

Becker Area 3rd & 4th Grade Basketball League Rules

1. Teams should bring their own practice balls. The game ball is to be furnished by the home team. Third grade will use a 27.5 inch junior ball and fourth grade will use a 28.5 inch intermediate ball. The team listed first on the schedule will be the home team. Visiting team will provide official scorekeeper for each game. Home team will provide volunteer to run the scoreboard.
2. All games will follow MSHSL rules except as noted below.
3. A minimum of five minutes shall be allowed for warm up prior to the start of each game, unless referees limit warm up time due to games running behind schedule.
4. Attendance is required 15 minutes prior to the scheduled starting time for each game. A forfeit will be declared if a team is not present by 10 minutes after the scheduled game start time. A team must have 5 players on the floor to start a game. Game rosters must be filled out before the start of each game on the official scorekeepers score sheet.
5. All games will run 20 minute run time halves with stop time during the last two minutes of the 2nd half only. If the lead is 15 points or higher than time will continue running. During running time, only injuries and legal timeouts shall stop the clock. 3 minutes will be allowed for halftime. Each team will be allowed 2 time outs per game with no carryover to overtime. 1 time out will be allowed for each time in the overtime period. One minute will be allowed for time outs and between overtime periods.
6. Bonus free throws will be shot on the 7th team foul of each half. Double bonus will be shot on the 10th team foul of each half. A technical foul will result in the awarding of two points and possession of the ball. Third grade players, at their option, will be allowed to shoot free throws approximately three feet inside the regular free throw line and without violation for crossing the line. 4th Graders may start at the free throw line and be allowed to jump over the line without violation.
7. No pressing is allowed. Zone defenses are not permitted. However, man to man HELP defense IS PERMITTED and also encouraged. Both during penetration and in HELP defensive position!! Let's use common sense on this.
8. Overtime Information: the first overtime will be 2 minutes stop time in length. The second overtime shall be "sudden victory" with the first team to score declared the winner.
9. Teams need to bring their own First Aid Kits.
10. Concessions will be available.
11. Locker rooms will not be available. Keep all valuables, jerseys and equipment with team.
12. Coaches are asked to remind team members not to spill water or juice on gym floors. Players are to remain in appropriate areas, and supervised throughout the tournament.
13. There will be no charge for admission to the games.
14. Coaches/players/fans are reminded to "Honor the Game" with good sportsmanship. Calls by game officials shall be final, with disputes settled on the court by the referees. Coaches are expected to assist officials if any fan gets out of control. Unsportsmanlike conduct will result in a technical foul or ejection from the game. Two technical fouls to the same individual will result in ejection from the game and the games for the rest of that day. A team receiving four technical fouls in one game (coach, bench, player or fans) will automatically forfeit the game.