

LPAA BASKETBALL PLAYING RULES

GRADES 3 & 4 – BOYS and GIRLS

1. A game will consist of 2 halves, 20 minutes each. Each half will be divided into FOUR 5-minute units, with a running clock. The clock will stop for all infractions during the final 2 minutes of the 8th unit.
2. No player will be permitted, except as noted below, to play 3 consecutive units when there are from 8 to 10 players available. Under these circumstances, substitutions will be as follows:
 - 1st Unit & 1st Overtime Start any 5 players
 - 2nd Unit & 2nd Overtime Clear bench, plus any players already in game, if necessary
 - 3rd, 5th, and 7th Units Start any 5, provided none have already played 2 consecutive Units
 - 4th & 6th Units Clear bench, use players in game who have not played 2 consecutive Units
 - 8th Unit & Sudden Death Start any 5 (substitute on dead ball, exempt from consecutive Units played)
 - a. If 6 players are present, no player may play more than 4 consecutive Units. If 7 players are present, no player may play more than 3 consecutive units. (Sudden Death exempt)
 - b. Any player may be selected for injury substitution, injured player may re-enter in Unit, playing time in Unit credited to injured player, not substitute.
 - c. No substitutions allowed during Unit of play, except for injury or Sudden Death
3. If game ends in a tie, a 2-minute OT Unit will be played. If needed, a second 2-minute period will be played. If a tie is not broken after 2 OT's, Sudden Death will follow (first score wins). Clock stops for all infractions during overtime.
4. Overtime of Sudden Death will begin with a jump ball at center court.
5. Only 1 timeout will be allowed per game, and can only be used in the 8th Unit.
6. Defense will be initiated from a line extending across the top-of-the-key. The ball must cross the line before defense can be initiated once the ball crosses the line, defense may then be played within that half of the court. A rebound constitutes possession
 - a. Units 1-4 Man-to-Man Defense
 - b. Units 5-8 plus overtime Coach's Choice
7. Fast breaks are permitted only during Unit 8 and any overtime periods. Teams cannot defend in the backcourt during Unit 8 but may initiate defense at half court.

PLAYING RULES – Short Form

1. Enforce 10-second time line rule
2. Enforce 3-second lane violation
3. Enforce 5-second inbound rule
4. Shoot free throws on fouls committed during the act of shooting
5. At 7 team fouls, shoot 1 & 1
6. At 10 team fouls, shoot 2 shoots
7. Center Court jump ball for game start, 1st OT Unit and Sudden Death