

Hutchinson Recreation Commission

Youth Basketball Rules

3rd & 4th Grade



HRC Goal: The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all.

Objectives:

1. Provide development of motor skills in the given activity.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

KSHSAA rules for basketball will be followed with the following exceptions and additions:

1. Goal Heights: 3rd Grade=8 ft. 4th Grade=10 ft. (Combined division will use the higher goal height)

2. Court: Full Ball Size- Intermediate 28.5

3. Number of Players: A team will play with 5 players on the court. A team must have a minimum of 3 players to start or continue a game.

4. Length of Game: A game will consist of 4 eight-minute quarters with a running clock except for the last two minutes of the game. Then the clock will stop on all whistles, unless a team is ahead by 20 or more points. There will be a one minute break between quarters and a five minute break at halftime. Warm up time will last from the end of the previous game until your game time.

5. Substitutions: Coaches may substitute players at any time as long as players check in at the score table. We recommend using a rotation to ensure all players get equal playing time. Coaches are required to let each player play at least 2 quarters.

6. Time Outs: There will be an automatic substitution timeout around the 4:00 mark of each quarter. This will allow for your team to make substitutions. In addition to the automatic time outs, each team will be allowed 1 time out per half. Team time outs will last 1 minute.

7. Fouls: On the first 6 team fouls, the ball will be taken out of bounds. On the 7th, 8th, and 9th team fouls, players will shoot a one-and-one. 10 fouls and on will result in two free throw shots. Shooting fouls will be played by high school rules.

8. Free Throws: The shooter may go over the free throw line by a step but they must start their free throw motion behind the free throw line.

9. Defense: Defenders are allowed to play man to man or zone defense the entire game. They may extend the defense to within 3 feet of the Half Court line but must let the offense cross the line and may not play defense past half court. In the 4th quarter, both teams are allowed to press until one team has a lead of 10 or more points. Once one team is ahead by 10 points, the leading team's defense must allow the offense to bring the ball past half court. This means the defense must give the offense at least 3 feet from half court. ****Defense will not be allowed to play transition defense when regular***

defensive rules are in play. Players must retreat to half court before playing defense. They may not defend the inbounds pass.

10. Overtime: If the game is tied at the end of regulation play; it will end in a tie game, no overtimes.
*Tournament Rules (Unless Pool Play). If a game ends in a tie, a 2-minute overtime period will be added as needed to determine a winner.

11. Technical Fouls: Any coach that receives a technical foul during a game will lose his/her privilege to stand and coach. That coach must remain seated for the remainder of the game. Any coach that is ejected (2 technical or flagrant) must leave the facility immediately. Before an ejected coach is allowed to coach again, he/she must meet with Hutch Rec Staff to determine any other consequences of their actions. Any assistant coach that receives a technical foul will cause the head coach to lose their standing privileges.

Revised: 1/10/2019