



# Under 11 4x4 Divisions

## Club Based Central Venue Leagues

### Addendum Three

<b>Players Age</b> as of 1 September to start the season  Players can turn the next age up during the season	<b>Aged 8</b> years or below  	<b>Aged 9</b> years  	<b>Aged 10</b> years  	<b>Aged 11</b> years  
<b>National League Players</b> for this division as of 1 September to start the season	<b>Aged 12</b> years old or below  	<b>Aged 14</b> years old or below  	<b>Aged 16</b> years old or below  	<b>Aged 18</b> years old or below  
<b>Game Play</b>	<b>7:00 minutes quarters</b> RUNNING-CLOCK	<b>2:00 minutes</b> OVERTIME RUNNING-CLOCK		
<b>Additional notes</b>	If at the end of the third quarter the losing team feel they are unable to continue due to their points different, the head coach can call to finish the game at this point.			
<b>Fixture Scheduling</b>	<b>Saturday &amp; Sunday</b> SCHEDULED HOME FIXTURES	<b>10:00</b> EARLIEST TIP TIME	<b>18:00</b> LATEST TIP TIME	
	You cannot schedule regular season games mid-week as your preferred slot. However, rearranging a fixture to mid-week is permitted with the agreement and approval of the visiting team and upon completion of a Game Form and YBL approval.			
<b>Players</b>	<b>4</b> Players on court at any time	<b>12</b> Maximum players in the squad at event	<b>Ball size</b>	<b>5</b>
<b>Player rotation</b>	<div>PLAYERS 1, 2, 3 &amp; 4</div> QUARTER 1	<div>PLAYERS 5, 6, 7 &amp; 8</div> QUARTER 2	<div>PLAYERS 9, 10, 11 &amp; 12 OR any players if used</div> QUARTER 3	<div>ANY PLAYERS</div> QUARTER 4
<b>Bonus Points</b> The court captain will receive two points at the start of Q1 & Q2 if the team has eight players or more for each game.	 QUARTER 1	 QUARTER 2	 QUARTER 3	 QUARTER 4
<b>Half-Court Defence</b>	 QUARTER 1	 QUARTER 2	 QUARTER 3	 QUARTER 4
<b>Half-Court Defence</b> (Quarter 4 and Overtime)	<b>Yes</b> 	When a team reaches a 10-point lead must play half-court defence. Teams can attempt to rebound, however once the opposition has secured clear possession/control of the ball (including dribbling in their own back court), the other team MUST return into their own half (around the throw-in lines) and may play defence once the ball is in their defensive back court.		
<b>Time-Outs</b>	(2) - 1 EACH HALF.		<b>Substitutions</b>	Yes – SECOND HALF
<b>Zone Defence</b>	 QUARTER 1	 QUARTER 2	 QUARTER 3	 QUARTER 4
<b>Additional notes</b>	This division does not display game results on the website. It will so participants and 4X4 event winners.			
<b>Official Requirements</b>  These are the minimum requirements per-game	<b>Referee</b> <b>Table Official</b>	<b>MINIMUM PER-GAME</b>  Level 2 or above Level 2 or above	<b>WITH</b>  Level 1 or above Level 1 or above	<b>For Development PER-GAME</b>  two Level 1s two Level 1s  <b>Overseen by</b>  Experienced Level 2 (approved by the YBL) or a Level 3+ official.