

## 5<sup>th</sup> and 6<sup>th</sup> Grade Rules

<b>Goal Height:</b>	10ft
<b>Ball Size:</b>	Intermediate (28.5)
<b>Court Size:</b>	Full Court
<b>Game Length:</b>	2 - 20 minute halves
<b>Clock:</b>	Running Time *Clock will stop for all official whistles in the last one (1) minute of second half.
<b>Substitutions:</b>	Subs may enter at dead ball.
<b>Intermissions:</b>	5 minutes at half time.
<b>Time Outs:</b>	Each team will be allowed (2) 30 second time outs per half. Clock will stop for all time outs.
<b>Scoring:</b>	Scoring will be kept <ul style="list-style-type: none"><li>• A tie at the end of regulation will result in a three minute running clock OT. Clock will stop for all official whistles in the last one (1) minute of OT. OT will begin with jump ball. If a winner is not decided at the end of OT, game will result in tie.</li><li>• Should team be ahead 10 points, it will be required for leading team to pass the ball a minimum of 5 times once they have crossed half court.</li><li>• <b>Home team is in charge of providing scorekeeper. Parent or sibling may scorekeep.</b></li></ul>
<b>Pressing:</b>	No Pressing. When defense rebounds, opposing team falls back past half court.
<b>Defense:</b>	NO zone defense. Players will play man to man. At the start of play following quarter or substitution, players will meet at half court and match up with opposing player they will be guarding. <b>NO DOUBLE TEAM.</b>
<b>Stealing:</b>	Stealing allowed on the dribble and the pass.
<b>Jump Ball:</b>	Will occur to start the game and at the half. Alternating possession begins with away team.
<b>Free Throws:</b>	Will be attempted(2).



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**Violations:** Ball will go to opposing team

- Travel
- Double Dribble
- Intentional Double Teaming a Player
- Stalling – Discretion of the referee
- Offensive 5 seconds in Key
- 10 Seconds – backcourt
- Personal Fouls - pushing, holding, tripping, charging, etc.

## **Penalty**

- If the defensive foul occurs while the offensive player is in the process of shooting, the two (2) foul shots will be awarded to the offensive player.
- On a non-shooting foul, the opposing team receives possession of the ball at the nearest out of bounds location.

Fouls will be called with whistle blown and ref will explain violations with ball going back to player committing violation. (Week 1)

Will be called with whistle blown, explanation of violation and ball will be given to other team out of bounds. (Weeks 2-6)

## **Technical Fouls:**

- Foul committed by player, coach or spectator for unsportsmanlike conduct.
  - Arguing with Referee
  - Profanity
  - Delay of game – Discretion of referee
  - Aggressive contact
- **Penalty**
  - 1<sup>st</sup> Offense - Removal from game for remainder of half
  - 2<sup>nd</sup> Offense – Removal from game for remainder of the game

## **Important Notes**

- If a team is lacking players on game day, we will ask to move players from opposing team to “even up” playing field.
- Officials will be liberal in their calls and will instruct players for the first week. Following the first week, officials will begin calling violations as they occur.
- MPPR reserves the right to modify or change rules during season.