

## 5<sup>th</sup> & 6<sup>th</sup> GRADE BASKETBALL RULES

### General Information

1. Games will be played as scheduled except under extreme weather conditions. Call the City of Lapeer Parks & Recreation Activity Update & Cancellation Line, 667-7163, for a recording of game day information or check our website, [www.ci.lapeer.mi.us](http://www.ci.lapeer.mi.us).
2. Parents should be reminded that this is an instructional and recreation program. All rule infractions will not be enforced. Officials will call violations in the best interest of play.
3. Cheering and support of players is welcome. **If negative comments occur, the gym supervisor will address them.**
4. Appropriate clothing such as shorts, tennis shoes, etc., will be the responsibility of the players. **Street shoes should not be worn in the gym. Make sure to change shoes before entering the gym.**
5. All protests must be settled at game time.
6. The best overall win/loss record within the division determines the division champion.
7. High School Rules will be in effect except as modified by the Special Game Rules listed below.

### Special Game Rules

1. Games will be four, 10-minute quarters running clock. Stop time will only be in effect the final two minutes of the game and all time outs.
2. Each team will be allowed two time-outs per game and one in overtime.
3. Man-to-man defense only. Defense must stay within the 3-point circle until the second offensive player touches the ball or the ball enters the 3-point circle. Once the second offensive player touches the ball or the ball enters the circle, defense can be played in the front court only (up to half court). **In the final two minutes of the game, teams may pick up defense at half court.** No pressing or zone defense allowed. *Help defense is allowed, but no double teaming, except when the ball is passed into the low post.*
4. All players **must play** at least **10 minutes** of each game.
5. **Teams with eight or more players: all players must sit at least 1 entire quarter of each game.**
6. **Teams with seven or less players** (due to the draft, injuries or other circumstances): Coaches, officials and the gym supervisor should meet to discuss the fairest and most equal way to play the remaining minutes of the game.
7. **Teams with five players: All five players play entire game.** If others arrive after the game has started coaches, officials and the gym supervisor will meet to discuss the fairest and most equal way to play the remaining minutes of the game.
8. The High School alternate possession rule will be in effect. No jump ball to start the game - a coin flip will determine the first possession.
9. Players cannot foul out; however, emphasis will be on non-contact. The officials may sit a player if that player continually fouls.
10. Bonus free throws will not be awarded for non-shooting fouls. Team will simply take ball out of bounds. (Exception - Rule 11)
11. Two shots will be awarded for all fouls committed as follows:
  - A. Against a player in the act of shooting.
  - B. Intentional, flagrant, or technical fouls (plus possession of the ball).
  - C. Any non-shooting foul (except player control) committed in the final minute of the game and overtime will be one and one.
12. Free throws will be taken from the regular free throw line. The free throw shooter may jump over the line after releasing the ball.
13. Only one overtime will be played if the score is tied after regulation. Overtime - 2 minutes stop clock.
14. Baskets will only count if the shot is taken during the time the opposing team can actively play defense (ball enters 3-point circle, the ball is touched by a second defensive player or the last 2 minutes of the game in the front court).
15. Teams will have 10 seconds to get the ball into the front court.
16. Participants must be removed from the game if they are bleeding or have any open wounds. All blood or any other bodily fluid must be removed from all clothing before participants may re-enter the contest.
17. The 3 second violation will be called at 5 seconds in this league.
17. Coaches must remain seated throughout the game.