

BFR Basketball 4 Grade League Regulations

1. 6 minute quarters will be played each game for 4th grade teams. The clock will run continuously with stoppages for out-of-bounds and fouls in the final minute of each quarter or timeouts. (The 5-minute half and one-minute quarter breaks may be modified to keep games within 45 minute blocks of time.)
2. Full court, 10-ft. rims will be used with modified foul lines (15 ft.) for 3rd & 4th grade teams. Teams will utilize synchronized scoreboards at each end of the court.
3. It is expected that all players will play in each game. Equal participation is expected but *will not be enforced*.
4. One (one-minute) time-out per half is permitted for each team. Overtime (including sudden victory) invokes the addition of one (one-minute) time-out for each team.
5. Fouls – Non shooting fouls will result in the fouled team taking the ball in from the sideline. Shooting fouls or any fouls (non-shooting or shooting) occurring after a team has accumulated 6 team fouls will result in an awarded point and one free throw. A foul committed on a made shot will result in one free throw. Reminder – A game CAN end with a game winning “awarded” foul point. Players MAY foul out with 5 fouls as per OHSAA.
6. Ten seconds are allowed to advance the ball past the mid-court line. ***No backcourt guarding (full court press) is allowed until the 4th quarter and NEVER by a team leading by 10 or more points.***
7. 3rd and 4th Grade Defensive Play & Stealing: Teams must play man to man defense only. Double-teaming may occur in the paint area or around the basket (ex. when there is a rebound/dribbling into a crowd), but is not allowed around the

perimeter/wing area of the court. Recovery/help side defense inside the three-point line is permitted defensively.

8. There will be a 5-minute break for half time (or less, if both teams are ready to play).
9. Tie game – if the score is tied at the end of regulation play, a 3-minute overtime period will be played. If the score remains tied at the end of overtime, a sudden victory format will follow. The first team to score wins. A jump ball will start overtime and sudden victory.
10. Referees will warn the players in the beginning of the game about double dribble, traveling, three seconds etc. But as the game and weeks go along referees will become more strict and start to call it more tight.
11. Any player or coach receiving a technical foul will result in ejection from the game. Further disruption may prompt removal from the BFR gymnasium or building.