

# 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 8<sup>th</sup> unit and overtimes.

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:

1<sup>st</sup> Unit & 1<sup>st</sup> Overtime                      Start any 5 players

Subsequent Units                              Clear bench, plus any players already in game, if necessary, provided none have already played 2 consecutive Units

8<sup>th</sup> Unit & Sudden Death                      Clear bench, plus any players already in game, if necessary, provided none have already played 2 consecutive Units. Substitute on dead ball after first 2:30 or period (exempt from consecutive Units played)

- a. If 6 players are present, no player may play more than 5 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 8<sup>th</sup> Unit 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. 1<sup>st</sup> Overtime unit or Sudden Death will begin with a coin flip.

5. Only 1 timeout will be allowed per game, and can only be used in the 8<sup>th</sup> 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 the half of the court. A rebound constitutes possession. An offensive player cannot shoot the ball before crossing the extended defensive line.

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**

- Enforce 10-second time line rule
- Enforce 3-second lane violation
- Enforce 5-second inbound rule
- Shoot free throws on fouls committed during the act of shooting
- At 7 team fouls, shoot 1 & 1
- At 10 team fouls, shoot 2 shoots
- To start the game, first overtime and Sudden Death, possession will be determined by coin flip. Possession arrow will be used for the remainder of the game.

# **LPAA BASKETBALL PLAYING RULES**

## **GRADES 3 & 4 – BOYS and GIRLS**

- First 4 weeks, referees will use their discretion on returning the ball to the offensive after violations. Thereafter, referees will still be able to use their discretion on violations based on individual players knowledge of the game and skill level.

### **Court 3 Adjustments due to size**

1. Out of bounds will extend to 1 foot or Referees discretion based on play for side court.
2. Baseline is out
3. Defensive line will initiated from the foul line extended and then be consistent with Rule 6