**BFR Basketball**

**4-6 Grade League Rules**

***OHSAA RULES WILL BE FOLLOWED UNLESS OTHERWISE NOTED***

1. Four 7 minute quarters will be played each game for all teams.  The clock will run continuously except for the final minute of the game during which it will stop for out-of-bounds and fouls.

2. Full court, 10-ft. rims will be used with standard foul lines for 5th and 6th grade teams.  4th grade players may shoot from the modified foul line.  Teams will Utilize synchronized scoreboards at each end of the court.

3.  It is expected that all players will play in each game.  Equal participation is expected but will not be enforced.

4.  One (one-minute) time-out per half is permitted for each team.  Overtime (including sudden victory) invokes the addition of one (one-minute) time-out for each team.

5.  Fouls-Non Shooting fouls will result in the fouled team taking the ball out at a designated spot.  Non-shooting fouls occurring when a team has reached the bonus (**5 team fouls per quarter**) will result in 1 point and 1 free throw. Shooting fouls will result in 1 point and 1 free throw for inside the 3 point arc or 1 point and 2 free throws outside the 3 point arc. A foul committed on a made shot will result in 1 free throw.  Players MAY foul out with 5 fouls as per OHSAA. **Fouls will reset each quarter (per new 2023-2024 OHSAA rules).**

6.  A three-second rule will be in effect in the lane.

7.  Ten seconds are allowed to advance the ball past the mid-court line.  ***No backcourt guarding is permitted until the 4th quarter but NEVER for a team leading by 10 or more points.***

8.  4th, 5th and 6th grade defensive play:  ***6th Grade*** Teams may play man to man defense or zone.  ***4th and 5th grade*** may ONLY play man to man defense.

9.  There will be a 3-minute break for halftime (or less if running behind).

10. Tie game: if the score is tied at the end of regulation play, a 3 minute overtime period will be played. If the score remains tied at the end of over time, a sudden victory format will follow. The first team to score wins. A jump ball will start overtime and sudden victory.

11.  Any player or coach receiving a technical foul will result in ejection from the game.  Further disruption may prompt removal from the Bluffton Family YMCA gymnasium or building.

12. Players may not play on more than one team in this league.

13. Home team will provide someone to keep Bluffton YMCA’s scorebook. The Away team will provide someone to run the scoreboard/clock and the possession arrow.

**14. This is a learning and developmental league. Please understand that not all violations and fouls can be called, but our officials will be sure to keep the players safe, as well as teach them and help them understand the game.**

Teams should not enter more than 20 minutes before their scheduled game time. Spectators should not enter more than 5 minutes before their teams scheduled game time.

After the game, everyone should immediately exit through the lobby. Please do not linger in the gym as we need to let the next teams and fans in to keep the day moving.