



## Bethel Recreation Association 5<sup>th</sup> & 6<sup>th</sup> Grade Youth Basketball

### 5<sup>th</sup> & 6<sup>th</sup> BASKETBALL RULES 2017-2018

Revised 10-19-17

This program will follow the National High School Basketball Rule Book with the following exceptions:

#### GENERAL LEAGUE RULES

1. **Practices-** Teams will be allowed 2 (1 hour) practices per week until games begin. Once games begin teams will only be allowed 1 practice per week due to gym availability. Coaches must contact their coordinator after game schedules are posted to choose their practice night. A 2<sup>nd</sup> practice will only be allowed if gym space is available.
2. **Games-** Games will consist of two (2) twenty (20) minute running clock halves with a three (3) minute half time. The clock will ONLY be stopped for time-outs, injuries and as requested by the officials. The clock will stop for all situations the last two (2) minutes of each half.
3. Teams will have a five (5) minute warm-up before the start of each game. All line-ups need to be submitted to the official scorekeeper at least 5 minutes before game time.
4. **Mercy Rule-** A mercy rule will be in effect for the 5<sup>th</sup> & 6<sup>th</sup> divisions. This rule is in affect the last ten (10) minutes of the game. Once a team is ahead by 25 points, that team is declared the official winner of the game. The scoreboard remains the same (no more points will be recorded on scoreboard) and the clock will run continuously. The clock will be stopped for timeouts and injuries only the remainder of the game. The officials will notify both coaches.
5. **Players-** A minimum of four (4) players will be allowed to start and finish a game. If after 10 minutes a team does not have 4 players, that team must forfeit the game. If after 10 minutes a team has enough players to play the game, the game will start with reduced game time to two (2) fifteen (15) minute halves (NOT 20 minute halves).
6. **Playing Time-** Coaches are required to play all players in each half and provide equal playing time to the best of their ability. The only exception would be if a player refuses to play or for disciplinary reasons. Officials should be notified prior to start of games.
7. **Coaches-** Only two (2) coaches are allowed on the sidelines/bench with their teams. Coaches must remain seated on the bench at all times while the clock is running or is stopped except to: Rise and stand to give instructions to the bench or players on the court, to request a time out or to acknowledge an outstanding play. Coaches must remain within the designated bench area. Coaches may not enter the court unless by permission of an official to attend to an injured player.
8. **Substitutions** - May be made at dead balls and time-outs. The clock will NOT stop for substitutions. All players must check in at the score table prior to entering the game.
9. **Time Outs-** Each team is allowed two (2) time-outs per half. Unused time-outs in the first half cannot be used in the second half. One (1) time-out issued for each team for overtime. Time-outs will be one (1) minute long.
10. **Equipment/Hoops-** Intermediate sized ball will be used for all grades. 3<sup>rd</sup> Grade boys and up- play at a standard height of 10 feet.
11. **Free Throw Line- 5<sup>th</sup> & 6<sup>th</sup> Grade:** 15 feet (standard free throw line).

#### PLAYING THE GAME

1. **Starting the game-** The game will start with a jump ball. During the game if a tie-up possession occurs, the ball will alternate between the two teams with each jump ball after that. After half time the team with the next jump ball possession will get the ball.
2. If the ball hits the back of the backboard it is out-of-bounds and ball is given to other team. **The ball may hit the side of the backboard.**
3. Time line for throwing ball into play is 5 seconds. Time line to cross half court once ball is thrown into play is 10 seconds.
4. **Three seconds in the key-** will be called for all grade levels. A new three seconds in the key begins with each shot hitting the rim or backboard.
5. **Over and back-** there is over and back violation for all grade levels.
6. When free throws are shot no one can enter the key area until after the ball hits the rim.
7. **Screening-** All screens will be straight standing with arms across chest or across waistline. No moving feet or leaning into players.
8. **Defense- 5<sup>th</sup> & 6<sup>th</sup> grades:** Zone defense is allowed only in the frontcourt. Zone defense is NOT allowed in the backcourt. Although zone defense is allowed, coaches are encouraged to teach proper man-to-man defensive techniques to include proper defensive position on the ball, positioning in the passing lane and help side defense.

9. Fast breaking is allowed.
10. **Double-teaming and two-man-traps- 5<sup>th</sup> & 6<sup>th</sup> grades:** there is no limitation on double-teaming. (See full court press rules below).
11. **Team Fouls & Violations-**Rules on fouling and all violations **WILL** be enforced. As the program progresses calls will/should get tighter. Team fouls will be kept for all grade levels. See free throws and fouls section for specific rules.
12. **Personal fouls-** personal fouls will be recorded with five (**5**) fouls being the maximum allowed per player. Once a player reaches 5 personal fouls, they must be taken out of the game.
13. **Three Point Shot-** is only available on courts that have the three point lines on the court.

### **TECHNICAL FOULS**

- a. All technical fouls will be one (1) point for opposing team plus possession.
- b. Any coach or player that receives two (2) technical fouls during the game is automatically ejected and must sit the next scheduled game.
- c. Any player/coach who receives three technical fouls during the season will be suspended for the remainder of the season.
- d. Any team who receives three technical fouls during a game, will result in the game being declared a forfeit by their team. In addition, the team will be placed on probation for the remainder of the season and further behavior related incidents will result in removal of the team from the league.

### **FULL COURT PRESS**

The following guidelines apply to full court press:

- a. 5<sup>th</sup> & 6<sup>th</sup> Grades- may full court press throughout the game (unless ahead by 10 points).
- b. When a team on defense is not allowed to press they must drop back to the half-court line before they can play defense against the offensive team.
- c. **No team may full court press when ahead by ten (10) or more points.**

### **FREE THROWS & FOULS**

**5<sup>th</sup> & 6<sup>th</sup> Grades:** free throw shots will be awarded throughout the game. Clock will only stop for free throws the last two (2) minutes of each half.

- a. One-and-one shots will be taken when a team has reached the 7<sup>th</sup> team foul.
- b. All technical fouls will be one (1) point plus possession.

### **TIED GAMES**

1. For all games ending in a tie there will be a one (1) minute overtime period with stop clock and started with a jump ball.
2. In the event the game is still tied, there will be a sudden death stop clock overtime period started with a jump ball. In sudden death overtime, the first team to score wins the game.

### **GAME CONDUCT AND DISCIPLINARY ACTION**

Coaches, players, and spectators **MUST** follow all BSD rules and regulations including- NO use of alcohol, tobacco, smokeless and vapor/e-cigarettes, marijuana and **NO animals** on BSD property.

- Coaches, players, or spectators may not disrespectfully address or yell at an official, other coaches, players, parents or spectators.
- Coaches, players, or spectators may not attempt to influence an official's decision.
- Coaches, players or spectators may not use profane or inappropriate language or obscene gestures.
- Coaches, players or spectators may not disrespectfully address, bait, or taunt an opponent.
- The head coach is responsible for the conduct and behavior of players, bench personnel and spectators from their team.
- Coaches, players, spectators may not confront officials before, during or after a game.
- At no time shall a coach, player or spectator make a threat of physical harm or use physical force towards an official, supervisor, staff, or other coaches or players.
- If family or friends come to practices or games, please make sure children/siblings are supervised, all the garbage (including water bottles) is picked up and **absolutely no dogs** allowed on school property.
- **If coaches or spectators have questions regarding particular calls, rules, or a referee, or wish to give feedback please contact:**
  - ✓ **During Games:** Supervisor
  - ✓ **Before or After Games:** Bethel Rec. Association Director/Board

**PENALTY:** Any coach, player or spectator who fails to comply with the above rules will be subject to disciplinary action described in the Code of Conduct. Depending on the severity of the violation, supervisors and officials have the authority to remove individuals.