



## 5th & 6th Grade Boys Rules

### General Rules

#### General Rules:

- All games must start on time, any changes of game times must be approved by the league commissioner.
- If a coach is aware that the team will have less than 5 players before game days on Saturday, he/she needs to notify the league commissioner.
- There will be a 15 minute grace period if a team does not have 5 players. Once that 15 minute grace period ends the game will be cancelled. The league still encourages both teams to use their gym time and play even if that requires one team to lend a player to another team in scrimmage format.
- The league will guarantee two referees and one score keeper per game. The score keeper is responsible for the game clock and NOT responsible for keeping a team's score book, that is for a coach or parent to keep track of.
- Every team is supplied a ball (junior size) and it should be brought to every practice and game.
- Coaches are responsible for the decorum of their team, this includes assistant coaches, parents and most importantly players. Good sportsmanship must be taught and displayed at all times. Any person who abuses this may be ejected from the gym and potentially barred from attending further games.

- Players should NOT bring basketballs to games, coaches should ensure that 2-3 are provided for their team.
- Players who are registered with the Syosset Basketball League are only players who are eligible to play in games.
- Our 5th and 6th grade league is composed of 10 and 11 year old boys. It is our desire to have each coach assume the responsibility of teaching their players, about the game of basketball and about good sportsmanship. Players are to play at the best of their ability and coaches should attempt to make sure each player scores during the season.
- Coaches will have some latitude in addressing referees. Calls are allowed to be questioned and explanations are allowed to be requested. If at any point a coach becomes abusive of a referee, it is up to the discretion of the ref to award a technical foul, eject the coach from the game, giving the opposing team two foul shots and possession of the ball. At this level, players are not permitted to argue calls with officials. If coaches, parents and players are unable to follow these rules, the person involved will be subject to ejection, other possible violations given from the SBL Administration.

#### Length of Game:

Eight (8) four (4) minute periods with stop time. Halftime is after the fourth period.

Overtime – In the event of a tied score at the end of regulation time, three (3) minute overtime periods will be played until a winner is determined.

The game will begin with a jump ball and then the alternating possession rule will be followed for the remainder of the game. If overtime is required, a jump ball will start the overtime.

#### Official Score

The home teams' scorebook is the official scorebook for each game if there is a scoring dispute. It is important you have a parent representing your team keeping score at the scorers table at each game. If there is a discrepancy in the score it should be worked out. The child working the clock is not responsible for the official score. If you notice the score on the clock is not accurate please point it out to the ref who will speak with the child working the clock.

### Periods of Play

- This is an intramural league and all efforts to ensure equal play time are required. A team that arrives with more players, is never penalized for this, and should not have to play their top drafted players less than the other team. **This only applies to the top two drafted players. If one or both of the top two drafted players are not present, the opposing team will have to match their players up according to the teams top players present. (Example: If a team with 8 players is missing their top two drafted players, the team with 10 players must play every player 4 periods each)**. Prior to games starting, coaches should discuss with each other who the teams top two players are. The following schedule should be used in determining playing time depending on the number of players each team has present.
- If both teams have 10 players, every player plays 4 periods each.
- If a team has less than 10 players, there should never be more than a 1 period discrepancy between players. (Example: a player cannot play 4 periods, and another player plays 6).
- Players must play a minimum of one (1) period each half.

Players at Game	Periods to be Played	Top 2 Players Play
11	4 play 3 periods 7 play 4 periods	4
10	10 play 4 periods	4
9	5 play 4 periods 4 play 5 periods	4
8	8 play 5 periods	5
7	2 play 5 periods 5 play 6 periods	5
6	2 play 6 periods 4 play 7 periods	6

### Substitutions

- There are NO substitutions made during periods 1-7, unless a player is injured. If a player enters the game for an injured player, and plays more than 2 minutes, that player will be charged with a period and the injured player will not. During the 8th period, substitutions can be made for any player as long as all players have met their minimum periods played.

### Defense:

Please read carefully as we have a new rule: From the top of the key (extended to the sidelines) up to halfcourt you can only play man-to-man defense. However if the offensive team sets a pick above the top of the key the defensive team can then double/triple team/trap above the top of the key.

From the top of the key (extended to the sidelines) to the basket you can trap, double or triple team. ZONES ARE NOT ALLOWED. You may not play zone.

No guarding in the backcourt.

A violation of the defensive rules, guarding in the back court, will result in a warning and instruction from the referee. If the violation continues and the team makes no effort to correct it, the referee, at his discretion, may issue a technical foul.

## Offense:

The three second in the paint rule will be enforced.

Violation of the offensive rules will result in loss of possession.

## Scoring:

Maximum number of points a player can score in regulation is 20 points. If the game goes into overtime a player who has scored 20 points in regulation time may resume scoring without a limit.

Only 1 point will be counted if a player with 19 points scores a basket.

If a player with 19 points is fouled, resulting in two shots, another player from the floor may take the second foul shot if the fouled player makes his first foul shot and has reached his 20 points.

Three point shots are allowed.

If a player who has scored 20 points is fouled and the foul requires foul shots to be taken another player on the floor will take the shots. The offensive team will choose the shooter.

The foul line will be the regulation foul line. A player cannot intentionally go over the foul line when shooting a foul shot. If the player cannot reach the basket, and accidentally goes over the line, it is ok. A player going over the line cannot get his own rebound unless it is first touched by an opposing player first.

## Fouls:

Shooting fouls result in two foul shots.

Each team is allowed six (6) team fouls per half. On the seventh foul in the half a one and one shooting situation is given to the offensive team. On the tenth foul of the half two shots are given.

Player control fouls are not shot but charged as a personal foul to the player and as a team foul.

Players are allowed four (4) fouls and foul out of the game on their fifth foul. A player must stay in the game if he has not completed his minimum periods that he is required to play based on the number of players at the game. This player cannot score and if he commits a foul a 2 shot technical foul will be awarded and possession is retained.

If a player commits his fifth foul and has played the minimum periods required for the number of players at the game, this player has fouled out and must leave the game. (e.g., if the player was scheduled to play 4 periods but the minimum number of periods players on his team will play is 3 and he fouls out during the fourth period of play, he has fouled out and must leave the game.)

All technical fouls are two shot fouls and possession is retained. Technical fouls count as a personal and a team foul.

In the event of overtime the foul status at the end of the game does not reset but carries over into overtime (e.g., if a team is shooting one and one at the end of the game they continue to shoot one and one in overtime).

## Clock Management:

In the last minute of the game the clock does not start until the ball crosses half court. This rule applies to all plays where the ball must be in-bounded. (e.g., after a score, after a made foul shot, after a foul and a change of possession has occurred, after a time out). The clock does not stop on a live play such as a steal or a rebound.

## Time Outs:

Four (4) time outs are allowed per team during regulation time.

One (1) time out is granted per team during each overtime period.

Unused timeouts from regulation carry over to overtime.