



DYC Boys Basketball

Division III (4th/5th Grade) Rules

Rules: All IHSA rules apply except when a DYC rule supersedes the IHSA rule

Playing Time:

- All players **MUST** play at least four minutes per quarter
- At the midpoint of the quarter, the referee will administer a courtesy substitution period
 - This is the only time substitutions are allowed except for an injured player
 - All players not previously in the game must enter the game at that time
- All players must sit prior to having a player sit again

Playing Time exceptions:

- Due to the number of players there will be times where the players first time sitting may coincide with a player's second time sitting
- Injury – if the player was injured during the course of the game
 - If a player is injured play stops immediately and a substitution can be made by a player with least minutes played
- Any player or coach ejected from a contest will be subject to further discipline from the Basketball Commissioner

Games:

- Each game will consist of four (4) eight (8) minute quarters
- The game clock will stop:
 - On player rotations (every four minutes)
 - Time outs last ten seconds of the first, second, third quarters and the last two minutes of the fourth quarter
 - Official time outs
- Each team has two thirty second time outs per half
- Jump ball to start the game at which point the ball will alternate possession at the start of each quarter or jump balls called
- Officials may call time outs to explain violations to players, conference with coaches or address problems to the players
- All baskets will be played at 10 feet for all games
- Players will use a 28.5" junior size basketball
- Players must wear uniforms as issued
- **Turnovers – Referees will enforce turnover (Double Dribble, Travel, Carrying, etc.)**
- Out of bounds will be counted as a turnover all season.

Overtime:

- In the event that a game is tied at the end of regulation play, there will be (one) two-minute overtime period with the clock stopping in the last 30-Seconds. Any player at this point can play, except if they have fouled out or been removed from the game.

Officiating:

- All officials' decisions are final and protests are not recognized
- The two coaches can conference with the official to discuss the play with the official, and the official can decide whether they want to change a call that is agreed upon by the two coaches

Fouls:

- Personal Fouls
 - 5 personal fouls per player per game

- Players are fouled out on the 5th foul
- If a player is fouled during the act of shooting and misses' ONE point will be awarded and the offensive teams retains possession
- If a player is fouled in the act of shooting and makes it, points are awarded PLUS ONE for the foul, no free throws will be shot and possession changes
- Players who have fouled out my only return into the game if there are no subs. In the event a fouled out player needs to play, they may not shoot to score. If a fouled out player shoots and/or scores no points will be rewarded and the opposing team will be rewarded the ball.
- Team Fouls
 - 7 team fouls per half = Bonus. Each non-shooting foul in Bonus results in ONE point and possession of ball. Each shooting foul in Bonus results in TWO points and change of possession.
 - 10 team fouls per half = Double Bonus. Each non-shooting foul in Double Bonus results in TWO points and possession of ball. Each shooting foul in Double Bonus results in THREE points and change of possession
- Technical Fouls
 - A warning must be issued to the coach of the defensive or offensive team before a team technical foul is issued, for defensive or offensive team fouls
 - Each team technical foul will be added to team fouls per half
 - Illegal defense or illegal offense count as a technical foul
 - The opposing team is award ONE point for each defensive or offensive technical foul. Possession DOES NOT change
 - Players/coaches are ejected from the game after receiving the second technical foul per game

Offense/Defense:

- Offense and Defense
 - No spread offense – delay offense
 - Pressing is NOT ALLOWED
 - Referees can impose a team technical foul on the defensive or offensive team in either of the above cases
 - Offensive Team must cross half court in 10 seconds
 - Defense begins after the offensive player has crossed half court. Defenses begin their defense at the free throw line.
 - Zone defense when a team is up by 10 points.
 - Players must match up with a player or in the proximity of a player
 - Double teaming is allowed only inside the paint
 - Defense switching during picks and playing off a player is allowed
 - Pick and rolls are allowed
- Change of Possession Rules
 - Jump balls called will result in a change of possession (see scoreboard arrow)
 - At the start of each quarter

***** RULES CAN BE CHANGED OR MODIFIED BY THE
BASKETBALL COMMISIONER AT ANY TIME *****