

## SSYBL 3rd Grade League Rules

### Division 1 & 2 Games

1. Must use 28.5-inch ball

Games shall be 32 minutes in length with the following:

- a. 5:00 Minutes warmup time (clock starts when prior game ends)
  - b. 16:00 Minute halves (running time except on free throws, substitutions, injured player(s), timeouts, and last minute of 1<sup>st</sup> half and game.
  - c. 3:00 Minute Half Time
  - d. 2:00 Minute overtime
  - e. If a team is up by twenty (20) or more points in the 2<sup>nd</sup> half the clock will run.
2. Three (3) time outs per game can be used anytime/1 additional time-out per overtime period-no carryovers
  3. Players or coaches may call timeout
  4. There will be **one (1) overtime period** to decide outcome and if still tied we will play sudden death (first team to score) until a game is decided – 3:00 minute overtime and sudden death (to start with jump ball) and one (1) timeout in overtime and sudden death-no carryovers
  5. Teams will shoot 1 and 1 on tenth (10<sup>th</sup>) team foul and 2 free throws on the twelfth (12<sup>th</sup>) team foul- per half
  6. All fouls carry over into overtime
  7. If a player gets a technical foul, it is counted as a personal foul and team foul

### 3<sup>rd</sup> grade level-Defense

1. Man-to-man defense only is allowed. Help and recover systems are legal. No half court zones are allowed.
  - A. Switching is allowed in half-court defense as long as the man-to-man defensive concepts are maintained.
  - B. A defensive player does not have to closely guard a player if they are on the perimeter. However, they must maintain a legal help and recover defensive position. (at a minimum one pass away and outside the paint).
  - C. Double teaming the ball is only allowed:
    - a. During pressing situations.
    - b. Post players can be double teamed while they are posting up near the basket to score but not while they are on the perimeter facing the basket.
    - c. Any player with the ball in the paint can be double teamed.
  - D. Exceptions:
    - a. Double teaming an individual player is not allowed however while in help and recover defense will not be penalized as long as the player is ultimately rotating back to their man. No isolation plays are allowed, if the referee identifies such a

play a warning will be issued. Any subsequent isolation plays identified or called; the referee will call a violation resulting in a turnover on the team running the isolation play.

E. Full Court Pressing:

1. is allowed unless a team is up by ten (10) or more points.
2. 3<sup>rd</sup> grade division can press in the last 2 minutes of the first and 2<sup>nd</sup> halves and overtime.
3. Teams may utilize zone presses in the back court in pressing situations but must fall back into a man-to-man defense in the front court.

Equipment & Miscellaneous

1. All players should have reversible jerseys to avoid conflicts with other towns with similar colors. Numbers should be visible on the front and back.
2. Both teams should report scores on the website.

Players and Coaches:

Any player receiving 2 technical fouls in a game or who is ejected from a game shall not participate in the next league game.

Any player involved in a fight will be removed immediately. (Cannot participate in next league game and additional penalties could follow based on league discretion)

Any coach receiving 2 direct technical fouls in a game or who is ejected from a game shall not participate in the next league game.

Coach may receive 2 indirect and 1 direct technical before removal.

Emphasis and Clarifications:

Flopping Rule will be in effect this season-1st is a warning and 2nd is a team tech.

Injuries: Players can stay on the floor if coach uses a timeout, to ensure player is okay. If players from both teams are hurt, each coach will need to use a timeout to stay in the game.

Players that are laying on the floor, are not legal. Any contact created by a player on the floor is considered a foul.

**League motto:**

**Coaches coach; players play; parents parent and referees referee**