



## Development League Rules Grades 3-4 Coed

All games are to be played in a controlled manner, by both coaches and officials. Playing time should be fair and equitable among all players on the team and will be tracked by the clock keepers.

Basic rules of basketball to apply with the following variations to help the pace of play:

- Game Setup
  - Games are six periods; each period is six minutes long.
  - Running clock with substitutions at breaks.
  - Substitutions only made due to injury
  - If the game is within 5 points with 1 minute remaining in the last period, the clock will stop on the whistles.
  - Start the game with a tip, alternate teams start each period following the possession arrow.
  - 2 time-outs per team per game.
- Play
  - Referees will be present at each game.
  - Referees help players by explaining infractions, showing them where to stand or position for an infraction, and how to execute starting play from out of bounds.
    - Referees will be reminded that players have minimal game experience (if any).
  - Only man-to-man defense will be played.
    - Coaches to help “match up” players on substitutions.
    - Match-ups to be based on player skill and height for fairness and to keep the matchups competitive for all players.
    - Color wristbands are to be used to identify who they are guarding.
  - Pressing is not allowed at any time.
  - The defense is to start at the half court line.
  - Play is to stop on double teams or mass defense.
  - **\*THIS IS A MAJOR POINT OF EMPHASIS. \*** All infractions are to be enforced. Referees are to quickly explain the action in both words and by demonstrating to the offending player to LEARN.
  - The offensive team is to restart possession out of bounds closest to an infraction for the first infraction per possession. The second infraction per possession will be +1 point.
  - Fast breaks are allowed; On a fast break, the closest player to the leading offensive player is allowed to guard, if play collapses all players are to match up with their assigned person.
  - All fouls (holds, pushes, etc.) are to be called and play starting from out of bounds.
  - Shooting Fouls are to be +1 point and 1 foul shot. A foul shot is to be taken from approximately 2 feet closer to the rim than the foul line.
  - Five fouls per player.
  - Two technical fouls with ejection after 2<sup>nd</sup> technical.
  - Flagrant technical is removal from the current game and the next game, this includes altercations.
  - After a basket, the basketball must start out of bounds and be passed into play.
  - Violations that will be called: travel, double-dribble, double team, over and back, fouls, moving screens, half-court defense, and any other normal basketball violation not listed below.
  - Violations that will not be called, but should be taught by coaches: 3 seconds in the paint, 5 second in-bounding, and 10 second backcourt (except for the final minute of the game).
  - During scrimmages, violations will be called, but the team with the ball will retain possession. Coaches will explain the violation and play will resume. Excessive violations will result in a turnover.