

OYAA Basketball Rules – 3rd Grade

Ohio High School Athletic Association (OHSAA) Rules will apply, except as follows:

A. Game Length – Each game will consist of four 8-minute quarters. The clock will be a running clock, except as follows:

1. The clock will stop on all foul shots;
2. The clock will stop on all dead balls during the last minute of each half;
3. The clock will stop during all timeouts, on all injuries, technical fouls, or other major delays at the discretion of the officials and the score clock operator; and
4. The clock will be stopped at the 4 minute mark of each quarter by the officials for substitutions; except as noted in B. below, substitutions may be made **ONLY** at the four minute mark, and between quarters (this break is not intended to be a time-out, and should be no longer than is necessary to get players on and off the floor).

Half time will be 5 Minutes; there will be a one-minute break between quarters 1 and 2, and quarters 3 and 4.

B. Playing Time – All players must play at least half of each game (except in the case of injury, illness or for disciplinary reasons). Coaches should make every effort to balance the playing time between the players who are at each particular game. As noted above, the clock will be stopped at the four-minute mark of each quarter for substitutions. Substitutions at the four minute mark of each quarter are strongly recommended, but are not mandatory. Substitutions may be made only at the four-minute mark and end of each quarter, except in the case of injury, illness, disciplinary reasons (i.e., technical foul). No substitutions can be made at a time out.

C. Foul Shots/Fouls/Technical Fouls - Foul shots will be taken per OHSAA rules: (1) Two shots on all shooting fouls, and (2) one-and-one on all non-shooting fouls beginning with the seventh team foul of each half. The foul line for 3rd grade should be at 12 feet.

1. In the event of a technical foul against a player for conduct reasons, that player at a minimum must sit out the remainder of that quarter (a coach in his/her discretion may sit the player out for longer period if the coach deems such to be warranted).
2. A Technical Foul will also be counted as a personal foul and a team foul.
3. Coaches – do NOT act in a manner which results in a technical foul being called against you.
4. In 3rd grade, a player cannot foul out of a game.

D. Basket Height – 9' for 3rd grade.

E. Basketball Size – Junior/Girls/28.5

F. Defense/Back Court Pressure/Pressing

1. NO ZONE DEFENSE is permitted at any time. However, help defense is permitted and coaches are encouraged to teach help defense. There should be no trapping, or run/jump as the ball crosses half court. For clarification purposes, if two or more

players are “guarding” the ball outside of the 3-point line, such shall be considered to be a trap or double-team, and is not permitted. Help defense should occur inside the 3-point line.

2. No backcourt defensive pressure or full court pressing is permitted. There can be no steals of a pass or turnovers in the backcourt. There is no stealing of the ball off the dribble, or from the hands of a player in possession of the ball. For interpretation purposes, if the ball bounces twice without being dribbled (i.e., the ball handler has lost the ball), it is considered to be a loose ball, can be retrieved by the defense, and is not considered to be a steal off the dribble.

G. Fast Breaks – are NOT permitted. The ball should not cross half court until all five defensive players have crossed half court and are ready to play defense

H. Violations.

1. Three Seconds will be called (but it will be more like 5 seconds).
2. Ten Second Backcourt Violation will NOT be called unless not crossing half court is being used as a stall tactic.
3. Five Second Defensive Pressure violation will be called (but it will be more like 7 seconds)

I. Three point shots will be awarded (but certainly should not be emphasized at this level).

J. Time-outs – each team is permitted 2 time-outs per game (1 minute in length). The clock will stop during timeouts.

K. Overtime. If the score is tied at the end of regulation play, a two-minute overtime period will be played. Overtime shall begin with a jump ball. Multiple overtimes may be played until the tie is broken. However, the game must be over (even if it means the game ends in a tie) prior to the scheduled start time of the next game [We need to keep the game schedule on track as much as possible].

L. Miscellaneous/Conduct. For the safety of all participants, if an injury occurs that involves bleeding, the player(s) must leave the floor until the bleeding is cleaned up and controlled. No spectators are permitted on the gym floor. Immediate removal of spectators(s) shall occur for verbal harassment directed towards referee, coaches, or players. Use of foul language or any inappropriate physical contact by any adult (coach or parent) with an official, another coach, another parent or a player will not be tolerated and may result in a suspension for the remainder of the season.

M. Referees – 1 referee will be provided for each game. If the referee does not show up for some reason, the home team must supply one referee. If the referee does not show up, please try to make the best of what will be a difficult situation.

N. Score Clock/Keepers – The HOME team is responsible for providing a score clock operator. The VISITING team is responsible for providing someone to keep the scorebook (and to keep track of fouls).