

Grade 3-4 In House Basketball Rules & Regulations

Shakopee school District has established policies governing the use of facilities.

Please adhere to the following rules and guidelines

- Park all vehicles in designated parking areas and not in the Fire Lane
- Shakopee School District buildings and grounds are Smoke and Alcohol Free.
- Participants and spectators during recreation activities are to be confined to the gym area.
- **Do not leave young children unsupervised; they must be with a parent not in the hallways**

Basket height is 10 feet. A regulation Women's size ball is used. Games are played full-court

SPORTSMANSHIP

Parents and Coaches are expected to show good sportsmanship at all times. Good sportsmanship means mutual respect for each other, the opposing team and the officials. Players showing aggressive behavior either verbal or physical will be removed from the game or practice immediately. A second offense of the same nature would result in removal from that game/practice plus removal from the team for one week. A third offense would warrant a meeting with the parent(s) and coaches involved.

PLAYER SUBSTITUTION:

Coach will start 5 players. These players will play the entire period. The second five will start the 2nd period. If a coach does not have 10 players he will choose one or more of the first five for the second period. **In the third period you must go back to the players who played in the first period.** During the fourth period you must play the players who played in the second period. If a coach does not have 10 players he must select different players than the one or ones who played in the second quarter. No substitution during a period except for injury.

There will be no time outs between periods. Players must be ready to start immediately.

Minimum playing requirement will be 2 periods, maximum 3 periods per player. Exception would be not enough players in attendance. ***Players not in the games must sit on the bench (folding chairs).***

Rules: Minnesota State High School League Rules are used with the following exceptions.

- I. **GAME LENGTH: 4 PERIODS, EACH PERIOD WILL BE 12 MINUTES RUNNING TIME.**
- II. **STOP TIME THE LAST TWO MINUTES OF THE GAME IF SCORE IS 5 POINTS OR LESS.**
- III. **Clock stops only on:**
 - A. Free throws – Only two shot free throws will be shot.
 - B. Injury
 - C. Shoe ties
 - D. Referee' time-out
- IV. Two time outs per team/per game
- V. Person to person defense is required; zone defense is prohibited.
- VI. Half-court rule (10 seconds) is enforced.
- VII. **When** complete control of the ball by the defensive team in their backcourt is established, the opposing team must fall back of the mid-court line. If necessary, referee shall whistle for the team to fall back.
- VIII. Players will **foul out** after five fouls. Coaches are responsible for keeping track of their player fouls.
- IX. In the event of a tie, a two-minute (stop time) overtime is played to determine the winning team. If the score remains tied following the two-minute overtime, sudden death will determine the winner.
- X. Overtime and sudden death will start with a jump ball.
- XI. Equal playing time rule is waived in overtime.