



5th-6th grade

1. Goal is 10'
2. Ball size is 29.5"
3. Foul line is normal
4. **Four quarter game with 6 minute quarters.** The clock will stop on dead balls, timeouts, injury timeouts, and technical fouls. One minute interval between quarters and 3 minute half time. Continuous clock at any point throughout the second half if a team is winning by **15 points**.
5. Teams may be called for delay of game for not hurrying on substitutions, dead balls, and free throws. The first violation will result in a warning. Any subsequent violations will result in one technical foul shot and possession of the ball.
6. **Teams may not press or defend in the back court for the first 3 quarters.** Players must be allowed to cross the mid-court line completely before being guarded. **Teams may press the entire 4th quarter.** **Once a team is leading by a score of 15 or more points, they may not defend in the back court.**
7. Out of bounds plays being passed from front court to back court can be contested by the defense if the ball had previously advanced over the center court.
8. Backcourt violations are cumulative and result in one technical foul shot and possession of the ball on the third and subsequent violations.
9. Overtime period is 2 minutes. If still tied after 2OT, the 3rd overtime will run untimed and will end on the first scoring play (sudden death).
10. **Each team will have 2 full time outs per half. Overtime - each team will have 1 extra time out.**
11. 3-pointers will be counted.
12. **Zone defense may be played at any time, presses included.**
13. Head coaches are responsible for the conduct of all personnel on their bench. A team may only have one coach standing at any given time.

14. All players must play one-half of each of the first three quarters regardless of the number of players. **If a player plays an entire quarter, he/she must sit the first half of the next quarter (including 4th).** Teams may substitute in the first and third quarters at the halfway mark of a period, or between periods. **Open substitution is allowed in second and fourth quarter.** Score keeper will notify the teams of the halfway break of the first and third quarters.

PLAYING REQUIREMENTS

***Teams must have five players in a game at all times unless players are not available due to injury or disqualification.**

***All other high school basketball rules will apply.**

***Any player or coach that receives 1 technical foul in one game will be ejected from the game. The MSMC Parks staff will determine any further action. MSMC staff reserves the right to use judgment in the cases of fighting or behavior problems.**

***A team may only have one coach standing at any given time.**

***Teams must have five players to begin a game. A 5 minute grace period will be given.**

Edited: January 2018