

# 3<sup>rd</sup> Grade Rules



## Playing Time

- All players must play equally, regardless of ability or position.

## Game Times

- 4 (6) minute running quarters
- The clock will ONLY stop during the LAST minute of the 4<sup>th</sup> quarter for all dead balls. During the game only time-outs can stop the clock.

## Basket Height

- The height of the rim will be no more than 9 feet

## Ball Size

- 3<sup>rd</sup> Grade Girls and Boys will use a women's size ball (size 6/28.5)

## Number of Players

- 4-on-4

## Start of Game

- A Jump ball will take place to start the game.

## Half-Time & Quarters

- There will be a (3) minute half-time period and (1) minute between quarters 1 & 2 and 3 & 4.

## Substitutions

- When a substitute is to enter the game they must report to the scorekeeper and remain outside the boundary until the official allows the player into the game.
- The substitute must remain out of bounds until beckoned onto the floor by the ref.

## Time-Outs

- A team is allowed (2) 30-second time-outs per half. The clock will stop for time-outs.
- Time-outs are not accumulated if they are not used.
- An injury that requires the clock to be stopped will be charged as an official time-out (30-seconds).

## Scoring

- 2 points are awarded for a scored basket
- NO 3-pointers
- NO Free Throws

## Offense

- 4-corner and Clearing-a-side (stalling) offenses are not permitted.

## Out of Bounds

- All out of bounds plays will start where the ball went out or the nearest out of bounds spot where the foul occurred.

## Mid Court

- The offensive team will have (10) seconds to cross mid-court
- Over & Back violations will not be called.

## Dribble Count

- There will be a (5) second dribble count and a player can only hold the ball for (5) seconds.

## Lane Violations

- Only (6) seconds in the lane will be allowed.

## **Defense**

- Zone defenses are NOT permitted. Man-to-man defense only. Young players need a foundation to build from and teaching simple man to man is the way for them to build this foundation. Playing zones teaches young players bad habits that are hard to break.
- If a referee determines that a zone defense is being played a warning will be issued. Additional infractions will be followed by the offensive team receiving (2) points & possession of the ball.
  - The intent of this rule is to teach good defensive position.
- Man-to-Man regulations:
  - Defensive players MAY NOT make a play on the basketball while the offensive player is dribbling. Games can turn into foul fests with young inexperienced defenders. Not allowing “reaching in” helps young players avoid fouling and allows some offensive development.
  - The defender must stay within 5 feet of the offensive player he/she is guarding (if the offensive player moves the defense must follow) officials will use their best judgment to determine how far a player is away from the player they are guarding.
  - Double teaming and trapping are not allowed.
  - “HELP” defense is allowed if the defensive player moves into position after a fellow player has been beaten—once the beaten player recovers back to their player the helping defensive player must also recover back to the player they were originally guarding.
  - Switching is permitted.

## **Full Court Press**

- NO FULL COURT PRESS
- The defense may pick up their player once they cross half-court line.

## **Fouls**

- Individual fouls will not be counted
- No Free Throws will be taken; the ball will be given to the team not committing the foul, to take out of bounds nearest the point of the infraction.

## **Technical & Intentional Fouls ( clock will stop if necessary)**

- If a technical or intentional foul is administered the team not committing the foul will receive control of the ball.
- A player committing a conduct technical foul must be removed from the game and can not play in that game or the next game, 2<sup>nd</sup> technical during the same season will result in suspension from the league.
- A coach receiving (2) technical fouls during a game will be suspended from the next game; a coach receiving (3) technical fouls during the same season will result in suspension from the league.
- A player committing or attempting to commit an intentional act of violence will result in an automatic suspension.
- A bench technical WILL BE ISSUED TO THE COACH—please take responsibility for your players.
- A technical given to a fan WILL BE ISSUED TO THE TEAM-the game will not continue until the unruly fan is removed.

## **Alternate Possession**

- A jump ball will only be used at the beginning of the game.
- The possession of the ball will alternate between teams according to the possession arrow.

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