

5th and 6th Grade Rules for Girls and Boys Divisions

All league rules will follow KSHSAA guidelines other than the following:

Game and Pre-Game Rules: All games will begin no less than 5 minutes following the previous game. It is the official's decision to allow for more time between games.

A team must have three players in order to avoid a forfeit. Some games do run ahead of schedule and it's the responsibility of the coach to have the team on the court when the officials call for starters.

It's the responsibility of the coaches to accurately complete the lineup card with the proper numbers for each player.

It is the responsibility of each team to provide one scorekeeper or clock operator. Failing to provide personnel for these tasks will result in a forfeit of the game.

Home team will provide the game ball.

The scorekeeper is the official scorer of the game. Clock is secondary.

Playing Time: It is required that all players play at least half of each contest. It's the coach's responsibility to substitute players to meet this requirement. There will be no stopping the contest for substitutions. Substitutions can be made per KSHSAA guidelines.

Game Clock: Games will consist of two, 20 minute halves with a running clock. Clock will stop on all time outs and other occurrences as deemed by the officials.

If there is a lead of 20+ points in the final 2 minutes, the clock will continue to run. No stopping of clock for reasons stated above except for time outs, technical fouls, injuries and other occurrences as deemed by the officials.

Half time is 5 minutes. Time between games will be no less than 5 minutes. Officials may allow more time between games if needed.

Overtime: There will be up to two overtime periods of 2 minutes each. In the event of a tie at the end of the 2nd OT, the 3rd OT will be sudden death, i.e. first basket wins. Possession in each OT will be decided by a jump ball at center court.

Timeouts: Each team is allotted four timeouts per game. Each time out will be a maximum of one minute in length. Each team will be given an additional timeout for each overtime.

Technical Fouls: Any technical foul called on a coach or a member of his/her bench will result in immediate ejection from the game and the gymnasium. Any unsportsmanlike technical called on bench personnel will also result in the coach losing his/her practice and game coaching privileges for the remainder of the season.

Coaches Box: The coach's box rule will not be enforced but **only one coach at a time is allowed to be standing during the game.** The first infraction receives a warning. The second infraction results in a technical and ejection.

A team may press in the backcourt during any portion of the game except, if a team is up by 10+ points, no pressing defense is allowed until the margin of the lead is less than 10 points.

Restraining Line: For all throw-ins from the sideline, the defensive player may not cross the sideline.