

Lakeville Boys' Basketball

4th Grade In-House Rules

The following game rules were written and adopted by Lakeville Head Coaches, John Oxton and Joe Janquart, with the following three goals in mind:

1. Kids have a great experience in participating in basketball games.
2. Kids would experience realistic game scenarios
3. Games would be time efficient and kept on schedule.

GAMES

- Games are played 5 on 5.
- Games are 40 minutes long. Two – 20 minute halves (running time).
- Substitutions will be every 5 minutes. Substitutions on the closest dead ball to the 5 minute mark. Clock will be stopped.
- Players should match up at half court on each substitution before play starts .
NOTE – this is not be used as a team time out. Substitute only!
- Jump balls will be alternate possession.
- Teams received two 45 second timeouts per half
- The last 2 minutes of the game will be stop time.
- 1 – 2 minute overtime will be played and each team will have only 1 timeout. No timeouts are carried over from regulation play.
- There will be no substitutions in overtime unless a player fouls out.
- The second overtime is sudden death. Games end with a made FT or FG only. (No points will be assessed from ANY personal fouls).
- Half time will be 3 minutes long

DEFENSE

- Man to man defense only with “help and recover” theory, but no switching, zones or double teams allowed.
 - Exceptions: Help defense is allowed if offensive player is unguarded or driving to basket; will be based on referee’s judgment
- Pressing will be allowed all Season for the final 10 minutes of the 1st and 2nd halves. No pressing allowed with a 10 point lead
- Stealing will be allowed at any time during the season
- Loose balls and errant passes can be recovered by any player
- Defensive Rebounds are “live” until they are cleared from the Lane (Outlet pass is made). Then players are forced to fall back to half court.

FOULS/VIOLATIONS

- All personal fouls will be recorded and assessed to the offending player.
- All player foul will also be recorded as team fouls.
- After 7 team fouls are committed by a team, 1 point will be awarded to the opposing team for each subsequent personal foul.
- All fouls in the act of shooting will result in 1 point and 1 free-throw attempt for the offensive team
- If a player commits 3 personal fouls in the first half, he will be required to sit the remainder of the half. He may re-enter the game in the second half with the 2 remaining fouls to give.
- If a player commits 5 personal fouls, he will be disqualified for the remainder of any regulation and/or overtime play (no exceptions).

OTHER

- 10 foot baskets and intermediate size basketballs will be used.
- Coaches should emphasize equal playing time for all players.
- All game results are final. No protests will be heard.

FAN BEHAVIOR

Coaches will be responsible for the behavior of their respective parents. If at any time, a parent becomes irate, discouraging, or abusive to officials or any one on the opposing team, the coach will be asked to immediately step in to calm the situation. Continued unruly behavior will result in the parent(s) being removed from the gym or the offending team being assessed a technical foul, resulting in two points for the opposing team.

All questions, concerns or complaints should be reported to and dealt with by the LSBBA or LNBBA Grade Level Coordinators and/or In-House Directors.