RECREATIDN DEPARTMENT

## $5^{\text {th }} / \mathbf{6}^{\text {th }}$ Grade Basketball Rules \& Regulations

## Court/Equipment

- $5^{\text {th }} / 6^{\text {th }}$ Graders will play full court.
- $5^{\text {th }} / 6^{\text {th }}$ graders will play with the $28.5^{\prime \prime}$ Women's/Intermediate size ball
- No street shoes will be allowed on the court. No jewelry such as watches, rings, or neck chains will be worn while playing.


## Teams

- Teams will play with five players on the court
- A five-minute grace period will be allowed for late arriving teams.
- Once rosters have been distributed to coaches, players will not be allowed to switch rosters.
- If a team is short players, they may pick up other registered players from another town team in the same age group.
- You may only fill your roster up to six players with alternates.


## Game Duration

- WRD youth basketball games shall consist of four - 8-minute quarters.
- Half time will be five minutes.
- Teams are permitted two thirty second time outs per half.

Game Clock: Game clock will stop only for time outs, substitutions and injuries. In the last two minutes of the final quarter the clock will stop for all dead ball situations.

## Defense

- $\quad 5^{\text {th }}-6^{\text {th }}$ Grade teams will be allowed to run either man or zone defense throughout the entirety of the game.
- Teams may also use full court pressure defenses but ONLY in the last 2 minutes if the point spread is less than 10 points.
- Once a lead of ten or more points is established, full court pressure is no longer allowed.
- When leading by ten or greater, offensive players must be allowed to cross mid-court before the defense is allowed to guard the ball handler.


## Rules

- Substitutions will be made AT OR NEAR the 4-minute mark of each quarter. Substitutions will also be allowed during timeouts called by a coach.
- Time outs can be deducted from a team, if coaches are taking too much time during a 4-minute mark scheduled substitution.
- Players can be substituted for due to injury or ejection.
- When an injured player is ready to return, they may enter at the next legal substitution stoppage.
- A jump ball will be at the beginning of the game and/or overtime. Alternate possession will be used thereafter.
- All players should play one full half unless they are not attending practices.
- All players are required to wear a t-shirt with a number on the back. T-shirts must be tucked in.
- Back court violations and 10 second timeline violations will be called for $5^{\text {th }}-6^{\text {th }}$ grade level.
- Fouls will be called and will count against a team's total fouls. Individual fouls will not be recorded (except technical fouls).
- Two free throws will be shot if a player is fouled in the act of shooting.
- A one and one attempt will be awarded on the $7^{\text {th }}$ team foul. When a team commits it's $10^{\text {th }}$ team foul, a double bonus is awarded to the opposing team (two free throws).
- All technical fouls will result in two free throws \& possession of the ball for the opposing team. Two technical fouls will result in an ejection. Anyone sitting with the team is considered part of the team and can be assessed a technical.
- At the 2-minute mark of the fourth quarter, if a margin of 10 or more points exists, the clock will continue to run, only stopping for timeouts or injuries.
- Scores will be kept. In the event of a tie, a 2-minute overtime period will decide the game. After two minutes the overtime becomes sudden death, first team to score wins.
- The regular season will last six weeks (weather permitting). All teams will participate in a seeded single elimination tournament at the conclusion of the regular season.


## Conduct

- Coaches AND Parents please do not heckle game officials. This may be their first job experience and they are here due to their love for the game.
- Profanity of any kind will result in immediate ejection. This applies to all players, coaching staff, and spectators.
- Any unsportsmanlike behavior can and will result in penalties being placed upon the offending individual. Penalties can include banishment from WRD activities. All behavioral penalty decisions will be decided upon and enforced by the Director of Recreation and Recreation Coordinator of WRD.


## Additional Information

- Gym Supervisors are to be obeyed at all times. They will enforce the following rules:
- Spectators are not to be wandering the schools. Everyone needs to remain in the gymnasiums.
- No food or beverages are allowed in the gymnasiums
- In the event of possible game cancellation due to weather, illness, etc. parents should call their child's coach.
- Coaches should check your Email, Wamego Recreation Department Facebook Page.

