

2017 3rd & 4th Grade Basketball Rules

1. Score will be kept. Mercy rule: If a team is 25 points ahead, score becomes locked; rest of game shall continue without addition of any further points.
2. Equipment: Ball size is 28.5 inches; hoop height is 10 feet.
3. Teams will play 4 v 4, on a 35' x 65' court (mini-courts running North-South in gyms).
4. Each team receives two (30-second) time-outs per game.
5. The game shall consist of four 8 minute quarters. The clock is continuous and is kept by the scorekeeper. Half-time will be 3 minutes long.
6. Substitutions are made on time-outs, at end of 1st and 3rd quarters, and about the 4 minute mark of each quarter, at which time the official will signal coaches for substitutions when a stoppage point is reached. Each player shall play approximately 50% of each game.
7. Defense may only be played after the opposing team crosses half court. Teams must retreat past half-court once possession has changed. "Double-teaming the offensive player with the ball may only occur inside the free throw lane."

In an attempt to help kids learn basic, man-to-man defense, players will line up at center court at the beginning of the second half; also at each 10 & 5 minute substitution breaks to allow coaches to match up players of similar abilities (as perceived by the coach). Although playing man-to-man defense is not required in this league, it is encouraged as it is a fundamental skill at the next level.
8. All fouls are non-shooting fouls. Team free-throws will be shot at the end of each game. Every child will be allowed to shoot one or two free-throws depending on the amount of time available.
9. A jump ball will be used to start the game. Alternating possession will be used from then on.
10. Uniform jersey must be worn during the game.

Emphases at the 3rd and 4th Grade Level: Fundamental skills, teaching rules and consistent rule enforcement. Brief instruction will be provided to player by the official regarding fouls and game procedures. Fouls will be called when they are "plain to see" by the official.

Infraction/Foul emphases: traveling, double dribbling, jump ball, 3 second violation, reaching, hacking, pushing, backcourt, and illegal screening. Please note the rule about double-teaming.

Effect: Ball will be thrown in near point of infraction/foul.

Flagrant fouls and other misconduct: Officials have the discretion to sub-out offending player(s).

Alamosa Family Recreation Center Rules:

Non-members of the AFRC have restricted access to the facility; they will only be allowed into to the gymnasiums for spectating and have use of the restrooms on game and practice days. Non-members are welcome to pay the appropriate daily use fee to enjoy full access to the facility.

Children not participating in Parks & Recreation basketball programs must be under the close supervision of an adult at all times. Children under the age of 14 will not be allowed on the upper track unsupervised.

Also, the upper track is for walking and/or running, not for standing and watching games as it is a safety hazard.