



4th Grade Division Special Rules

*****Official League Ball***** - 27.5" Indoor Youth basketball (4th Grade only)

This is an instructional league. Standings are not kept and there is no post season tournament. This is a Catholic league and teaching our kids Christian values is the main objective. The basketball related goal of these new rules is to allow our 4th grade leagues to promote basketball fundamentals and keep our student athletes up to speed regarding current trends in the sport. **CSAA 4th grade division special rules** are outlined in this letter and any rules or regulations not covered will default to NFHS rules. The CSAA Executive Director and the CSAA Basketball Board reserve the right to make amendments to these special rules as needed. Please remember that you and your team represent your parish and our entire catholic community. *Always act in good faith and respect our Catholic values and Christian principals.*

Game Rules

Defense- All defensive players must remain inside the three point arc until the ball is advanced by the offense into the same arc. Once the ball is advanced inside the arc, the defense is free to play man to man, or zone defense over the entire half court. Example, the offense can't expect the defense to stay in the arc and be allowed to pass the ball back outside the arc without the defense having the option to pressure the ball in a man to man style defense (the defense may remain in a zone defense if they desire and are encouraged to do so if they have a lead of 12 points or more). The team on defense is not allowed to trap in the half court after the ball comes out of the arc. Man to man defense is the maximum pressure allowed in these situations. Full court pressing is not allowed and half court trapping is not allowed at any time.

The 10 second count will still apply in the defense to offense transition when advancing the ball past mid court after inbounding the ball after a made basket, taking possession after a turnover, or rebounding a missed shot. The offense will then have 5 additional seconds to set their offensive play and get the ball inside the arc. The referee will be responsible for the count. The first violation will result in a warning to the coach and subsequent offenses will result in a dead ball turnover.

Defense to Offense Transition- When the team playing defense gains possession of the ball by means of a turnover, rebounds a missed shot (anywhere in the backcourt) and/or passes the ball in bounds (after a made basket), they **may use a "modified fast break"**. "Modified fast break" means the player who has the ball may begin to dribble up court or immediately pass the ball to a teammate. However, they must make a minimum of "one pass" before they reach mid court. Additionally, they **must dribble the ball across mid court** and are not allowed to pass the ball the length of the court.

On a made basket, the inbound pass from the baseline does not count as the "one pass" for the purpose of a "modified fast break". The point guard may dribble up the court after an inbound pass (as a result of a made basket or turnover) without an additional pass as long as the defense can get set up inside the arc at the other end of the court. . If an errant pass goes out of bounds by the rebounding team (unforced error) it will result in a turnover. If a pass inadvertently hits a defensive player running up the court, the offense retains possession and play continues. The defense is not allowed to wave their arms in an attempt to slow down the modified fast break. They must turn and run back on defense immediately (this will apply as part of the no pressing rule).

The reason for the “one pass” rule is to give the defense a legitimate chance to run back and set up to defend. The purpose of this rule is to teach the kids to hustle back on defense and at the same time prevent one player from going “coast to coast” for easy or uncontested baskets.

Offense to defense transition- When a team loses possession of the ball, they must immediately run back on defense and are not allowed to defend or deflect any passes **or** defend any player dribbling up court. Everyone should have the opportunity to hustle back on defense before the offense makes one pass and dribbles up court (across the mid court line). The “one pass” principal should encourage teams to run up and down the court rather than be allowed to walk or slowly jog back on defense. The offense will now be allowed to “push the pace” with the modified fast break.

Offense- The offensive team may briefly set up their offense outside the 3 point arc, but they must “engage the defense” by passing or dribbling in the arc with the intention of trying to score by running their offense. Passing the ball and running an offense inside the arc allows the defensive team to put pressure on the offense and ensures the game is being played correctly. If the offensive team gets a rebound from a missed shot (or recovers a deflected or poor pass) they can pass the ball back out (outside the arc) and re-set their offense. A missed shot is one that hits the backboard, rim or net. If a missed shot is rebounded by the offense, they may set up again outside the arc. The offense is allowed to initiate their offense without setting up outside the arc as long as they have made one pass in the back court and they dribbled the ball across half court.

Stalling is not allowed. The offensive team will be assessed a five second call if they don't (in the judgment of the referee) initiate their offense within the 5 second time frame. The five second time will start after the ball crosses mid court.

Rules Questions:

Question: What if the offensive team does not make “one pass” before mid court **or** they pass the ball across mid court instead of dribbling? **Answer:** The official will stop play and the offense will retain possession of the ball and inbound the ball in the front court.

Question: What if the offense (in transition) turns the ball over via a bad pass or unforced turnover? **Answer:** The result is a turnover and the defense will be granted possession of the ball.

Question: What if a pass hits a defensive player running back on defense before they cross mid court? **Answer:** The offensive team retains possession.

Question: What if a team purposefully deflects or defends a pass in the back court after a missed shot or rebound before the offensive team has taken the ball inside the 3 point arc? **Answer:** This would fall under the no pressing and no half court trapping rule and a warning will be issued to the coach of the offending team. After two warnings the coach could be assessed a technical foul if the referee deems the violation to be on purpose and intended to slow down the offensive team.

****The modified fast break rule will be suspended when either team gets a lead of 12 points or more. Play will continue at that point with both teams setting up in a half court format. In the event the trailing team cuts the lead to less than 12 points, the modified fast break rule will again take effect. ****

Please remember these are new CSAA rules and it will take time for our referee's to adjust to the new procedures. They will be trained on the rules, but it will take time to get completely consistent across the board.

Free Throws – The foul line will be the bottom of the circle. The shooter will be allowed to step on the line or cross the line (if momentum causes him/her to) after the release. No rebounding advantage may be gained by purposefully running down the lane after the release. **All other NFHS rules apply to free throws including the DOUBLE BONUS.**

Lane Violation – A 5 second lane rule will replace the 3 second rule in this division.

Three Point Shot – There is no three point field goal in this division.

Team Time outs – 2 time outs per team in each half. Timeouts will not be carried over to the 2nd half.

Playing time – No player shall play more than 3 of the 4 quarters (18 minutes) and must sit out at least one full quarter. Every player shall play at least 1/3 of the game (8 minutes) and every player must participate in both halves. **Equal playing time is recommended by the CSAA Office.**

Uniforms - Matching shirts of any kind with a minimum of 4 inch numbers on the back are required.

Jewelry – Jewelry is not allowed and taping or covering jewelry (including earrings) is not allowed.

Body markings - Face painting, temporary tattoos or body painting of any kind, including paint in the hair is **not allowed.**

Game time, Clock Management, and Overtime – A game will consist of 4 quarters that are 6 minutes each. The clock will stop only on fouls, team time outs, jump balls, substitutions, and EVERY TIME THE WHISTLE BLOWS IN THE LAST MINUTE OF EACH QUARTER.

*If a violation occurs in the game with 1:04 seconds left in any quarter, the clock will run down to 1:00 minute then stop.

*Quarter breaks shall be no longer than 2 minutes and half time will be no longer than 5 minutes.

*Alternate possession will take place on all jump balls.

*There is **no overtime in the 4th grade division.**

OTA's (practice/game time) – Organized Team Activities are limited to three times a week and no more than 1 ½ hours at a time. League games, scrimmages, jamborees and practices count as OTA's. See the CSAA Handbook for more information.

Forfeits - See the CSAA handbook (page 21) for forfeit information. The forfeit time will be 10 minutes from the original scheduled start time. If a team can't make a scheduled game, they must contact the CSAA office and the gym manager at least 48 hours in advance to avoid a mandatory forfeit fee. Teams are not allowed to contact an opponent and re schedule a game.

Bad Weather – Cancellations for weather related reasons will be posted on the CSAA web site (www.loucsaa.org) and on the free CSAA Mobile App (including push notifications). Additional e-mails will be sent to all Athletic Directors and Basketball Coordinators when possible. It is the responsibility of the coaches and AD's to check the weather status when necessary.

In cases where the CSAA office has not cancelled games across the board, individual gyms still have the authority to cancel if necessary. In these cases, the gym manager is responsible for contacting the official's assignment secretary to cancel referees and contact all coaches as well as the CSAA office. Gym managers must give the officials plenty of notice of cancellations or be billed by the CSAA office as we are responsible for payment of all games scheduled unless enough advance notice is provided. If games are cancelled for inclement weather the gym manager and the CSAA league manager will work together to re-schedule games when possible.

If grade schools are closed for weather related reasons all games and practices are automatically cancelled. If an individual grade school enacts early dismissal, that school's athletic teams are not allowed to have any organized team activities (OTA's/practices) for the remainder of that day. Schools who do not let out early are allowed to practice if safety is not an issue. This decision is up to the individual school/parish leaders.

On days where Catholic High Schools are dismissed early for weather related reasons, all CSAA games and practices are cancelled that day/evening. This includes practices in school gyms or at rental/free outside practice facilities.

Ejections – Any player or coach ejected from a game for any reason will automatically be suspended for the next CSAA regular season league, or post season tournament game. Outside jamborees or tournament games do not count for this purpose. Anyone ejected from any outside jamboree or tournament game may be disciplined by the CSAA. He or She must also be re-instated by the CSAA before coaching again. All ejections must be reported to the CSAA Office the next business day. Any coach ejected from a game must leave the gym before play resumes. Refusal to leave the gym in a timely manner could result in forfeiture of the game. See page 23 of the CSAA handbook for more details.

*** Rosters (including uniform numbers) are due in the CSAA Office by the first league game***