



## **4th Grade Division Basketball Special Rules** rev. 10/17

National Federation of High School (NFHS) rules will be used except for the following CSAA special rules: **Official League Ball** - 27.5" Indoor Youth basketball

**Game Time, Clock Management, and Overtime:** – A game will consist of 4 quarters that are 6 minutes each. The clock will stop only on fouls, team time outs, jump balls, substitutions, and EVERY TIME THE WHISTLE BLOWS IN THE LAST MINUTE OF EACH QUARTER. \*If a violation occurs in the game with 1:04 seconds left in any quarter, the clock will run down to 1:00 minute then stop. \*Quarter breaks shall be no longer than 2 minutes and half time will be no longer than 5 minutes. \*Alternate possession will take place on all jump balls. \*No overtime in the 4<sup>th</sup> grade division. A game can end in a tie. \* No standings are kept in this division and we have no post season tournament.

**NO Full Court Press Allowed:** When a team inbounds a ball for any reason in the backcourt or once a team gains possession with a rebound on a missed shot, turnover, or steal the "defense" must retreat to the other side of mid court immediately. Half court traps and "man to man" defense is allowed once a team crosses mid court. The offense can run a fast break, make long passes and dribble all the way up court at any time.

**Lane Violation:** 4<sup>th</sup> grade Division will have a 5 (five) second lane rule instead of a 3 (three) second rule. **Free Throw Line:** The free throw line for 4<sup>th</sup> grade will be **13 feet (2 feet closer)**

**Three Point Field Goals for the 4<sup>th</sup> Grade Divisions:** A successful try from the field by a player who is located behind the 19 foot 9-inch line counts three (3) points.

**Time-Outs:** Three time-outs are allowed for each team during a game.

**Uniforms:** All players on individual teams must wear the same uniform with proper numbers. Numbers 6 thru 9 will be illegal numbers. T-shirts under a jersey must be the same color as the predominant color of the game jersey. See NFHS Rulebook for more details.

**Free Throws/Double Bonus:** The bonus free throw (one plus one), will take effect on the seventh team foul of each half per NFHS rules. Beginning with a team's 10<sup>th</sup> foul in each half the DOUBLE BONUS takes effect (per NFHS rules) and the shooter is allowed a second free throw even if the first shot is not successful.

## **New in 2017-2018**

### **Running clock at 25-point lead in 2<sup>nd</sup> half**

A running clock will begin once a team gains a 25-point differential over its opponent only in the second half. Once the running clock provision has begun, it will continue until the conclusion of the contest. The clock shall be stopped only for a charged time-out, an injury/blood substitution, a disqualification of a player, coach or fan, and administering free throws. On fouls called, leave the clock running until the official has reported the foul and signals for the clock to be stopped. The clock will only stop if the foul warrants free throws to be attempted. After reporting a shooting foul, the official will signal the timer to stop the clock. Once the official signals the timer to stop the clock, it will be started once a player touches the ball after the last missed attempt or on the throw-in when it is touched.