



Youth Basketball Rules- 4th-6th

Revised: 10/19/18

I. General Information

B. Apparel:

- a) Players are not allowed to wear any jewelry. This includes, but not limited to watches, necklaces and earrings. Hair bands and clips should be made of a rubberized material. This will be enforced as it is for the safety of all participants. Band aids/Tape not allowed to cover piercings.
- b) All shorts must be worn around the waist.
- c) Jerseys must be tucked in at all times.

C. Game Times & Locations: Please refer to schedules for game times and dates. Make-up games could be played any evening or weekend. .

D. Game Rules:

- 1) **The National Federation Basketball Rules will be observed with the following adaptations**
- 2) **All age divisions will play 5 on 5.**
- 3) Please have your team ready to play at game time. To start the game a team must have at least four (4) players. If a team cannot field the minimum, the coaches and referee must agree to borrow players from the other team that they are playing.
- 4) There will be two officials for 4th-6th grades.
- 5) If a team is without a coach at game time, the officials/staff will fill the spot with a willing parent.
- 6) Please pull your team off the gym floor to have post game "team talks".
- 7) Please have a list of players and their numbers written out for the scorekeepers to put in the book prior to the start of each game (2nd-8th grade).
- 8) **There will be a 5 minute warm-up between each game. The warm-up is subject to be shorter if games are running behind. The officials or site supervisor will make this determination.**
- 10) Score will be kept in 4th-8th grade leagues.
- 11) **In the 4th-8th grade league, each team will provide an adult to run the clock & keep score in the scorebook. Kids are not allowed to do this, it must be an adult who is 16 years or older.**

12) Player subbing:

a. There will be free substitution for the 4th-8th grade leagues, but it is the responsibility of the coach to ensure that every kid is playing at least 50% of each game.

13) Each team will have two (2) timeouts per half. Each time out is 1 Minute.

E. Game Length:

1) 4th – 6th will play 2, 16 minute halves with a continuous clock except for the last two minutes of the 2nd half

a) If a team is up by 15 points or more at any time during the last two minutes of the 2nd half the clock will run continuous

b) Halftime will be 5 minutes long. If games are running behind, halftime or time between games could be less based on the official's discretion.

F. Overtime Period: The 4th-6th grade leagues will have one overtime period of three (3) minutes. If the score is still tied at the end of the overtime period, the game will end as a tie. The clock will stop on each dead ball during the overtime period.

G. Basket Height:

1) Grades 4th-6th will play on 10 foot baskets

H. Ball Size:

1) Grades 4th-6th will use the intermediate ball (28.5)

I. Technical Fouls:

- 1) Any technical fouls will be an automatic ejection and removal from the ORC League premises. Any coach receiving one will also receive a two game suspension.
 - a. A second technical foul in the same season will result in a suspension for the remainder of the season.
- 2) Any technical foul will result in two free throw shots and the ball out of bounds.
- 3) A player receiving a technical foul during the game could be suspended the following (1)game depending on the severity of the offense.

J. Offense:

1) Free Throws:

a. 4th-6th grade will shoot from official 15 foot line.

d. In the 4th-6th league, each team will be given a warning for the first infraction and then all other free throw lane violations after will be called. Players lined up on the lane cannot enter the lane until the ball has been released from the shooters hand.

K. Defense:

1) 4th-6th grade divisions will be allowed to play any defense.

2) 4th-6th grade are allowed to press in the second half.

L. Violations.

1) 4th-6th- All violations will be called.

2) Lane Violations

b.) 4th-6th- The 3 second rule will be enforced.

M. Additional Information

. 1) 4th-6th- The game will start with a jump ball.

-After the initial jump ball, possession will alternate on each jump ball and at halftime for the remainder of the game.

- If a team is winning by 20 points in the second half the scoreboard will be shut off with regards to the score. This will last until the score is back within 20 points

2) Substitutions

COACHES MAY NOT USE SUBSTITUTIONS AS AN EXTRA TIMEOUT!!!

4th-6th, players will need to go to scorer's table and wait for a dead ball and the official to signal them in before entering the game

(Every team will be issued a warning the first time this is not followed. A team will be issued a charged timeout if another violation occurs.)