

**5<sup>th</sup> & 6<sup>th</sup> GRADE RULES**  
**ELK RIVER AREA BOYS YOUTH BASKETBALL**  
**(Revised January 2007)**

Coaches are asked to explain the details of these rules to their players and their parents/guardians. All basketball rules shall be enforced by the game officials and/or Board Members.

**PLAYERS AND COACHES:**

1. **Playing Time:** All the boys on the team will play equal time. Each coach should be committed to playing all of the players as equitably as possible during the course of the game. Defensively, personnel should be matched up according to size and ability. No player can sit more than two periods in a row.
2. **Attitude:** It is mandatory that all players feel like the first five players and provide them with constructive suggestions and criticism. This means letting different players start the game. Above all, create a pleasant situation where the boys can truly enjoy the game of basketball and leave with a desire to go home and improve their skills.
3. **Sportsmanship:** Players and coaches should not dispute referees call, even if there is a reason to do so. Players should shake hands after all games. Coaches should not think of themselves and their desire to win, but they should think about their players desire to play. A win or loss will not make a big difference in a player's or coach's life.
4. **Coaching:** The opportunity to coach is a privilege granted by the Board of Directors. Any negative conduct by a coach towards players, opponents, fans or referees during practices and/or games may result in your removal as a coach.
5. **Practices and Games:** Coaches must make sure all players have safely left the building or have a parent/guardian providing supervision at the end of each practice or game.
6. **Suspension:** Any player suspended from school will not be eligible to play and game during his suspension time. Players, fans, coaches may be suspended from games for unacceptable behavior.

**FOULS:**

1. **Kids Must Raise Hands on Personal Fouls:** there are only five fouls per game – per player. If a player has five fouls he will have to leave the game permanently (this includes overtime play). He may be replaced by any player on the bench as long as that player has not exceeded any team-mate in playing time. If fouls causes a team to have less than 5 players available, that team will play with that number. There are one and one free throws awarded at the 7<sup>h</sup> team fouls in each half. Technical fouls will count as a personal and team foul.

2. **Technical Fouls:** (Sportsmanship violation is two (2) point penalty and loss of possession and a technical rules violation is a one (1) point penalty and loss of possession).

a. Swearing is an automatic technical foul. Taunting, verbal abuse of players or referees by players, coaches, parents or anyone else will not be tolerated and is considered a technical foul. The first violation will result in a technical foul of two points, loss of possession and a warning that another violation will result in being asked to leave the gym. A second violation is an automatic ejection for that game and possibly the remainder of the season (at the discretion of the Board). If the person refuses to leave, the offending team will forfeit the game to the opposing team. Technical fouls may be called by the referees or by any Board Member who is in the gym. All ejections will be reviewed by the Board for possible further action.

b. If a team calls a formal time out after they have used their limit of two per game, this will be a technical foul resulting in one point being awarded to the opponents and loss of possession of the ball.

c. No Double teaming (with the exception of off a pick and during the 7<sup>th</sup> and 8<sup>th</sup> period) outside the three point line. First violation: The defensive team coach will be clearly warned and the offensive team informed. Offense maintains possession. Second and subsequent violations: Any double teaming violation previously warned (as indicated above) will incur an automatic one point team foul on the defensive team. Offense maintains possession.

d. No Zone Defense allowed (same penalty as Double Teaming).

3. **Personal Fouls Made on an Offensive Player** while in the act of shooting within the two point area will be awarded two attempts at a free throw, each shot counting if made. A foul on an offensive player while in the act of shooting while in the three point area will be awarded three attempts at a free throw, each shot counting if made.

4. **Mid-court Line:** the ten second rule will apply. Over and back results in loss of possession.

5. **Free Throw:** Free throws will be taken for fouls committed during act of shooting until the Bonus is in effect. An intentional foul will result in 2 free throw attempts and possession of ball. Free throw line will be at 15ft. Over the line in the act of shooting is a violation and no credit will be given for any basket made. On a free throw, players cannot enter the lane until after the ball hits the rim. Opponent players entering the lane before the ball hits the rim will allow the shooter to re-shoot (if desired). Shooting team's players entering the lane before the ball is released will cause the shooter's shot to be lost (and any points scored from such shot). 1 & 1 bonus will be awarded on the 7<sup>th</sup> team foul.

2 shots will be awarded when fouls are committed during the act of shooting (or 3 shots for 3 point attempt). There is no Double Bonus.

6. **Three Second Lane Violations:** Offensive players may not stay in the lane for more than three seconds. Breaking of this rule results in loss of possession to the other team. Time restarts when the ball hits the rim or player leaves the lane.

7. **Forward Progress:** The offensive team may not stall the game by not making forward progress with the ball toward basket. The offensive team must, after passing the mid-court line, make progress towards the basket every 3 seconds. This rule enforced at the discretion of the referee.

### **SHOTS:**

1. **Three Point Play:** Any legal shot made from **19 feet 9 inches** or more out from the basket will count three points on the score.

### **PLAY:**

1. **Length of Game:** The game will be divided into eight five minute periods. There will be a two minute half-time. Official's time out will be taken for injuries. The first overtime will be two minutes in length. If the game is tied after one overtime the game will go to sudden death. During overtime, a coach may play any five eligible players they choose, as long as they have not fouled out. During tournaments there will be (2) two minute overtimes. If the game is tied after two overtimes, the game goes into sudden death.

2. **Clock:** Running time, stopping on all free throws. Last two minutes of the game there will be a stop time on the referee's whistle unless the game score is more than 20 points apart.

3. **Start of Game:** Legal jump balls will start the first period. There will be alternate possessions to start each period there after.

4. **Fast Breaks:** The defense cannot steal the ball from the dribbler in the backcourt; however, any fast break pass in either court may be stolen by the defense.

5. **Time Outs:** Teams are allowed two time outs per normal game to be used anytime. One time out in each overtime only. No carryovers. If a team calls a time out after they have used theirs, it is an automatic technical foul and will result in a one point penalty and loss of possession. Time outs will last for one minute.

6. **Injuries:** Clock stops on referee's whistle. Injured players will be replaced by a player on the bench with equal ability. If a player is taken out of a period due to an injury, it will be considered as a period played if over halfway through the period. The player replacing the injured player will not be charged with a period played if over half of the period has been played. Any player's injury involving the evidence of blood shall be immediately

benched until the bleeding is stopped and properly covered in a way to prevent any further exposed bleeding.

### **GAME:**

1. **Height of the basket** will be ten feet.
2. **Offense:** Maximum of five players on the court. No spread offenses.. We want all players to handle the ball and score. No substitution during a period unless due to an injury. Stationary picks with elbows down only.
3. **Defense:** Maximum of five players on the court. Man to man only. Defensive players may sag between the player they are guarding and the basket and may switch to someone else. There will be no double teaming the ball except within the three point area. Double teaming a person without the ball is not allowed. On the first double teaming call, the player and team shall be warned. Thereafter, violations will result in a one point technical foul being called.
4. **Full court man to man pressing and double teaming** are allowed during the 7<sup>th</sup> and 8<sup>th</sup> periods and in all overtimes if the lead is 20 points or less. Otherwise, only the trailing team may press.
5. **No Zones** will be allowed
6. **Half-court Rule:** As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions. If the player falls down with a rebound or is on the floor with the ball, he does not have clear possession. He must show clear possession by passing the ball. If he stands up, it is traveling.
7. **Mid-court Line:** The 10 second rule will apply. Over and back results in loss of possession.
8. **At the Game** the coach is expected to provide a complete roster of players (including names and player numbers) to the scorer's bench before game time. Providing a person to run the clock will be the responsibility of the home team (team listed first in the playing schedule is considered the home team) and the visiting team will provide a scorer.

Coaches and team members are expected to be ready to play at the start of game time. If a team is not ready within 5 minutes after the established start of the game, that team will automatically forfeit the game. The referee will enforce this rule.

There will be a two minute half-time with no warm-ups during this time.

Maximum of two coaches on the bench during game (Technical foul violation)

It is the referee's responsibility to determine start and stop times and keep the games on time. Their decisions are final.

If a league referee is not there by the time the game is to start, each team shall provide a referee until a league referee arrives. ERBYB Board Members may act as referees if needed.

Any suggestions or comments concerning games or practices, contact your grade coordinator.