

**Johnston Recreation Department  
3<sup>rd</sup> and 4<sup>th</sup> Grade Boys Basketball**

**Rules for 4 v 4 and 5 v 5**

- 3<sup>rd</sup> & 4<sup>th</sup> grade boys ----- 2- 16 minute halves- sub every 4:00 minutes (4v4)
- 3<sup>rd</sup> & 4<sup>th</sup> grade boys ----- 2- 16 minute halves- sub every 4:00 minutes (5v5)

**Game Set-up:**

- 3<sup>rd</sup> & 4<sup>th</sup> grade boys: games will be played 4 v 4 until January 5<sup>th</sup>. From January 5<sup>th</sup> through the end of the season, the teams will play 5 v 5.

**DEFENSE:**

- 3<sup>rd</sup> grade boys and up: teams must play man-2-man defense in the first half and defense of choice in the second half.
- 3<sup>rd</sup> & 4<sup>th</sup>: must pick their man up inside the 28 ft. line

**OPTIONAL PRESS:**

- Please use common sense when pressing. If you are up by the mercy rule in your division, **pressing is prohibited!**
- 3<sup>rd</sup> & 4<sup>th</sup> grade boys – can pick up at half court the last (3) minutes of the second half.
  - Boys: Mercy rule by division
    - 3<sup>rd</sup> & 4<sup>th</sup> grade boys --- 10 points

**Fast Breaks:**

- 3<sup>rd</sup> & 4<sup>th</sup> grade boys divisions: no fast breaks will be permitted until Saturday, January 5<sup>th</sup>. Starting January 5<sup>th</sup> through the end of the season, fast breaks will be permitted.

**CLOCK WILL STOP FOR THE FOLLOWING:**

- Injuries
- Time-outs (each team is allowed (4) 30 second timeouts per game but cannot use more than 2 in a single half)
- Referee's whistle during stop of play time
  - Last minute of the first half and the last two minutes of the second half.
- The first foul shot when shooting 2 foul shots or the first 2 shots when shooting 3 free throws (clock will start when player receives the ball on 1 and 1).

**FOULS:**

- A player will be removed from the game after his **5<sup>th</sup>** personal foul.
  - The coach will be notified once a player has received their third personal foul.
- A team will shoot "1 on 1" on 7-9 team foul and "2 shots" on 10+ team fouls.
- Please consider the development of the player when they are taking foul shots. It is recommended that a player shoot a free throw from the appropriate foul line. The 3<sup>rd</sup> & 4<sup>th</sup> grade boys may shoot from the 12 foot line or the regulation line.
- If a player gets injured and is supposed to shoot free throws and is incapable of doing so, the coach will select a player from their bench to shoot the free throws.

- If a sub mark occurs during the shooting of free throws, then the sub will be made after the first shot on a 2 or 3 shot shooting foul. If it is on a 1 and 1, then you will make the sub before the shot.
  - In both cases, if you are subbing for the shooter then you will make the sub after the final free throw is made on the next dead ball or if the defensive team comes down with the rebound and establishes possession.

### **SUBBING:**

- At each sub mark, **ALL** players on the bench must come into the game
  - *Exception:* if a team has greater than 10 players, in which case the players remaining on the bench must play the next sub mark.
- A player may **not** sit out two consecutive sub marks unless injured (ex. A player cannot sit the last sub mark of the 1<sup>st</sup> half and the first sub mark of the 2<sup>nd</sup> half).
- No player will be allowed to play more than two sub marks in a row
  - *Exception:* if a team has 7 players or less, in which case no player will be allowed to play more than 3 sub marks in a row.
- All players must play close to 50% of the game
  - No player may play more than one shift more than any other player in a game. For example, if “Johnny” plays only three shifts, “Bobby” cannot play five shifts.
- A coach may not sit a player if he is in foul trouble
  - A bench technical will be assessed to the coach if he/she is in violation of the substitution rule. The result will be two shots and the ball for the opposing team.
- Special or non-shift subs will be allowed for injury only. There is no consideration for situations such as foul trouble, matchups, etc. *If a player fouls out of the game (five individual fouls), then any substitution can be made as long as none of the preceding rules regarding shifts and equitable player times are violated.*
- **Free Subs:**
  - *5<sup>th</sup> grade boys and up:* The last 2:30 of the last sub mark of the game, free subbing will be allowed.
    - *3<sup>rd</sup> & 4<sup>th</sup> grade boys:* free subbing will not be allowed in any 4 v 4 game but will be allowed after January 5<sup>th</sup> when they begin playing 5 v 5 games.
  - Any players who are coming off the bench to start play during the free sub period(s) must play a minimum of 2 minutes before they can be subbed out.

### **Tie:**

- No ties will be allowed throughout the season for any league.
- In the event of a tie, the game will go into a (2) minute overtime.
  - Each team will be given 1 time out.
  - It will be running time the first minute of OT and the clock will stop during the second minute.
  - There will be free subbing.

**ADDITIONAL LEAGUE RULES:**

- *3<sup>rd</sup> – 8<sup>th</sup> grade boys divisions*: No offensive player can stand in the blue paint under the basket for more than 3 seconds. The younger children will begin the season by being issued a warning and it will be called as the season progresses.
- *3<sup>rd</sup> – 8<sup>th</sup> grade boys divisions*: All players shoot 1 free throw at half time. For every basket made, 1 point will be added to that teams score. Each player must shoot one basket. Each player must shoot a basket and both teams are to have an equal number of free throw attempts (if one team has less players, the team with less players will have 1 or more players (as necessary) who missed their first free throw attempt take another free throw until the number of attempts is even for both teams - this being said, one player cannot take all of the additional free throws and please try to make sure different players are getting extra free throws. Free-throws then a 3 minute half-time to give the coaches time to go over things with their team (this applies unless game is running behind. In this case, it will be up to the referees to determine how long half time will be).