

3rd/4th BLUE Division Game Rules	3rd/4th BLACK Division Game Rules
5 minutes of warm-up are allowed prior to game. Team lines ups need to be submitted 5 minutes prior to start of game.	5 minutes of warm-up are allowed prior to game. Team lines ups need to be submitted 5 minutes prior to start of game.
8 minute running quarters. (No need to compensate running clock for free-throws). 1 minute between quarters. 3 minute half-time. The clock will stop the last 2 minutes of 2nd half and during time-outs unless a team is ahead by 20+ in 4th quarter.	10 minute running quarters to compensate for free-throws with running clock. 1 minute between quarters. 3 minute half-time. The clock will stop the last 2 minutes of 2nd half and during time-outs unless a team is ahead by 20+ in 4th quarter.
No free-throws will be take place in the 3rd/4th blue division. Therefore, if a player is fouled in the act of shooting and misses the shot, 1 shot will be rewarded and ball and the team will also get the ball back on the sideline. If shot is made, 3 points will be rewarded to team and ball will change possession.	Free-throws will take place in 3rd/4th black division to, however, the free-throw line will be at the first hash mark just in front of free-throw line. They can choose to shoot a regulation free-throw if they want.
Total team fouls will be tracked. On 7th team foul, a point will be rewarded to the team fouled and then the ball will change possessions. Team fouls start over each half. Individual fouls will NOT be tracked and players will not be removed from the game with 5 personal fouls.	Total team fouls will be tracked. On the 7th team foul per half, the player fouled will shoot a 1 and 1 free-throw. After 10 team fouls per half, the individual fouled will shoot 2 free-throws. Individual fouls will NOT be tracked at the 3rd/4th grade level. Therefore individuals cannot foul out. Team fouls start over each half.
Non-Shooting Fouls— For example- Hand checks, body contact/illegal screens. This will be monitored by referee with warnings. After 3 warnings, the ball will be given to the other team for infraction.	Non-Shooting Fouls— For example- Hand checks, body contact/illegal screens. This will be monitored by referee with warnings. After 3 warnings, the ball will be given to the other team for infraction.
There will be only two "30 second time-outs" per game.	There will be only two "30 second time-outs" per game.
Intermediate Size Ball used for boys and girls.	Intermediate Size Ball used for boys and girls.
Tie Score- Overtime- 2 minute overtime & then free-throw shoot off.	Tie Score- Overtime- 2 minute overtime & then free-throw shoot off.
The start of the game will begin with a jump ball. All other jump situations will be administered by alternating out of bounds possessions.	The start of the game will begin with a jump ball. All other jump situations will be administered by alternating out of bounds possessions.
No full court pressure of any kind will be allowed in the 3rd/4th blue division. The first 3 quarters, the defensive team must drop back to the 3 pt line <u>until the first pass only.</u> In the 4th quarter, they can pick up at half court.	Full court man to man pressure will be allowed 4th quarter of the game unless team is up by 15 points. For the first 3 quarters, the team must drop back to half-court before they can play defense. Offensive team has 10 seconds to bring ball down the court.
No zone or double teaming will be allowed. Help defense and switching is acceptable. (No Wristbands-confusing when switch)	No zone or double teaming will be allowed. Help defense and switching is acceptable.
Playing time should be as equal as possible at rec. division.	Playing time is not equal, but all players must play two quarters.
CALL Double dribbling, traveling, fouls, double teams!	CALL Double dribbling, traveling, fouls, double teams!
No isolation plays where majority of team is standing along sideline	No isolation plays where majority of team is standing along sideline
Mercy Rule- If your team is up by 20 pts, <u>no more fast breaking</u>	Mercy Rule- If your team is up by 20 pts, <u>no more fast breaking</u>
5 seconds in the key will be called after several warnings.	3 seconds in the key will be called and enforced (possible warnings)

5th/6th BLUE Division Game Rules	5th/6th BLACK Division Game Rules
5 minutes of warm-up are allowed prior to game. Team lines ups need to be submitted 5 minutes prior to start of game.	5 minutes of warm-up are allowed prior to game. Team lines ups need to be submitted 5 minutes prior to start of game.
10 minute running quarters to compensate for free-throws with running clock. 1 minute between quarters. 3 minute half-time. The clock will stop the last 2 minutes of 2nd half and during time-outs unless a team is ahead by 20+ in 4th quarter.	10 minute running quarters to compensate for free-throws with running clock. 1 minute between quarters. 3 minute half-time. The clock will stop the last 2 minutes of 2nd half and during time-outs unless a team is ahead by 20+ in 4th quarter.
Free-throws will take place in 5th/6th blue division to prepare kids for junior high, however, the free-throw line will be at the first hash mark just in front of free-throw line. They can choose to shoot a regulation free-throw if they want.	Regulation free-throws will take place in the black divisions for fouls. Regulation free-throw rules will be followed.
Total team fouls will be tracked. On the 7th team foul per half, the player fouled will shoot a 1 and 1 free-throw. After 10 team fouls per half, the individual fouled will shoot 2 free-throws. Individual fouls will be tracked and players will be removed from game with 5 personal fouls. Team fouls start over each half.	Total team fouls will be tracked. On the 7th team foul per half, the player fouled will shoot a 1 and 1 free-throw. After 10 team fouls per half, the individual fouled will shoot 2 free-throws. Individual fouls will be tracked and players will be removed from game with 5 personal fouls. Team fouls start over each half.
Non-Shooting Fouls--- For example- Hand checks, body contact/illegal screens. This will be monitored by referee with warnings. After 3 warnings , the ball will be given to the other team for infraction.	Not shooting fouls will also be tracked in regard to total fouls and individual player fouls!
There will be only two "30 second time-outs" per game.	There will be only two "30 second time-outs" per game.
Ball- Intermediate size girls- Official size -Boys	Ball- Intermediate size girls- Official size -Boys
Tie score in blue division. No overtime for blue divisions if there is a tie. The score will remain a tie.	Tie Score in black division. 1 minute overtime with a stopped clock. In the event the game is still tied, a jump ball will start for sudden death--first team that scores any point, wins.
The start of the game will begin with a jump ball. All other jump situations will be administered by alternating out of bounds possessions.	The start of the game will begin with a jump ball. All other jump situations will be administered by alternating out of bounds possessions.
Full court man to man pressure will be allowed 4th quarter of the game unless team is up by 15 points. For the first 3 quarters, the team must drop back to half-court before they can play defense. Offensive team has 10 seconds to bring ball down the court.	Full court man pressure will be allowed in the black divisions the entire game. If a team is up by 15+ points at any time, no full court man press is allowed. No zone defenses or traps are allowed!
No zone or double teaming will be allowed. Help defense and switching is acceptable.	No zone or double teaming will be allowed. Help defense and switching is acceptable.
Playing time should be as equal as possible at rec. division.	Playing time is not equal, but all players must play two quarters.
CALL Double dribbling, traveling, fouls, double teams!	CALL Double dribbling, traveling, fouls, double teams!
No isolation plays where majority of team is standing along sideline	No isolation plays where majority of team is standing along sideline
Overtime- 2 minute overtime & then free-throw shoot off.	Overtime- 2 minute overtime & then free-throw shoot off.
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No isolation plays where majority of team is standing along sideline.	No isolation plays where majority of team is standing along sideline.
3 seconds in the key will be called after a few warnings.	3 seconds in the key will be called and enforced