

**MOUNDS VIEW BASKETBALL ASSOCIATION**  
**2011/2012 IN-HOUSE LEAGUE RULES GRADE THREE AND FOUR**

**Policy:** Minnesota State High School League rules governing play will be followed as closely as possible. There are several exceptions and modifications noted in the following Sections.

**Section I. REFEREES**

Referees have been selected and trained by the Mounds View Basketball Association (MVBA). They are empowered by the MVBA to interpret and enforce the rules. They are the final authority at the game.

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**Section II. CONDUCT OF SPECTATORS, PARENTS, PLAYERS, AND COACHES**

The MVBA believes strongly that we are not only developing better basketball players but also better people. In that regard, as parents, coaches and players we must all show respect for our teammates, officials, and the parents, players and coaches of the teams we are competing against. All parents, players and coaches are required to sign a Code of Conduct form, which outlines the expectations that the MVBA has for its program participants.

At and during games, referees have the authority to declare a "victory by forfeit" for the unruly or abusive behavior of a spectator, parent, player or coach, including but limited to those noted on the Code of Conduct. Before forfeiture is declared, the referee will follow these procedures:

**Step 1:** Warn the offender(s). The referee will advise the coach to warn his/her players, parents or spectators of the unacceptable behavior. The referee will identify, to the coach, the offensive behavior.

**Step 2:** Assess a bench technical foul. The referee will identify, to the coach, the offensive behavior.

**Step 3:** If the behavior continues, the referee will declare a forfeit.

Coaches are reminded that they are not allowed on the court unless invited by the referee to attend to an injured player, to be advised of a rule interpretation or to set the offense/defense at the beginning of a period. Violations may result in a Bench Technical Foul. (See Section VII Fouls - TECHNICAL FOULS)

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**Section III. PLAYING TIME**

Coaches will ensure that all players receive **equal playing time as much as possible**, including situations where a team has an uneven number of players for an eight period game. **There should not be a situation where players play more than one additional period compared to their teammates.** Attached to these Rules is an example of how coaches should allocate playing time if this situation exists. Referees will monitor for compliance, if necessary.

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**Substitutions:** **Substitutions should not be made during the middle of a period other than in case of an injury.** When making substitutions, every effort should be made to rotate all players such that players do not consistently play in consecutive periods. The equal playing time requirements apply to both regular season and playoff games.

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### **Section IV. PERIODS OF PLAY**

**RUNNING TIME:** ----- **Each game will consist of eight (8) five (5) minute RUNNING TIME periods.** There will be a one (1) minute break between periods 1-4 (1<sup>st</sup> half). There will be a twelve (12) minute half time break at the end of period four for the half-time skills challenge. There will be a one (1) minute break between periods 5-8 (2<sup>nd</sup> half).

**The breaks between periods are only to move players on and off the floor. These are not time outs.** If play is being delayed, in the opinion of the referee, the referee will announce that the ball is in play and the clock will start.

**There is no "overtime" played at the 3-4<sup>th</sup> grade level.** Games will end in a tie.

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### **Section V. TIMEOUTS**

Each team will be permitted one (1) time out per half. These are non-cumulative and are one (1) minute in duration. The clock will stop for a time out. Substitutions cannot be made during a time out other than in the case of an injury.

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### **Section VI. DEFENSES**

**Players are required to play a man-to-man defense. Double teaming is not allowed.** Help side defense is allowed but in the defensive lane only. The Helping Player must go back to guarding their player when the defender who needed help has recovered. Switching is also allowed.

**Zone defenses are not permitted.** A team is considered to be playing a zone defense when in the judgment of a referee a player is intentionally not in an area near the person they are supposed to be guarding in their defensive court.

The first violation of this rule is a warning. The second and all subsequent violations will result in the offended team receiving one bonus point and the ball out of bounds.

**Pressing:** ----- No pressing will be permitted.

**FALL BACK:**-- When a team controls the ball, the other team must fall back past half court. This applies to inbounding the ball, rebounds, etc.

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- For example: Defensive Pressure After a Rebound----- When a defensive player controls a rebound, the team that was on the offense must fall back past half court.

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### **Section VII. FOULS**

Any player that commits five (5) fouls will be required to sit the remainder of the game.

- A. Personal Fouls:** A personal foul is committed when, in the opinion of the referee, physical contact with an offensive player by a defensive player occurs. A player that creates an advantage by physical contact will be called for a personal foul. Any contact with an offensive player by a defensive player attempting to steal the ball is a personal foul. All such infractions will be called by the referee. Incidental contact that does not create an advantage is part of the game and will not be called as a personal foul.
- B. There are no free-throws** at the 3-4<sup>th</sup> grade level.
- C. Shooting Fouls:** A player fouled in the act of shooting shall be awarded points as follows:
  - i. If the field goal (basket) was made, the field goal will count and the shooting team will be awarded one (1) additional point. Defending team then takes the ball out of bounds.
  - ii. If the field goal was not successful, the shooting team will be awarded one (1) point and the ball out of bounds.
- D. Intentional or Technical Fouls.** The offended team shall be awarded two points and will be awarded the ball out-of-bounds.

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### **Section VIII. BONUS POINTS**

Points or shots will be awarded based on the following criteria:

**A team that commits more than six (6) fouls** in periods one through four or periods (1<sup>st</sup> half) or five through eight (2<sup>nd</sup> half) shall be penalized by awarding the offended team one (1) point for every foul over the six foul limit. This bonus point will be awarded on all fouls over the limit.

**A team that commits more than ten (10) fouls** in a periods one through four (1<sup>st</sup> half) or period five through eight (2<sup>nd</sup> half) and beyond shall be penalized by awarding the offended team two (2) points for every foul over the ten foul limit. These bonus points will be awarded on all fouls over the limit.

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### **Section IX. HALF TIME SKILLS Challenge**

At halftime, players will break for a skills completion against their opponent. The skills will consist of lay-ups, a dribble relay and short shots.

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The purpose of this competition is to improve individual skills of each player and to ensure that all coaches are stressing skills in practice. Should your team have an uneven number of players for the skills contests, we expect coaches to vary the extra turn, player, throughout the season.

**SCORING:**-- The team who won the skill is awarded two (2) scoring points per skill. For example:

- The team who had the most lay-ups is awarded 2 points
- The team who won the dribble relay is awarded 2 points (etc. etc)

### **LAY-UP SKILLS:**

- Players shoot one lay up from each side of the basket. Team members line up to the right then the left of the free throw line.
- The first player dribbles in and shoots a lay up. The PLAYER OR THE COACH rebounds the shot and passes it to the next player in line.

### **DRIBBLE RELAY:**

- Players line up along the base line facing the far end of the court.
- On the signal of the referee, the first player will dribble to the mid court line and back to the base line and down to the far free throw line and back.
- Each time the player changes direction, they must change their dribbling hand without picking up the ball.
- The ball is then handed to the next player in line.
- Each player participates once, unless there is an uneven number.
- If a player loses control of their dribble, the player must return to the point at which they lost control and continue at that point.

### **SHORT SHOTS SKILLS:**

- Each player will attempt 2 shots, one from each side of the free throw lane.
- The team that scores the MOST shots will be awarded 2 points.

Referees will monitor the skill events. Their counts will be considered the official results. Ref's determine proper execution of the skills and award points accordingly.

## **Section X. SPECIAL RULES**

- Basket Height shall be nine (9) feet for girls;**
- Basket Height shall be ten (10) feet for boys;**
- Defensive Pressure After a Rebound----- When a defensive player controls a rebound, the team that was on the offense must fall back past half court.
- Fast breaks are allowed.
- There will be no overtime play. -----The final score will remain a tie.
- There is not a hard and fast "mercy rule", however we will allow coaches involved in a game where the point differential is 20 - 25 points or more at half time to come to a mutual decision for the second half. They can choose to keep score the whole game, turn off the points and only keep the clock, or re-set the scoreboard. We want all of the teams to play entire games, so we don't want to switch to "running time". We

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want coaches to discuss and implement a solution that works for the teams and coaches involved.

**Example Playing Time Chart**

Number of Periods each Player to participate

		Players at game					
		10	9	8	7	6	5
Players participating in each Period	10	4	-	-	-	-	-
	8	-	-	5	-	-	-
	6	-	-	-	-	-	-
	5	-	4	-	6	-	8
	4	-	5	-	-	7	-
	2	-	-	-	5	6	-

**Example:** If a team has 7 players at a game, the coach should attempt to play 5 players in 6 periods and 2 players in 5 periods