

# Milton-Union Recreation Association Basketball League Rules

## 2018-2019 3<sup>rd</sup> & 4<sup>th</sup> Grade Boys/Girls



This league follows the Ohio High School Athletic Association rules except for the following.

1. **Game Length** – There will be (4) regulation quarters. The game clock will run continuously for (8) minutes each quarter. The clock will stop the last (1) minute of each quarter including the overtime periods for fouls, injuries, or any stoppage of play by the official(s). Half-time will be (5) minutes.
2. **Number of Players** – Games will be played 4 on 4 unless enrollment numbers dictate playing 5 on 5.
3. **Basket Height** – 9 Feet
4. **Overtime (OT)** – There will be a (2) minute overtime period with a running clock, except the last minute of OT. A sudden death OT will be played after the first OT if the score is still tied. Sudden death OT will be a (2) minute running clock except the last (1) minute. The first team to score a field goal or free throw wins the game. If the game is still tied after sudden death, the game ends in a tie. All fouls in OT or sudden death will be 2 shot fouls. It is possible that only a sudden death OT will be used to determine the outcome of a game that is tied at the end of regulation. This decision will be at the discretion of the commissioner and coaches and based on keeping the schedule for remaining games for the day.
5. **Coaches/Player Timeouts** – Two (2) timeouts are permitted per team per half. Timeouts are 60 seconds each. Timeouts are not permitted in OT or sudden death OT. Timeouts will not carry over if not used.
6. **Substitution Timeout** – The game clock will stop at approximately the 4 minute mark (dead ball) of each quarter for mandatory substitutions. Teams will quickly lineup at midcourt to match up. This is not considered a team time out and players need to remain on the floor.
7. **Playing Time** – Every player must play a minimum of 2 quarters or ½ the time. Injury or sickness may prevent this and must be reported to the referee if a player cannot continue the game.
8. **Free Throws** – 3<sup>rd</sup> Grade at 12 feet. 4<sup>th</sup> Grade at 15 feet. Shooters may cross the line within reason but not to gain an advantage. All common fouls will be non-shooting. All fouls committed in the act of shooting will be 2 shots. All common or shooting fouls committed in the last minute of regulation or the full overtime/sudden death periods will be 2 shots. There will be no accumulation of team fouls.
9. **Defense** – Zone defenses are not permitted at any time. Defensive players must play man to man, using the concept of “help defense”. Help defense must recover back to their man unless in the paint. Double teaming is not permitted outside the paint area. This call will be at the referee’s discretion. The defense must start inside or with their feet on the 3-point arc when the offense is bringing the ball up the court or while the offense is inbounding the ball from the sideline or baseline. Once the first pass is made in the front court or the ball is entered into play from the side line or baseline, regular defense applies.

The defender on the ball is not permitted to steal the ball from the ball handler until the first pass has been made. The first pass may not be stolen by the defense outside of the 3-point line. Any first pass thrown to a player positioned inside the 3-point line is considered an “advance play” to the basket and CAN be stolen. If the first pass is stolen or deflected away by a defender outside the 3-point line, it is a dead ball and the offensive team will take the ball out on the sideline or baseline.

10. **Backcourt Defense** – Backcourt defenses (e.g., half/full court presses) are only permitted in the last minute of regulation and the last minute of overtime or sudden death overtime. The defense may come out beyond

the 3-point line, steal the ball off the dribble, and steal any pass. Teams that are winning by 8 points or more may not use backcourt defense and must follow the rules described under rule #9.

11. **Fouls** – Each player may commit up to 6 fouls per game before fouling out.
12. **General Guidelines** – Teams will have (10) seconds to cross advance the ball past mid-court, (5) seconds to inbound the ball, (5) seconds while holding or dribbling the ball when closely guarded, and (5) seconds permitted in the lane. The referee will be instructed to be generous with their counting.
13. **Ejections** – Any coach, player, or fan may be subject to an ejection. An ejection of a player, coach, or fan will result in removal for that game, and may face further suspensions or penalties handed out by the MURA Basketball Board. Officials and/or MURA Basketball Board members have the right to remove any coach, player or fan for unsportsmanlike conduct. Ejections by officials will follow the OHSAA guidelines.