

Batavia League Rules Boys, Grades 3 and 4

In general, games will be governed by IHSA Basketball Rules. Listed below are 3/4 specifics:

Section A: Clock & Time Management

1. Games are played with two 20-minute halves with a 4-minute half time.
2. Games are played with a running clock.
The clock will only stop for the following:
 - Substitutions every 5 minutes. Incoming players match up at half court & play resumes.
 - Timeouts - Each team gets one (1 minute) time out per game.
 - Every whistle in the final minute of the 1st half and 2nd half.
3. In the event of a tie at the end of regulation there will be NO overtime. The game is declared a tie.

Section B: Playing Time & Substitutions

1. All players should get equal playing time.
2. If the full team is not present, the extra playing time should be divided as equally as possible.
3. At five-minute intervals, the clock will stop for substitutions.
4. Line up the incoming players in a straight line facing each other at the half court line.
5. Match up players by talent, NOT height - per the following process:
 - Line players up w/ your best player closest to scoretable.
 - Then line players in descending order of ability.
 - Your least talented player should be in the 5th spot farthest away from scoretable.

Section C: Fouls

1. A player fouled in the act of shooting (referee's discretion) will result in 1 point being awarded to the team fouled plus the fouled team gets the ball back underneath the basket. If the basket was made, 3 points are awarded and the ball goes to the opposing team.
2. Team fouls are kept by the score keeper and upon the 7th team foul (Bonus) per half, non-shooting fouls will result in 1 point being awarded plus the fouled team gets the ball back.
3. Although team fouls are kept, individual player fouls are not tracked and players cannot foul out.

Section E: Defense

1. Man to Man defense is required.
2. Zone defense or sagging in the middle is not allowed.
3. Full or Half court pressing or any kind of trapping or back court pressure is not allowed.
4. Slight double teaming "help and recover" is allowed ONLY in the lane.
5. Double teaming away from the ball is not allowed.
6. Switching is allowed if a defensive player is screened – needs to be a clean switch w/o double teaming.
7. Initial Man to Man defensive set requires the defensive team not to engage their assigned offensive player until that player crosses the top of the key moving towards the basket (imagine a straight line sideline to sideline extended from the top of the key). **If there is a 3-point line, use that as your line for defense.**
8. Once the offensive player crosses the top of the key, the defensive player must be within 5 feet of the player they are guarding to prevent sagging into a partial zone.
9. The top of the key defensive engagement rule only applies to the initial offensive set of each possession. Once the top of the key has been penetrated, the defense can man up anywhere in the half court until the possession change. So - if within the same possession, the offense brings the ball back out to the top to reset the offense, the defenders can follow them and guard them.
10. Enforcement of the defensive rules will be at the discretion of the referee. The referee will issue a warning for illegal defense when it's deemed appropriate. Coaches are required to work with the referee to get their team in compliance with the defensive rules.