

2017-18 Red Cedar League Rules
Boys/Girls 3rd 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.

3pt shot: Is allowed per MHSAA rules

Warm up time: Shall consist of the difference of the end of the previous game and the official start time of the next game. If no time is available a maximum of 3 minutes shall be used as warm-up time.

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. **Head coach should wear their schools dark color shirt to be identified by officials.** 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.

Coaches Conduct: Public criticism of officials or players is unethical and will not be tolerated. The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials.

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 ahead by 15 points or more. Pressing defense must be Man-to-Man as specified above under Defense/Offense

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.***