

Souhegan Valley Basketball

3rd/4th Grade Rules

1. Games will utilize 9' hoops, play 5-on-5, and play with a 27.5" ball for both boys and girls.
2. Games will consist of 2 halves of 20 minutes, running time, with a 3-minute halftime. The clock will stop for the following:
 - Time-outs
 - Injuries
 - Foul Shots
 - On all stoppages of play (whistles) within the last 2 minutes of each half
 - Within the last minute of regulation when a basket is made by the team that is still trailing in points so that the team ahead is setup to inbound from/to their frontcourt
3. Within the last minute of regulation play, after a made basket by the team trailing in score, the clock is stopped until the ball is inbounded and advanced past halfcourt into the offensive frontcourt, where the clock is then restarted. Similarly, when the team ahead in score has an inbound after a stoppage of play, the clock is not started until the ball is advanced past halfcourt into the offensive frontcourt. This rule is to prevent 10-second run-offs by the team ahead during the last seconds of a game.
4. If there is a tie at the end of regulation time, a 3-minute (running time) overtime period will be played. If the score is still tied, the game shall be considered a tie.
5. Teams will have 4 short (30-second) timeouts per game.
6. There will be a jump ball to start the game, alternating possession subsequently.
7. No player shall play more than 15 minutes per half (if number of available players allows).
8. There will be NO full-court defense played at 3rd/4th grade Rec level.
9. Teams must play man-to-man defense (no zone defense or double-teaming).
10. Shots behind the 3-point line (where available) will only count as 2 points.
11. On foul shots, players will have the option of shooting from 13' or 15' (i.e. the foul line). If they shoot from 15', they can slightly jump over the foul line; however, if they shoot from 13', they should not advance further.
12. Normal basketball rules shall be in effect which includes the following (this is not an inclusive list):
 - 10-second backcourt violation
 - 5-second possession violation
 - 3-second lane violation
 - Limit of 5 fouls per player

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*Shooting fouls, floor fouls, offensive fouls, and technical fouls will be called

*Team Fouls: one-and-one foul shot upon the 7th team foul and 2 foul shots upon the 10th team foul

13. Good sportsmanship should be demonstrated at all times. Coaches should set the example for their team and the teams spectators, i.e.:
 - The Head Coach is responsible for the behavior and respectfulness of their players, coaching staff, and spectators toward the opponent, officials, and facilities.
 - Respect the rules of each gym.
 - Winning is not the most important thing; case in point is that regular season wins and losses do not factor into Jamboree seedings.
 - With a 15+ point lead in the second half, defense plays within the three-point area (judgment used if gym does not have a three-point area marked).
 - With a 20+ point lead in the second half, the scoreboard scores are cleared; official book is still kept.
 - Use thoughtful ball distribution and/or ball-handling responsibilities to encourage touches and opportunities for all players.
14. Players are not to be double rostered, but Town Coordinator may manage a limited, like-for-like player loan across teams, only if necessary to avoid forfeit on a case-by-case basis.
15. Home team to supply the referees.
16. Home team to provide a clock/scoreboard operator and hardcopies of rules available at scorer's table.
17. Home team responsible for keeping the official book. Away team encouraged to provide a bookkeeper, to keep track of score and fouls at a minimum.