

# Bourne Recreation Swish League

## Grades 3 & 4 (Boys & Girls)

### *Game Information:*

1. All players must wear their assigned uniform in order to play.
2. Referees have full decision making authority.
3. Games will consist of 2 sixteen minute halves. 4 minute segments, substituting at the nearest dead ball. This is not a time out. **Players entering the game should be kneeling at the scorer's table waiting to be called in. All players on the bench must be substituted into the game.**
4. No player is allowed to play 2 shifts more than the player with the least number of shifts. Equal playing time is required with 10 players on the bench.
5. Zone defense is **not** allowed.
6. Each team will be allotted 2 timeouts per game to be used at the coach's discretion. The team in possession of the ball may call for a timeout. **Timeouts will be 30 seconds.** Warning whistles will be blown, and the ball will be placed back in play as soon as the offensive team is in position. The referee may call a delay of game violation if, at his/her discretion, either team is purposely delaying the game. Delay of game violations will result in a technical foul.
7. If a player is removed from a game due to injury, parental consent may be required for that player to re-enter the game. All head injuries will result in immediate removal from the game. Bourne Recreation reserves the right to require a doctor's note prior to a player's return.
8. The clock stops:
  - a. During timeouts and between periods/segments.
  - b. When the ball leaves the confines of the gym.
  - c. On free throw attempts.
  - d. On an official whistle during the last 30 seconds of the game.**
  - e. At the referee's discretion.
  - f. When a player is injured and needs assistance.
9. A 2 minute overtime will be played in the case of a tie.
10. No player or coach may impede upon the court while the ball is in play. Coaches must remain within the designated coaches box. Failure to remain in the coaches' box will result in a technical foul. Players on the bench must remain seated during game play. Only one coach may be standing at a time.
11. Good sportsmanship will be demonstrated by coaches, players and fans.
12. If a player is removed for disciplinary reasons, the will be sat for the remainder of the game as well as the next scheduled game.
13. Coaches can bench players for unsportsmanlike conduct.
14. All forms of jewelry must be removed prior to play, and shirts must be tucked in.

### **3<sup>rd</sup> & 4<sup>th</sup> Grade Game Rules:**

During the first couple of weeks referees will blow the whistle to stop play, briefly instruct the players on rule violations, and how to correct it. As the season progresses, the calls will become more strict.

#### **Travel & Double Dribble:**

- Referees will be enforcing both travelling and double dribble violations.

#### **Inbounding:**

- During the inbound, players must pass the ball in. Handing off the ball is not allowed. The team with possession must keep their feet behind the baseline/sideline. Players will be warned, a second violation of this rule will result in a turnover.
- On the inbound, defending players must give inbounding player 3ft.
- An offensive player must inbound a pass within five seconds. A violation of this rule is considered a “delay of game” and will result in a turnover.
- A player making an inbound pass at half court may pass to either the frontcourt or backcourt.

#### **Front & Back Court:**

- Once the ball is brought into the frontcourt by an offensive player. It may not be handled in the backcourt by an offensive player. A violation of this rule will result in a turnover.
- Offensive players in the frontcourt must vacate the lane within three seconds upon entering the lane. This is known as the “three second rule”. A violation of this rule will result in the turnover.
- Following the score by the opposition, the offensive team has 10 seconds to bring the ball into the frontcourt. A violation of this rule is considered a “delay of game” and will result in a turnover.
- Defensive players cannot guard offensive players in the backcourt. If the defensive team gains possession on the rebound, all opposing players must clear the backcourt.

#### **Free Throws:**

- A player attempting a free throw must start their shot before the free throw line, but may land on or over the line.
- Players within the 3 point arc may attempt to rebound the ball on the release. The player shooting must wait until the ball has touched the rim to cross the free throw line in an attempt to rebound. A violation of this rule by the offensive team will result in a loss of the shot, whether the attempt is good or not. A violation of this rule by a defensive player will result in an additional shot if it is missed, no penalty if the shot is made. If this violation occurs during a one and one situation by the offensive team, this results in a turn over. Defensive one and one violation on a missed shot awards the offense another shot.

#### **Defense:**

- Defenders are to only set up in a “man-to- man” defensive formation.
- **Double teaming outside of the key is not allowed.**

*Any game ruling not addressed by this document or by the Bourne Recreation Department will be based on Mass High School rules. All efforts will be made to ensure consistency in the officiating.*