

5th/6th Grade Basketball Rules 2021-2022

Regulation scoring will be kept for the entire game. If a team is leading by more than 25 points in the 4th quarter, the scoreboard will be zeroed out. Time will still be kept, but no score will show on the score clock. Game will result in a win for the leading team.

Clock- Games will consist of 4 - 10 minute quarters, running clock. (subs at 5 min mark). Running Clock stops to get kids set at the Foul Line, Timeouts, & last minute of each half.

Overtime (regular season) will consist of one 2 minute period, with a regulation clock for the final minute. If the game still remains tied the result will end in a tie. Game will started by a jump ball

Overtime (playoffs) if after the 2nd overtime the game still remains tied the game will be played "sudden death" (the first team to score wins). Game will be started by a jump ball. Players cannot sit out in multiple Overtime periods. (unless of an injury or they have fouled out of the game)

Each team will receive 1 (60 sec) timeout per half and 1 additional timeout for all overtime periods. Timeouts do not carry over.

Each player will have equal playing time during each game. Exceptions: injury, foul trouble (if player has 3 or more), disciplinary action (must be cleared by PD). See page 2 for the playing time requirement.

You may ONLY sub players at the 5-minute mark of each quarter.

Each player will receive 5 fouls per game. After the 5th foul player is disqualified. "Bonus Situation" (1 & 1) begins on the 7th foul of each half. Super Bonus" (2 shots) begins on the 10th foul of each half

Foul shots may be taken in front of the free-throw line. 14ft (1 step) or marked line

Players on offense may not be in the lane for longer than 5 seconds. Referred as 3 second violation

Official Size basketball (29.5) will be used for the boys division

Women's ball (28.5) will be used for the girls division

Jump ball will be used to start the game and overtime, otherwise, alternating possessions.

Isolation plays will not be allowed. Some form of offense must be run. Isolation is defined as clearing the court to create a one-on-one opportunity

No stalling when on offense, if players do not attempt to advance ball they will be called for "delay of game" and will result in a turnover of possession

Defense- only man to man defense can be played. After 2 warnings of not playing man to man defense on the 3rd occurrence a technical foul will be called. When playing Man-to-Man Defense a player must try to stay within arm's length of the person they are guarding. This is at the Referees Discretion

Double-Teaming is NOT allowed outside of the lane

Teams can press the last 2 minutes of the game and overtime only. No press is allowed by the winning team if they are up by 10 or more points.

All rules not stated above will follow IHSA rules and regulations

Equal Playing time requirement:

4.4.1 A period is defined as half of a quarter

4.4.2 No player shall sit more than two periods in a row.

4.4.3 Equal playing time guidelines are as follows:

***11 players= 7 players play 4 periods, 4 players play 3 periods**

***10 players=10 players play 4 periods**

***9 players=4 players play 5 periods, 5 players play 4 periods**

***8 players=8 players play 5 periods**

***7 players=5 players play 6 periods, 2 players play 5 periods**

***6 players=4 players play 7 periods, 2 players play 6 periods**

***5 players=5 players play the whole game**