

## Intermediate League BBB– primarily 4<sup>th</sup> Grade – may have combination 4/5 graders\*

### Focus & Philosophy:

This level will be structured around development of skills and introducing basic 4 on 4 concepts. The Varsity Head Coach will provide each coach with a list of six (6) basic skills plus two (2) additional skills that need to be mastered by the end of the season. Other concepts taught are how to work within a team, responsibility, working together and sportsmanship. As are all LEAP sports, having FUN through participation is always the primary goal.

### Format:

- \*Separate 4<sup>th</sup> grade League will occur if there are a minimum of four 4<sup>th</sup> grade teams. If a school does not have enough 4<sup>th</sup> or 5<sup>th</sup> graders to support separate teams, the combined team will be placed in a league suited to their skill level and mixture of players. This will be determined by the LEAP office in consultation with Coaches and School Liaisons.
- Will play 4 on 4 full-court
- Basket height will be 9' or regulation where adjustable baskets are not available
- Ball size is 28.5
- Maximum number of players per team: 10
- Minimum number of players per team: 6
- Two week day games played at elementary schools
  - Games will be played on Tuesdays and Thursdays (w/ exception as school calendar necessitates)
  - Hosted at elementary schools
  - Game time: anytime between 5-7 pm
- 4 Eight-minute quarters will be played
  - Running clock
  - Mandatory stoppage near 4 minute mark for substitutions (referee will call).
    - Must rotate players at the 4 minute mark.
  - 30-seconds between quarters to substitute and match-up
  - New quarter will begin immediately following match-up at center court
  - 1 minute halftime between quarter 2 and 3
  - Switch baskets after the 2nd quarter
  - Must rotate players after each quarter.
  - Playing time must be equitable.
- Games will begin with a jump ball.
  - Each quarter and jump ball thereafter will be inbounded using alternate possession.
- Score will reset to '0' after each quarter.
  - During the 4th quarter, teams will compete to determine a winner of the game.
  - The score of the 4th quarter will be the final score of the game.
- Officials will be provided by the LEAP office for all games (Coaches will need to referee if we cannot locate and train enough referees)
- Sportsmanship is a must from ALL players, coaches, parents, fans, and officials. Those choosing to exhibit unsportsman-like behavior may be removed from the game and/or gymnasium.

## Rules:

- All jewelry must be removed
- Violation/Result:
  - Double Team: one player must match up with one player on the other team
    - Stop play; instruct players
    - No change of possession (same team keeps the ball after instruction is given)
    - 'Help' defense is allowed, providing once the ball is stopped the helper recovers to their own player.
  - Double Dribble:
    - Instruct players; Play may stop if necessary for explanation
    - After first week, ball will go to the other team out of bounds
  - Traveling:
    - Instruct players; Play may stop if necessary for explanation
    - After first week, ball will go to the other team out of bounds
  - Defensive Reaching In/Stealing:
    - If a team gets ahead by 10 points during 1 quarter, they will no longer be allowed to steal the ball for the remainder of that quarter.
    - Defensive Technique when stealing is no longer permitted.
      - Arms wide and within defensive players plane
      - Back to the basket
      - Stay between the basket and the player being defended.
      - Must give offensive player room to pivot
      - Stealing or Reaching into the offensive player's plane will result in foul.
      - Ball to the offended team out of bounds
  - 3-second lane violation
    - Instruct players; Play may stop if necessary for explanation.
    - Officials will ask players to leave the lane before calling violation;
    - Will not be enforced the first week but will the next three weeks
  - Over and Back (crossing the centerline)
    - Instruct players; Play may stop if necessary for explanation.
    - Will not be enforced the first week but may be enforced the next three weeks.
- Free Throw Shooting:
  - Clock will stop.
  - Free throws will be shot from regulation line and must hit the rim
    - Players may move closer if the referee feels the player cannot hit the rim.
  - Players will shoot two (2) free throws on shooting fouls; 1 if a basket was made.
  - The ball must hit the rim before players can enter the lane.

- Ball out of bounds to the non-shooting team if it does not hit the rim.
- All non-shooting fouls will result in the offended team inbounding the ball from the closest spot out of bounds; no free throws awarded.
- When inbounding the ball all players must allow a minimum of 3' from the player inbounding the ball.
- Players cannot play zone defense
  - must match-up with one player defending one player
  - defense can match-up once the ball reaches ½ court
  - pressing full court is not allowed
  
- Two 1-minute time outs allowed per team per game