

Sugar Grove Park District 5th-6th Grade

Boys' Basketball 2024 Rules

General

- a. Games consist of four (4) six (6) minute quarters with a regulation clock
- b. Teams must have five (5) players to start the scheduled game. Teams must have at least 4 players on the court at all times
- c. 29.5" basketballs are used
- d. Baskets are at ten (10) feet (baskets are set prior to each game)
- e. The game starts with a jump ball. Alternating possession occurs thereafter
- f. When a tie occurs, one (1) two (2) minute overtime period is played
- g. Games tied after the overtime period will result in a tie
- h. Each team receives two timeouts per half. Each team receives one timeout in overtime

Offense

- a. Illegal screens are enforced
- b. Regulation scoring will be kept for the entire game
- c. Five (5) second lane violations are enforced
- d. Traveling and Double Dribbling violations are enforced
- e. Teams up by 15 points must slow down the tempo of the game

Defense

- a. Must play man-to-man defense-except when pressing (see below)
- b. Double-teaming or "trapping" the ball is not allowed outside the lane-except when pressing (see below)
- c. Full court press is allowed

a. Last 2 minutes of the 2nd and 4th quarter only

b. No press is allowed if leading by fifteen (15) or more points

- d. Teams may use a man press or a zone press. Teams will be able to maintain zone defense in the half-court only in the allotted "press" time
- e. Double teaming is permitted outside of the lane during this time

Substitutions

- a. You may only substitute players when the official stops the clock as close to the three (3) minute mark as possible. Exceptions include injury, foul trouble (3 or more fouls)

Equal Playing Time requirement

- a. Period is defined as half of a quarter
- b. No player shall sit more than two periods in a row
- c. Equal playing time guidelines are as follows:
 - i. 10 players=10 players play 4 periods
 - ii. 9 players=4 players play 5 periods, 5 players play 4 periods
 - iii. 8 players=8 players play 5 periods
 - iv. 7 players=5 players play 6 periods, 2 players play 5 periods
 - v. 6 players=4 players play 7 periods, 2 players play 6 periods
 - vi. 5 players=5 players play the whole game

Fouls

- a. A player with 5 fouls is removed from the game
- b. After the 5th foul the player is disqualified.
- c. 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.
- d. Free throws are shot for shooting fouls

- e. A player that receives a technical foul must sit for the remainder of the period.
Any player with 2 technical fouls is removed from the game
- f. Technical fouls count as an individual foul and a team foul

Standings

- a. In case of a tie in the standings, the tie-breakers are as followed:
 - § Head to Head amongst all teams tied (Teams that forfeit a game automatically lose tie-breaker)
 - § Points Allowed
 - § Point Differential
 - § Coin Flip
- b. All standings and schedules are found at www.quickscores.com/sgparks

Additional Rules

- a. Fighting or direct swearing at referees, coaches, players or fans by any coach, player or fan results in immediate ejection from the game and suspension for the following game at a minimum
- b. ANY suspension is subject to league review and further punishment
- c. No jewelry is allowed. If jewelry is unable to be taken off (i.e. religious jewelry or medical alert bracelets), it must be fully taped over