

# 5<sup>th</sup> & 6<sup>th</sup> Grade Boys



## Playing Time

- All players must play equally, regardless of ability or position.

## Game Times

- 4 (7) minute running quarters
- The clock will ONLY stop during the LAST 30 seconds of each quarter for all dead balls and free throws. During the game only time-outs can stop the clock. Clock will NOT stop if a team is up by 15 or more in the 2<sup>nd</sup> half.
- If a coach reserves the right to play a player less than the required amount of time—because the player has not met practice regulations or becomes injured, please notify the Athletic Director prior to the game.

## Basket Height

- The height of the rim will be no more than 10 feet

## Ball Size

- 5<sup>th</sup> & 6<sup>th</sup> Grade Boys & Girls will use a women's size ball (size 7/28.5)

## Number of Players

- 5-on-5

## Start of Game

- A Jump ball will take place to start the game.

## Half-Time & Quarters

- There will be a (3) minute half-time period. There will be (1) minute between quarters 1 & 2 and 3 & 4
- Games can end in tie; overtime will ONLY take place during the end of season tournament.

## Substitutions

- When a substitute is to enter the game they must report to the scorekeeper and remain outside the boundary until the official beckons the player into the game.
- The scorekeeper shall sound the horn as soon as the first dead ball occurs.
- The substitute must remain out of bounds until beckoned onto the floor by the ref.

## Time-Outs

- A team is allowed (2) 30-second time-outs per half. The clock will stop for time-outs.
- Time-outs are not accumulated if they are not used.
- An injury that requires the clock to be stopped will be charged as an official's time-out (30-seconds).

## Scoring

- 2 points are awarded for baskets scored
- 3 points are awarded for baskets scored beyond the 3-point arc
- 1 point is awarded for each free throw made.

## Offense

- 4-corner and Clearing-a-side (stalling) offenses are not permitted.

## Out of Bounds

- All out of bounds plays will start nearest the spot where the ball went out or where the foul occurred.

## Mid Court

- The offensive team will have (10) seconds to cross mid-court
- Over & Back violations will be called.

## Dribble Count

- There will be a (5) second dribble count and a player can only hold the ball for (5) seconds.

## Lane Violations

- Only (3) seconds in the lane will be allowed.

## Defense

- Zone defenses are NOT permitted. Man-to-man defense only. Young players need a foundation to build from and teaching simple man to man is the way for them to build this foundation. Playing zones teaches young players bad habits that are hard to break. The intent of this rule is to teach basic defensive position.
- If a referee determines that a zone defense is being played a warning will be issued. Additional infractions will be followed by the offensive team receiving (2) points & possession of the ball.

- Man-to-man regulations:
  - The defender must stay within (6) feet of the offensive player he/she is guarding (if the offensive player moves the defense must follow) even when a team is pressing.
  - Double teaming and trapping are not allowed.
  - Switching is permitted.
  - “HELP” defense is allowed if the defensive player moves into position after a fellow defender has been beaten—once the beaten defender recovers back to their player the helping defensive player must also return back to the player they were originally guarding. (No Trapping or Double teaming)

### Full Court Press

- A full court press may be applied during **the last 2 minutes of each quarter** provided a team does not have more than a **(10) point lead**. If a team has more than a 10-point lead, the defense may not pick up their players until the team has crossed the half court line.

### Fouls

- Individual fouls will be counted and each player is allowed only (5) fouls per game.
- Shooting fouls will result in (2) free throws or (3) free throws depending on where the foul occurred.
- Away from the ball fouls will not shoot free throws until the defensive team has committed (7) Team fouls, once this occurs the player will shoot one-and-one free throws. After (10) team fouls occur the player will shoot (2) free throws, team fouls will be cleared after each half.
- Player control fouls (offensive) will not result in any free throws.
- The clock will NOT stop for free throws during the entire game.
- During a free throw, players may not enter the lane until the ball hits the rim.
- Intentional or unnecessarily rough fouls will be considered technical fouls.

### Technical & Intentional Fouls (clock may stop if necessary)

- If a technical foul or an intentional foul is administered, it will be an automatic (2) points for the opponent and control of the ball.
- A player committing a conduct technical foul must be removed from the game and can not play in that game or the next game, 2<sup>nd</sup> technical during the same season will result in suspension from the league.
- A coach receiving (2) technical fouls during a game will be suspended from the next game; a coach receiving (3) technicals during the same season will result in suspension from the league.
- A player committing or attempting to commit an intentional act of violence will result in an automatic suspension.
- A bench technical WILL BE ISSUED TO THE COACH—please take responsibility for your players.
- A technical given to a fan WILL BE ISSUED TO THE TEAM—the game will not continue until the unruly fan is removed.

### Alternate Possession

- A jump ball will only be used at the beginning of the game.
- The possession of the ball will alternate between teams according to the possession arrow.

### IN THE EVENT OF A TIE, THE GAME WILL BE OVER. (Due to time restrictions, excluding tournament)

- **Game scores and season standings will be recorded.**
- During end of season tournament, a 3-minute overtime period will be held for tied games.
  - Clock stops for free throws during overtime period.
  - Clock stops on all dead balls **ONLY** during the final minute
  - Each team gets ONE 30 timeout in overtime, timeouts from regulation do not carry over to overtime.

\* No team may start with less than 4 players. A five-minute grace period will be allowed for team after SCHEDULED game time, IF 4 players ARE NOT Present. A forfeit will be called if five players are not present on the court when the horn sounds to start the THIRD quarter. If teams desire, a running clock will be played and officiated where team players can be reassigned as necessary to provide 5 players per team.

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