

3RD GRADE BOYS' BASKETBALL RULES



WESTFIELD YOUTH SPORTS

1. Standard IHSA rules will be followed with the following exceptions.
2. **CLOCK RULES:** Games will consist of four 8-minute quarters with a running clock. Start all games on time and allow 1 minute between quarters with a 3-minute halftime. The clock will stop during free throws. Additionally, during the last minute of the 1st half and last 2 minutes of the 2nd half the clock will stop on any whistles.
3. **SCORE & OVERTIME:** Score will be kept and in the event of a tie, during the regular season, the last 10 kids playing at the clock expiration will do a free throw shoot-out. The team that makes the most of the 5 free throws will win the game. Continue this drill until you have a winner, however on the third OT Shoot-out a sudden death situation will occur. Tournament games, however, will be played out with one 2-minute OT quarter. Additional OT quarters will be 1 minute in duration, as needed. Each OT quarter will begin with a jump ball.
4. **GAME SETUP:** Possession arrow will determine the alternating possessions at start of quarters after the jump ball at the start of a game. Games will be played 5 on 5 with a 28.5" basketball on a 10' foot goal. Players will foul out after 5 fouls. During the *regular season only*, a team must be able to field a team of 5 players. If foul trouble forces a team under 5 players, players may remain in the game. In that situation, any additional fouls (after 5 fouls) by the fouled-out player will be a technical foul on the team. Coaches will be given 3 timeouts per game but cannot use more than 2 per half. One additional timeout is awarded per team per overtime period played.
5. **SUBSTITUTIONS:** The referee will call for time close to the 4-minute mark of each quarter, when there's a break in play, and will stop the clock to allow for substitutions. Substitutions must be completed within 30 seconds; at which time the referee will start the game back up. **Coaches are not allowed on the floor.** Coaches may substitute a player at other times (*for injury or foul trouble*) and only when the referee indicates the player may enter the game.
6. **PLAYING TIME:** Playing time should be balanced amongst the players present. If during a game, a player gets injured or in foul trouble, then this requirement is waived for that player. Each player should be given the opportunity to play each position, if desired, throughout the regular season, but this will be at the discretion of each coach. At the end of the year all players should have played roughly the same amount of time per game attended. *Referees are not timekeepers; coaches should be responsible and accountable for balanced playing time!*

7. **OFFENSE:** It is a violation to travel or double dribble, both result in a turnover. The 3 seconds rule will be enforced. Double Bonus is in effect. The free throw shooter may jump over the line but must start his jump behind the line. The free throw shooter and any player(s) outside the 3-point line must wait for the ball to hit the rim on free throws, all other players are on the release.

Players should not be encouraged to force the action if they do not have a clear advantage. Coaches should teach setting up an offense if there is not a breakaway situation.

8. **DEFENSE:** No zone defenses are allowed. Full court pressing is allowed in the last 2 minutes of the 4th quarter only. Man-2-Man defense is required. That includes switching and/or recovering from a pick or fast break. The defensive team is NOT required to guard outside the 3-point arch during that time. Players can only double team an offensive player with the ball inside the 3 second lane. The first time a double team violation occurs there is a warning followed by a technical foul for any additional violations. Coaches should work with their players to make sure they are not too aggressive, or the players may find themselves in foul trouble.
9. **MERCY RULE:** If the defensive team has a 10+ point lead then no pressing can occur if the double-digit lead remains in effect. Additionally, if the defensive team has a 20+ point lead in the 4th quarter then a running clock will be used.
10. Referees have the final say in all disputes and are given authority to kick players, coaches, and parents out of a gym or potentially forfeit a game if they think it's in best interest of the league. Don't put the Referee in a position to do this as they will be backed up by the WYSI Basketball Commissioner.
11. Every Coach, Parent, and Player has agreed to follow the WYSI Code of Conduct (<http://www.wysi.net> →About →Bylaws and Policies → Read the Policies and Procedures →Section 2). Coaches will present a safe, friendly environment for the players. Coaches will control their behavior and present good sportsmanship; this includes a responsibility to remind their fans to exhibit good sportsmanship. Confrontation amongst players, parents, and/or coaches will not be tolerated and will be subject for removal. The goal of the WYSI program is to provide a fun and competitive league that develops a player's skill level.
12. Each team will provide one parent to run the scoreboard or scoring book. Parents should be at the scorer's table during the teams warming up.
13. Only players and coaches are allowed on the gym floor during practice and games. No parents or siblings will be allowed to shoot around or dribble in the gym during practices or games.