

5th / 6th Grade Basketball Rules

- The Broadview Heights Parks and Recreation Department reserves the right to modify these rules at any time and to provide disciplinary judgement on conduct determined to be detrimental to the league or outside the spirit of the game.
- Hoop Height: 10 feet. Ball Size: 28.5
- Game Format: 5v5
- Games will begin with a jump ball. The beginning of each segment and all jump balls will be determined by the alternating possession arrow.
- Clear Out Plays are prohibited.

Clock

- 8 - 4 Minute Segments.
- Clock will run continuously except:
 - Timeouts or Player Injury.
 - Shooting fouls; the clock will start when the ball is entered for the 2nd Free Throw.
 - The last 2 minutes of the 4th quarter.
 - Except if a team is up by 15 points or more.
- There will be 1 minute between quarters and a 3 minute half-time.

Substitution Policy

- Substitutions are only made at the 4 minute mark of each segment with the exception of:
 - Player Injury
 - Officials Timeout
- Please note that this is not a time out and coaching cannot be done during substitutions.
- Each player must play an equal amount of time every game and no player can play more than 4 minutes more than another player. Chart provided at the end of league rules.
- If a player is removed from the game due to an injury or fouling out it will be noted in the scorebook and that time will not count against the playing time rules.
- If a player arrives late the coach is only responsible for playing that player an equal amount of time while the player is in attendance. However, that player still cannot play more than 4 minutes more than any other player.
- The official substitution record will be the scoresheet maintained by the scorekeepers.

Defense

- Only man to man defense is permitted. No trapping or double teaming. Help defense must result in a switch.
- No pressing is permitted until the last 4 minutes of the 4th quarter and any overtime period.
 - Any team up by 10 or more points may not press.

Free Throws, Violations, and Penalties

- 5 Fouls per player.
- Free Throws will be taken from the 15 ft. line.
 - Shooters may cross the line during the shot.
- Foul Shots will be awarded for the following situations:
 - Technical Fouls.
 - 2 shots for being fouled in the act of shooting.
 - 2 shots for reaching 5 team fouls per quarter.
- Players may move upon release of the ball.

Timeouts

- Each team will receive 2 - 30 second timeouts per half.
- Timeouts do not carry over.

Overtime

- Games will be played until there is a winner.
- Overtime periods will be 1 minute in length.
- Each overtime period starts with a jump ball.
- Pressing is allowed for every overtime period.
- The clock will stop on the referee's whistle and start on the referee's signal.
- For the first overtime period any 5 players can play. If there is a second overtime period, those who sat in the first overtime must enter into the game. If there is a third overtime period any 5 players can play.

Ejections

- Any ejection for any reason will result in a 1 game suspension.
- 2 ejections in a season and the player/coach will be suspended for the rest of the season.
- 2 technical fouls in one game will result in an ejection.
- 3 technical fouls in a season and the player/coach will be suspended for the rest of the season.
- Flagrant fouls count as technical fouls.
- Once any coach receives a technical foul, all coaches must remain seated the remainder of the game.
- Ejected players, coaches, or parents must leave the facility before play can resume.
- 3 technical fouls on one team in a game will result in an automatic forfeit win for the opposing team.

Player Eligibility

- Players must play in their grade level.
- A player may not participate in any travel or interscholastic sports during the time period he/she plays in this league.
- Players must be registered with the Recreation Department and the registration fee must be paid before they are placed on a roster.
- Players may only play on one team. Rosters are designated by the Recreation Department.

Playing Time Chart

- For 5v5 Leagues

# of Players in Attendance	Players	# of Segments	Total Minutes Played
11	7	4	16
	4	3	12
10	10	4	16
9	4	5	20
	5	4	16
8	8	5	20
7	5	6	24
	2	5	20
6	4	7	28
	2	6	24

- For 4v4 Leagues

# of Players in Attendance	Players	# of Segments	Total Minutes Played
10	2	4	16
	8	3	12
9	4	3	12
	5	4	16
8	8	4	16
7	3	4	16
	4	5	20
6	4	5	20
	2	6	24
5	2	7	28
	3	6	24