

## **RULES 5<sup>th</sup> – 6<sup>th</sup> Grade BASKETBALL**

**\*\*\*Please confirm any modifications with the opposing coach before the game begins, otherwise these rules apply\*\*\***

Teams are comprised of 5<sup>th</sup> & 6<sup>th</sup> grade players; 4<sup>th</sup> graders may play up if necessary to complete a roster; 7<sup>th</sup> graders and up are not permitted to play under any circumstances.

No jewelry of any kind is permitted.

Games are played with a 28.5" Women's ball.

Games must start promptly. 5-10 minutes are allocated to pre-game warm-up.

Visiting team provides an official scorekeeper (fouls, points & timeouts) to sit at the scorer's table. Home team provides a clock operator (time, score & possession arrow).

Home team is responsible for scheduling the referees.

Games are either four 10 minute quarters or two 20 minute halves; clock runs continuously except for dead balls in the last 1 minute of each half and during timeouts. Halftime is approximately 5 minutes. First overtime is 3 minutes. Second overtime is sudden death.

Each team gets two full (1 minute) timeouts per half and one 30 second timeout per game.

Three point line is in effect.

Full court press allowed unless up by 15 points or more.

Home Team will wear light jerseys unless agreed upon by both coaches.

A player is disqualified after 5 personal fouls or two technical fouls. The opposing team shoots one and one after 7 team fouls and two shots after 10 team fouls each half.

When a player receives (2) technical fouls, the player must leave the team bench but may remain in the stands as long as he/she does not continue to cause a problem.

Coaches shall be restricted to the "Coaching box" which extends from end line to the 28' line in front of their teams bench. Only the Head Coach may stand during the game. Only one Assistant may be allowed on the bench but must remain seated during play. After (2) technical fouls on a coach, he must leave the gym. If no one is available to take the Head Coach's place, the ball game ends in a forfeit.