



League Rules - Grade 3/4

Program Goals

- To provide every child, regardless of experience or ability, the opportunity to play organized basketball with their peers in SOMA
- To promote individual growth in all children participating, beyond the sport of basketball
- To develop and deepen friendships with others from SOMA
- To promote positive behaviors for engaging with youth sports for all participants, coaches and spectators

General Rules

- Each weekly session will be broken up between teamtime and game time. Teamtime will take place in a half court developmental session prior to the start of a game. Team time is intended to work on skills and game concepts.
- During game play, both teams will have 5 players on court (can be adjusted to 4v4 if needed)
- Coaches must stay on the sidelines during game action
- Score will be kept
- If there is a 20-point deficit we will stop keeping score (coaches will keep score in their books)
- Coaches are expected to ensure that players are provided with equal playing time. No player should play a third sub rotation prior to all others playing their second, and so on.
- Home teams wear white. Away teams wear red.
- All games begin with a jump ball. The possession arrow goes to the team that does not win the jump.
- Possession to start periods 2, 4, 6 goes to the team that ended the prior period with possession. For periods 3, 5, 7 possession goes according to the possession arrow.
- Any rule not specified by age specific chart below will follow FIBA basketball rules

Age Specific Rules: Grades 3-4

Ball Size	27.5 for girls, 28.5 for boys
Hoop Height	9 feet
Game Length	<u>Games 1-3</u> : six 4-minute periods <u>Games 4-8</u> : eight 4-minute periods
Clock Stoppage	Running Clock - Stops on dead balls during final 2 minutes of game (under 10 point differential)
Substitutions	Mass subs between periods, exceptions for injuries
Timeouts	1 timeout (30 seconds) per team per half, no carryover
Set Defense	Man-to-Man only
Pressing Defense	Allowed in last two minutes of game (under 10 point differential, losing team may still press if score differential is 10+)
Double-Team	No double-teaming If a double team (two or more defenders actively defending an offensive player) results in a turnover or close to a 5 seconds call then a "double team" violation is to be called and the ball given back to the offensive team.
Stealing from the Dribbler	Players may steal the ball from dribbler
5 Seconds Held Ball	No 5 seconds rule
Offensive Three-Second Rule	No 3 seconds rule
10 Second Backcourt Violation	No 10 seconds rule
Over and Back Rule	After initially crossing halfcourt, offensive players may dribble/pass the ball backcourt without penalty. Defensive players may defend in the backcourt when this occurs. This would not be considered "pressing."
Fouls	Follow FIBA rules for fouls with the exception that shooting fouls result in 1 point and 1 shot for 1 additional point
Team Foul Bonus	Bonus occurs on the 5th (and beyond) foul of each quarter (periods 1-2, 3-4, ect.). Penalty is 1 point and 1 shot for 1 additional point.
Technical Fouls	Results in 1 point and possession for the opposing team. Added as a team foul. Any technical foul assessed to a player requires that player to be substituted off the court for the remainder of the period.
3 point line	All baskets are 2 points
Advancing Ball on a Timeout	Teams may advance to halfcourt on a timeout.
Overtime	No overtime.
Playoffs	No Playoffs. Last week matchups will be announced two weeks prior.

Interactions with Referees

All SOMA Basketball coaches, players and spectators are expected to treat our league's youth referees with respect. Abusive, aggressive, harassing, and bullying behavior will not be tolerated.

Coaches

Coaches are welcome to ask for clarification as to what violation was called. They are not to argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the coach and inform the Head of Gameplay
- **Second Violation** - Issue a technical foul resulting in 1 point and possession of the ball for the opposing team. The coach must also remain seated for the remainder of the game.
- **Third Violation** - Issue a second technical foul resulting in 1 point and possession of the ball for the opposing team. The coach is ejected from the game and must leave the gymnasium before gameplay resumes.

Any coach that received two technical fouls over the course of the season will no longer be permitted to coach for the remainder of the season. Additional penalties may be enforced across other programs administered by South Orange Department of Recreation.

Players

Players are welcome to ask for clarification as to what violation was called. They are not to argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the player and inform both the Head Coach and Head of Gameplay
- **Second Violation** - Issue a technical foul resulting in 1 point and possession of the ball for the opposing team. The player must also be subbed out for the remainder of the period. That period will still count towards their equal playing time total.
- **Third Violation** - Issue a second technical foul resulting in 1 point and possession of the ball for the opposing team. The player is ejected from the game and must leave the gymnasium before gameplay resumes.

Any player that received two technical fouls over the course of the season will result in a one game suspension. If that player receives a third technical foul they will no longer be permitted to play for the remainder of the season.

Spectators

Spectators should not have any interactions with referees other than compliments and thanking them for helping with SOMA Hoops. They are not to seek clarification, argue or verbally disagree with a call made by a referee. In this occurrence, the referee will:

- **First Violation** - Issue an official warning to the spectator, and inform the Head Coach and Head of Gameplay. The Head Coach and Head of Gameplay will inform the parent they are not permitted to engage with the referees for the remainder of the game.
- **Second Violation** - The spectator is ejected and must leave the gymnasium before gameplay resumes.

Any spectator that is ejected two times will no longer be permitted at SOMA Hoops games/events for the remainder of the season. Additional penalties may be enforced across other programs administered by South Orange Department of Recreation.