

5th-6th Grade Boys' Basketball-2018 Rules

General:

- Games consist of four (4) ten minute quarters with a running clock.
- During the last minute of each half, the clock stops for all whistles.
- Teams must have 5 players to start the scheduled game. Teams must have at least 4 players on the court at all times.
- 28.5" basketballs are used.
- Hoops are at 10 feet.
- The game starts with a jump ball. Alternating possession occurs thereafter.
- If tied, there is a two minute overtime period. Clock stops on all whistles in the final minute.
- Each team receives four timeouts per game. Each team receives one timeout in overtime.

Offense:

- Picks are allowed. Play is whistled dead on illegal screens and a warning is issued.
- Isolation offenses are not allowed.
- No three-point shot at this level.
- Five second lane violation is in effect.
- Double dribble and traveling calls are enforced.
- Teams up by at least 15 points cannot run fast breaks.
- Teams up 15 or more points in the 2nd half must slow down the tempo (i.e. run a play, make 3 passes, etc)**

Defense:

- Must play man-to-man defense.
- Defenders can play "help" defense but then must immediately "recover" or return to their man.
- Double-teaming or "trapping" the ball without an immediate recover is only allowed within 12 feet of the basket. If this is not marked on the floor, referee's discretion will be used.
- Full court press is allowed STARTING WEEK 4 (teams leading by 15 points or more may not press)

Substitutions:

- The officials stop the clock as close to five minute mark as possible of each quarter to allow for substitutions.
- This is the only time allocated for subbing each quarter. Injuries or foul outs would be the only exception to this rule.
- Equal Playing Time requirement:
 - a. A period is defined as half of a quarter.
 - b. No player shall sit more than two periods in a row.
 - c. Equal playing time guidelines are as follows:
 - i. 11 players=7 players play 4 periods, 4 players play 3 periods**
 - ii. 10 players=10 players play 4 periods**
 - iii. 9 players=4 players play 5 periods, 5 players play 4 periods**
 - iv. 8 players=8 players play 5 periods**
 - v. 7 players=5 players play 6 periods, 2 players play 5 periods**
 - vi. 6 players=4 players play 7 periods, 2 players play 6 periods**
 - vii. 5 players=5 players play the whole game**

Fouls:

- Any player with 5 fouls is removed from the game.
- No free throws are shot.
- All fouls called after a team has reached the bonus (7 team fouls) or double bonus (10 team fouls) result in 1 point and keep possession (bonus) or 2 points and possession will change(double bonus).
 - Offensive fouls are not rewarded points to the other team.
- Any shooting foul will result in 1 point and keep possession of the ball
 - If the shot is made while being fouled, 3 points are awarded and possession will change.
- Any non-shooting foul called before a team reaches the bonus results in possession of the ball, no points are awarded.

Additional Rules:

- Fights or directed swearing at referees, coaches, players or fans by any coach, player or fan results in immediate ejection from game and suspension for the following game.

-No jewelry is allowed. If jewelry is unable to be taken off (i.e. religious jewelry or medical alert bracelets), it must be fully taped over.