

# C.C.Y.O.

## Rules For 4<sup>th</sup> Grade Boys 2010 - 2011 Basketball Season

**This level is considered to be INSTRUCTIONAL. Coaches are expected to demonstrate a game approach that is more like a clinic whereby the focus is on teaching and learning NOT WINNING AND LOSING. The referees are typically high school students whose skills at refereeing would be considered emerging. Coaches, parents, and any other game attendees who demonstrate behavior that is counter-productive to the mission of the organization may be removed from the game and potentially banned from attending further contests.**

### **1. Score Keeping**

- Score is wiped clean after each quarter.
- 3 point shots count only if there is a 3 point arc on the floor.
- No record of fouls will be maintained.

### **2. Time Keeping**

- 8 minute running clock.
- Clock stopped on all shooting fouls and substitutions.

### **3. Team Bench**

- Coach, 2 assistant coaches and players only on the bench.

### **4. Unsportsmanlike Conduct Will Not Be Tolerated**

- All coaches, players, and spectators will abide by the decision of the referees.
- Coaches, assistants, or players leaving the designated coaching area during a disputed call will be subject to a technical foul.

### **5. Time Outs**

- Four time-outs per game.

### **6. Defense**

- NO Pressing
- Defensive pressure can not be applied until the offensive player is 3ft. past the half court line.

- No Zone Allowed. Teams will be required to play man to man defense in all quarters.
- A defensive player will not be required to pick up his/her man until they enter the 3-point arc.
- No Double Teaming. Help Defense will only be allowed inside the 3-point arc after an offensive player with the ball has gained advantage over their defensive opponent.

### **7. Lane Violation**

- 5 Second

### **8. Playing Time**

- ALL players must play ½ quarter of each half. If a violation is caught in the first half, the player will play a full quarter in the second half. Penalty for non-compliance is forfeiture of the game. This will be routinely monitored by board members.
- There is an expectation of equity in playing time for all players for each game.

### **9. Foul Shots**

- Foul shots will only be taken on shooting fouls. All other fouls will result in the ball being taken out of bounds.
- Foul Shots will be shot from an imaginary line 2 feet in front of the foul line.
- The shooter can not charge into the lane until the ball hits the rim.
- Rebounders can not enter the lane until the ball hits the rim.

### **10. Substitutions**

- No substitutions of players from one team to another.
- Penalty is forfeiture of game.

**11.** Any player with a cut or bleeding of any kind, an official time-out is called. The player will be removed from play and attended to. The official will inspect the covering prior to the player returning to play.

**12.** If a player or coach gets ejected from a game, he or she will be automatically suspended from the next game minimally and potentially longer. A second ejection means automatic suspension for the remainder of the season. Any deviation from this rule must be appealed to and reviewed by the board.

**13.** Numbers will be required on both the front and back of player's uniforms.

**14.** A 28.5" diameter ball will be used for all 4<sup>th</sup> Grade games.