

# LEAGUE RULES

## 3<sup>rd</sup> - 5<sup>th</sup> GRADE BASKETBALL

1. Officials and Gym Supervisors have complete authority over the game. Any coach, player, parent or spectator using foul or abusive language, or otherwise exhibiting poor sportsmanship will be automatically ejected from the playing area.
  2. Issaquah Parks & Community Services reserves the right to dismiss any coach who does not adhere to the rules and philosophy of the program as set by the Issaquah Parks & Community Services Department.
  3. All technical fouls are automatic two (2) points. Any coach receiving two (2) or more technical fouls during the season will be dismissed from coaching.
  4. A junior size ball (27.5" diameter) will be used for boys 1<sup>st</sup> – 5<sup>th</sup> grade games and girls 2<sup>nd</sup> – 5<sup>th</sup> grade games.
  5. 3<sup>rd</sup> – 5<sup>th</sup> grade will play on a 10ft. hoop.
  6. Each quarter is ten (10) minutes long with a running clock.
  7. Each game will start with a jump ball. During all other circumstances possession will alternate.
  8. Each player must play at least 20 minutes unless there are more than 10 players on a team. No player may play more than 20 minutes unless there are less than 10 players in attendance. Here is the breakdown of playing time dependent on how many players are on the team:
    - **6 Players**                    2 players play 30 minutes, 4 players play 35 minutes
    - **7 Players**                    2 play 25 minutes, 5 play 30 minutes
    - **8 Players**                    8 play 25 minutes
    - **9 Players**                    4 play 25 minutes, 5 play 20 minutes
    - **10 Players**                   All play 20 minutes
    - **11 Players**                   7 play 20 minutes, 4 play 15 minutes
    - **12 Players**                   4 play 20 minutes, 8 play 15 minutes
- If the above participation rules are violated without prior agreement between the opposing coaches, referees, and scorekeepers, (due) to players illness, arriving late etc. the violating team may FORFEIT the game. **Refer to score sheet for breakdown of minutes.**
9. The clock will be stopped at the 5-minute mark for mandatory substitutions for all players. Substitution of players is not a time out. Please move players in and out of the game as quickly as possible to maximize playing time.
  10. Each team is allowed two time-outs per game. Coaches or players may not request time-out when the opposing team has control of the ball.
  11. 3<sup>rd</sup> – 5<sup>th</sup> grade offensive players may not be in the key for more than five (5) seconds.
  12. All attempts to match the players up evenly is required. Intentionally unbalancing the match ups via is unacceptable and if there is a noticeable imbalance the referees can ask for players to switch. Wristbands for defense are no longer used starting in 3<sup>rd</sup> grade.

13. Defense: Use of man to man defense only, no zone or trapping defenses.

- Defense Guideline – A defensive player must remain within six (6) feet of the offensive player he or she is guarding when the offensive player is within twelve (12) feet from the basket.
- Help defense outside the key area is permitted, but defender must recover to his or her “player” once the player who was beat recovers.

14. No full court press.

15. Fast breaks are permissible, but defensive player may attempt to stop the break by picking up offensive player at the pick-up line even if he or she is not “guarding” that player (Official’s judgment).

16. The offensive team has five (5) seconds to inbound the ball.

17. Defense may pick up the offensive team at the top of the key or at half court, depending on grade and gym. Offensive team has 12 seconds to penetrate the top of the key line. Once ball has passed the top of the key line, defense may pick up offense anywhere on the court.

19. Continual isolation offense (one-on-one, two-on-two) will not be permitted. (Official’s judgment)

20. Screens, stealing or blocked shots are permitted.

21. Free throws are awarded to an offensive player fouled on the shot. The free throw shooter may not cross the foul line until the ball touches the rim. Players in a marked lane space may enter the key immediately after the ball touches the rim.

22. One and one foul shots will be taken on the seventh and all successive fouls except shooting fouls. The player fouled is allowed one free throw. If the basket is made, the shooter gets another free throw. If the shooter misses on the first or second shot, the ball is in play.

23. No three (3) point shots will be awarded in the K-5<sup>th</sup> grade program.

24. A traveling violation will be called if a player falls to the floor while holding the ball, gets to his/her feet while holding the ball, or takes more than one step while holding the ball.

25. In the event that a player fouls out of a game and all other players’ times are used up, the rest of the playing time will be distributed amongst the remaining players.

26. In the event of an injured player unable to continue to play, and all other players’ times are used up, the rest of the playing time will be distributed amongst the remaining players.

27. A violation will be called if a player *intentionally* kicks the ball.

28. Incidental Contact - The fact that contact occurs does not constitute a foul. Opponents in equally favorable positions run the risk of physical contact.