAYOFF RULES:** Normal regular Season rules will apply for all playoff games with the exception of tie breakers. Tie breakers will be treated as follows:

For non-championship games: The team with the possession arrow at the end of regulation will shoot first. Each team will select 5 players to shoot 1 free throw each. Best out of 5 wins. IF still tied after 1st round of free throws, each team will shoot 5 additional free throws. Any player that didn't shoot in the first round must shoot in the second round plus a repeat from the first round player(s) if needed. If still a tie after shooting 10 free throws there is an instant win to the team who makes the first basket. Each player will shoot until a bucket is made.

For championship games: Play 1 running clock 3 minute period with substitutions at the 1:30 mark. IF tied after OT period, shoot free throws as indicated above until a winner is determined. All player rotation rules apply in the OT periods.

TEAMS

- 4-1 NUMBER OF PLAYERS: The number of players on each team will be no less than eight (8), but no more than ten (10).
- 4-2 TEAM MAKEUP: Each team should consist of as equal number as possible of 3rd graders to 4th graders. The maximum number grade level players per team should be dictated by the total number of registrants per grade level divided by the intended number of teams.
- 4-3 PLAYER CARRYOVER: Other than parental request or Travel Player limits, it is recommended that 4th graders that played together as 3rd graders should be kept together. This rule would take precedence over the Team Makeup rule regarding maximum number of 4th graders.
- 4-4 TRAVEL PLAYER: If the Travel Policies and Procedures require or allow Travel Players to play on an in-house team, **NO MORE THAN ONE (1)** Travel Player will be permitted per in-house team.

PTBA Basketball Team participation priorities are as follows:

- 1. Travel/Tournament Games
 - 2. In-house Games
 - 3. Travel/Tournament Practices
 - 4. In-house Practices
- 4-5 TEAM SELECTION: Coordinator assignment or random assignment shall be used. Parental requests **MUST** be given priority over Coordinator assignment or coach's requests as long as **previously mentioned rules are followed**. Regardless of the option used, to the best ability of the Coordinator, **EQUITABLE DISTRIBUTION OF TALENT** must be attempted. (Player clinics to be held during the month of October may aid in this requirement)