

5th/6th Grade Basketball Rules 2023-2024

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.

New Clock Rules: Games will consist of four - 6-minute quarters, regulation clock. (subs at 3 min mark). Jump ball will be used to start the game and overtime, otherwise, alternating possessions.

Overtime will consist of one 2-minute period, with a regulation clock. Game will be started by a jump ball. If after the 1st overtime the game still remains tied the game will be played "sudden death" (the first team to score wins). Players cannot sit out in multiple Overtime periods. (unless due to injury or they have fouled out of the game)

Each team will receive 1 (60 sec) timeout per half and 1 additional (60 sec) timeout for the first overtime. Teams do not receive a time out if a second overtime is needed. Timeouts do not carry over.

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

You may ONLY sub players at the 3-minute mark of each quarter.

NEW FOUL RULES: Each player will receive 5 fouls per game. After the 5th foul the player is disqualified. Adopting IESA Foul Rules: **"Bonus Situation" (2 Free Throws) begins on the 5th foul of each quarter. Team fouls will reset to 0 in the 2nd and 4th quarter. The team fouls from the 4th quarter will be carried over into overtime.**

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 to as a 3 second violation

Official Size basketball (29.5) will be used for the boy's division

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

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 IESA 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**