

2015-16 Red Cedar League Rules Boys/Girls 4th Grade All Divisions

MHSAA rules except:

Ball

Intermediate sized (28.5 in.) ball.

Results

Results of all weekly games shall be emailed to your community coordinator so that the weekly standings maybe updated.

Game Time

- Games will be played using a 10 minute running clock for all quarters. Mandatory stop stoppage at 5:00 minute mark to allow for substitutions for both teams. For the final 2:00 minutes of the 2nd and 4th quarter, stop clock will be used (per MHSAA rules).
- A running clock shall occur whenever the score of the game has a difference of 20 point and shall resume to normal after the score returns to a 15 point difference.

Divisions: Teams will be separated into geographical divisions.

Coaches: Two coaches shall be allowed on the bench during games. Scorekeepers shall only keep the book and not serve as additional coaches. Teams not following this rule shall be assessed a technical foul and the team in violation will lose there right for a scorekeeper. The scorekeeper in violation shall be removed from the bench area to the opposite side of the gym.

Uniforms

Team uniforms may consist of T-shirts and a short with the player's number on the front and back.

Tournament

The League will conclude with a double elimination tournament. The top half of each division shall play in Bronze I tournament and the bottom half of the divisions shall play in the Bronze II tournament. Tie breakers shall be as follows: Head to head, points scored, flip of the coin. This shall occur if the league has more than 10 teams in this division. The division in case of odd teams shall be up to the director and all decisions shall be considered final.

Free Throw Line

Will be three feet inside the regulation free throw line, and marked with a piece of tape. **Players will use the lower three block's and abandon the traditional high school block alignment. No double bonus!**

3-Second Rule

Observe a 4-second rule in the free throw lane

Defense/Offense

Man-to-Man defense is required; defensive switches are allowed; "gimmick" offenses or defenses are not allowed. Half court trapping defense is not allowed. Enforcement – 1st offense – Officials warning; 2nd offense – Technical foul.

Pressing

Pressing is allowed only in the last 2 minutes of the game. This shall occur on the fly with no stoppage of play. Full court pressing must stop if you are a head by 15 points or more.

Free Throw Bonus

1-and-1 after seven team fouls in a half, no double bonus.

Time Outs

Each coach will be granted 3 full (1 minute) timeouts per game.

Overtime

In the event of a tied game at the end of a regulation time, a **2-minute overtime period** will be played after a one-minute break. Coaches will be allowed one more timeout. Further 2-minute overtimes will be played until the game is decided. Pressing is allowed

Ejections: If a player, coach or spectator is ejected from a contest they will be suspended from the next contest. A second offense shall result in removal from the league for the remainder of the season. The host site is responsible to report this to the league. Officials shall file an incident report to the host site. This shall be completed in 24 hours and turned in to the league director. ***If a player, coach or spectator is removed from any league tournament or league sponsored tournament the will not be eligible for the remainder of the tournament.***