

# ORYA Basketball 3<sup>rd</sup> and 4<sup>th</sup> Grade Game Rules

## GAME PLAY

1. Please start games promptly. Teams should have at least 3 players each to start a game. If 3 players are not present, coaches have the option to loan players. There is no scoring or official clock at this level.
2. Play is 3 on 3 full court with man to man defense (no zone/no double team). No pressing at any time. Defense to initially pick up INSIDE 3-point line to allow offense to cross half court. Ideally defense lines up with one foot in the paint.
3. Games will consist of 2 – 20-minute halves, with running clock (Home team to keep time – on phone, etc.) with a 2 Minute half-time. 2<sup>nd</sup> half to run longer than 20 minutes is under the discretion of both coaches (taking into account number of subs, how much time is left before next team scheduled to play, etc).

### Clock Stop

- The home coach may stop the clock in the case of unreasonable delay, i.e. the ball goes under the bleachers, an injured player, etc.
  - The clock will stop for all time-outs and quick substitution
4. Each team is allowed 1 time-out per half. Time-outs will be one minute and may be taken any time during half, on offensive possession (coach to call).
  5. Games refereed by at least one coach. Coach discretion - can swap halves, or have 2 refs if there are enough assistants, etc.

### Referee Instruction

- Instructional and loose refereeing may be needed – especially for younger/newer players and at the beginning of the season (ie. travels, double dribble).
  - When needed, ref to act as “shot clock”. When a player is dribbling or holding the ball for extended period without purpose (side to side, not making anything happen, etc.), ref can shout out “5-4-3-2-1” in effort to get the player to make a pass/shot. This will result in a turnover after first warning.
  - Traveling, double dribble, out of bounds and backcourt can be called. (No 3 seconds at this level). Fouls can be called (appropriate to provide instruction, a little leeway, and warnings). Important to keep the flow of the game moving.
  - Jump Ball at start of game and 2<sup>nd</sup> half only. Switch baskets at halftime.
  - On defensive out of bounds or foul (non-shooting); offense takes ball up top – check ball with defense.
  - Shooting foul - 1 shot.
6. Substitutions – should be coordinated between coaches. Substitutions should occur at same time for both teams to keep game flow. Exception with injury or other circumstances.

## **GAME PRELIMINARIES**

1. Both Teams are responsible for cleanup of the gym.
2. 8 Foot Rims will be used for all games (and practices)
3. 27.5 basketball will be used for boys and girls.

## **DRESS**

1. All players must change out of street shoes before entering the gymnasium. Make sure all shoes are clean. This preserves the gymnasium and keeps players safer.
2. All players are required to wear an ORYA uniform shirt, under shirt, athletic shorts/pants, and sneakers.
3. No jewelry of any type will be allowed.

## **MINIMUM PLAY RULE**

Each player is expected to play an equal amount of time. Adherence to this rule is solely the responsibility of the head coach. Any violations by a coach of the minimum play rule should be reported by an individual to the age group and/or program coordinators.

## **CODE OF CONDUCT**

1. Coaches refer to Coach Code of Conduct posted on website
2. Players, parents, family members, and spectators – please reference Player Code of Conduct posted on website