



3rd - 6th Grade Basketball Rules

The rules of play for the TRPR Basketball League shall be the current National Federation of High School Rules, except for the following amended below. All rules are in effect for all age divisions unless otherwise noted by each age division.

Equipment

- Game Ball shall be 27.5" for 3rd/4th grade and 28.5" for 5th/6th grade
- Basket Height shall be 10'
- Free Throw Line shall be 12' (3rd & 4th grade) and 15' (5th & 6th grade)
- Coaches Box
 - One basketball coach may stand from each team, an assistant is asked to remain seated throughout the ENTIRE game unless:
 - They are calling an official time out.
 - They are greeting their players during a break from play.
 - Providing aid to an injured player.
 - Only two coaches are allowed at the bench area during basketball games
 - A coach may be ejected for an unsportsmanlike act toward anyone or by receiving two technical fouls or warnings.
 - An ejected coach must leave the facility or compound immediately in addition to being removed from this year AND next year.
- Jerseys
 - All TRPR players shall wear their official team jersey, available through Recreation Departments.
 - Names may not be printed on jerseys
- Footwear
 - All players must wear athletic shoes. The only types of shoes that may be worn on gym floor surfaces are to be 'soft-sole' rubber athletic shoes.
 - NO HARD SOLE SHOES OR SHOES THAT LEAVE MARKS ARE ALLOWED ON ANY PLAYING OR PRACTICING FACILITY GYM FLOOR. THIS IS A SCHOOL DISTRICT POLICY.

Timing Rules

- Forfeit Time
 - Shall be ten minutes after the scheduled game time.

- A team must have at least three (3) players present at forfeit time or the game will be declared a forfeit.
- If either team fails to show, a forfeit shall be declared for both teams.
- Regulation
 - Game shall be divided into four (4) 10 minute quarters – running clock
 - At the 1-minute mark in the 2nd half of a game: if the score is 10 points or less, the clock shall stop when the ball becomes dead for the remainder of the game. If the score is 11 points or more, the clock will continue to run when the ball becomes dead for the remainder of the game.
- Start of Game: 3rd-6th grade will start the game with a jump ball.
- Time-Outs/Intermissions
 - The game clock will stop for all time outs.
 - Team Time-Out may be requested by a player or a coach of a team.
 - 2 time-outs per half.
 - Time-outs do not carry over from 1st half to 2nd half.
 - Time-outs shall be 1-minute for all age divisions.
 - Official's Time-Out
 - Official may call a time-out due to a player injury or any other reason.
 - May be as long as necessary and are unrestricted in length.
 - Game clock will be stopped on all official's time-outs.
 - Half-Time Intermission
 - 5-minute for all divisions

Playing Rules

- Player Participation
 - Every player must participate equally in every game.
- Players to Finish Game
 - A team must be able to finish the game with at least 3 eligible players.
- Substitutions
 - Where another player of his/her team replaces a player.
 - Players must report to the scorer's table and wait to be motioned in by an official.
 - A horn will be used to notify officials of substitutions.
 - Substitutes will go in when the ball is stopped.
- Fouls & Player Disqualification
 - All players will be disqualified upon receiving their fifth personal foul.
 - All fouls count toward a team's 7th and 10th team fouls.
 - Scorekeepers notify coaches when players get to 3 personal fouls.
 - Scorekeepers notify coaches and officials at 7 team fouls.
- Free Throws
 - Shooting Free Throw-awarded to a player that was fouled in the act of shooting.
 - Bonus Free Throw (1 and 1)-awarded to a player when the opposing team has reached 7th team foul.

- Double Free Throw-awarded to a player when the opposing team has reached its 10th team foul
- Technical Foul Free Throw-awarded to a team after a Technical Foul
- Scoring
 - Free Throw-1 point
 - Field Goal-2 points
 - 3-Point Goal-3 points
- Mercy Rule
 - Scoreboards will be turned off when there is a difference of twenty (20) points within a half. The scoring table will continue to keep the official score in the scorebook.
- Defense
 - **3rd/4th grade** - Man-to-Man defense only. ****Man-to-man defense a defensive formation in which a coach assigns each player on the line-up a specific offensive player to follow and defend on the court.***
 - Full court (Press) where a team guards anywhere on the court. This is only allowed during the last 1-minute of the game and/or any overtime periods and only if the team score is within 10 points of the opponents team score. Both teams involved in a game that is within ten (10) points will be allowed to press. All full court press will be stopped once the score reflects a difference greater than ten (10) and will not be allowed for the remainder of the game.
 - Double Teaming is not allowed.
 - Trapping is not allowed.
 - Stealing - Defensive team takes possession of the ball away from the offensive team is allowed when the score is within ten (10) points.
 - Blocking a shot attempt- a player stops the shot attempt from the shooting player is allowed **(so long there is no contact with the opposing player).**
 - **5th/6th grade** - Man to Man and zone defenses are allowed. ****Zone defenses - a defensive formation in which a coach assigns each player to cover a specific area of the court.***
 - Full court (Press) where a team guards anywhere on the court. This is only allowed during the last 1-minute of the game and/or any overtime periods and only if the team score is within 10 points of the opponents team score. Both teams involved in a game that is within ten (10) points will be allowed to press. All full court press will be stopped once the score reflects a difference greater than ten (10) and will not be allowed for the remainder of the game.
 - Double Teaming is not allowed.
 - Trapping is not allowed.
 - Stealing-Defensive team takes possession of the ball away from the offensive team is allowed.
 - Blocking a shot attempt- a player stops the shot attempt from the shooting player is allowed **(so long there is no contact with the opposing player).**
- Offense
 - Offensive Plays - strategic type of movement for players of a team to score.

- Fast breaks - a team that has possession of the ball does not hesitate to try to score on an opponent is allowed.
- Lane Violation - a type of violation that **offensive** players commit by standing in the lane of 3 seconds will be called.
- Overtime
 - Overtime will consist of one 2-minute period; the clock will stop on all dead balls.
 - Each team will receive 1 time out in overtime.
 - If the game is still tied after the overtime period, the game will end in a tie.
- Misconduct
 - Ejected Player
 - A player may be ejected for an un-sportsmanlike act toward anyone or by committing a flagrant foul against another player. Penalty shall be disqualification +1 game suspension in the next TRPR game.
 - Ejected Coach
 - A coach may be ejected for any un-sportsmanlike act toward anyone or by receiving two technical fouls.
 - After the first technical foul, the coach will be asked to sit down for the rest of the game. If a second technical foul occurs the coach will be asked to leave the facility and will be suspended from the next game as well.