



3rd/4th Grade Girls

*All other basketball rules not covered will be followed as printed in the High School Basketball Rule Book.

Basket Height: 9 ft.

Basketball Size: Intermediate 27.5

Foul line: 12ft

League Structure: All teams will play 7 regular season games. (SUBJECT TO CHANGE) NO POST-SEASON TOURNAMENT. The team with the best winning percentage will be league champion. Ties in standings broken by:

1. Head-to-Head
2. Average Point Differential (20 point maximum)
3. Average Points Against

Players may only play on one team per division.

Playing Rules:

Home team will wear white (light) colored jersey. Visiting team will wear dark colored jersey.

Games will consist of two (2) 18-minute halves. The clock will stop on all free throws, time-outs, and injuries. The clock will stop on all whistles the last 2 minutes of each half and last minute of overtime period. Half-time: 2 minutes. **EXCEPTION: In 2nd Half Only, if lead is greater than 20 points the clock will only stop on time-outs or injury time-outs.**

Each team is allowed two (2) time-outs per half. You cannot carry over unused time-outs. Each team is allowed one (1) time-out in overtime period. All time-outs will be 30 seconds in length.

If necessary, one (1) overtime period will be played beginning with a jump ball. The overtime period will be three (3) minutes – clock will stop on all whistles during the final minute. If game is tied after overtime period, the game will be declared a tie.

Game-time is forfeit time. **A team can start and end a game with 4 players.**

Any **HALF-COURT** defense is allowed, Man or Zone. Full court pressure is **NOT ALLOWED**. A team that gets ahead by more than 15 points must pull the defense back to half-court. If the score is more than a 20-point spread, the team leading must play defense **inside the 3-point circle**. Defensive restrictions will continue until the score is back within 15 points. When the score differential is greater than 15 points, the score will not be kept on the scoreboard. The scorekeeper will keep score in book until the lead drops to 15 points or below.

Only one coach may stand while the game is in progress. All other coaches must remain on the bench. If two (2) coaches are up off the bench coaching and complaining to officials, a technical foul may be called.

Technical Fouls:

- If a coach (head or assistant) is given a technical foul, ALL coaches must remain sitting for the remainder of the game.
- If a technical foul is called on a player, they are required to sit out 5 minutes of game play (cool down period).
- A 2nd technical (coach or player) will result in an ejection from game AND the next scheduled game.
- Parents and fans can cause a team to receive a bench technical. This bench technical also applies as a coach's technical. Anyone ejected from the gym by official OR program supervisor is required to leave within two (2) minutes. Refusal to leave will result in game stoppage and possible forfeit.
- League Director has absolute autonomy to enforce or negate any suspensions.

Sportsmanship: Coaches, players, fans, and parents are all expected to act in a positive and sportsmanlike manner.

League Director: Rachel Shumaker

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