

WE ARE HERE FOR THE KIDS. THE GAME SHOULD BE FUN.

WESTLAKE YOUTH BASKETBALL ASSOCIATION

Rules – Boys Fifth and Sixth Grade Division

The home team is responsible for providing the time- keeper, the visiting team is responsible for the score-keeper.

Game Timing: Games will consist of four (4), eight (8) minute quarters.

The time-keeper will start the clock when signaled by the referee and stop the clock during the following situations:

(1) The clock will stop at or near the 4:00 minute mark of the quarter to allow for substitutions. The referee will instruct the time-keeper when to stop the clock. Stoppage will occur when the referee can do so without interfering play.

(2) The clock will stop for all shooting fouls.

(3) The clock will stop during Team timeouts.

Each Team is permitted one [1 minute] time out per half. There is no carry over for unused timeouts.

(4) The clock will stop for a TWO MINUTE halftime.

(5) The clock will stop on ALL WHISTLES the last two minutes of the 4th Period.

The referee keeps the official time. If a question arises during the game on any matter including the time, the referee's decision is the final authority.

The score-keeper responsibilities include:

(1) Keeping track of the score.

(2) Keeping track of individual player fouls. A player is disqualified from the game on his/her 5th foul.

(3) Keeping track of team fouls by half. One and One Bonus free throws will be awarded on the seventh [7th] through [9th] Team Fouls in a half. A Double Bonus of two free throws will be awarded on the 10th Team Foul and subsequent fouls in a half.

The scorebook is the official record if there is a dispute between the book and scoreboard.

Playing Time:

Minimum Playing Time: Each player must participate in at least four (4) half-quarters.

Minimum Sitting Time: Each player must sit out a minimum of one (1) half-quarter (if the team has 6 or more players).

A violation of this rule may lead to a forfeiture and loss of the game and a coach's review, by the board, for possible dismissal as a coach.

Late Players:

Any player arriving prior to the 4:00 minute mark of the first quarter is considered to have been there for the full game. All minimum playing time/minimum sitting times would apply. The first 4:00 minute half-quarter could be used as the player's required minimum sitting time.

Any player arriving after the 4:00 minute mark of the first quarter is considered late. The coaches will do the best they can to meet the minimum playing time/minimum sitting times for the player without unduly penalizing those players who were on time. This provision also applies when a player is injured or becomes ill during the game.

A jump ball is used at the start of the game and alternate possessions will occur thereafter.

Coaches are permitted to instruct their team from the bench, and may not move onto the court except at half time.

Man- to- man defense will be played.

First 4 Games of the Season: No full court pressing; A defensive player picks up the offensive player between the midcourt line and the top of the key. Double Teaming is only permitted in the lane.

Beginning the 5 Game of the Season through the playoffs: Full court Pressing is permitted. A defensive player may press in the back court. If the defensive team has a lead of 10 points or more they can no longer press in the backcourt. Double Teaming is permitted anywhere on the court subject to the 10 point pressing rule.

Substitutions may occur during the game by either team at the free throw line or when the ball is out of play before the in-bounds pass is made, between quarters, half time and time outs (in addition to the 4:00 minute mark of each quarter).

Teams must have at least 4 players to start the game; opponent may play with 5. Each player must report to the scorekeeper before entering the game and will not enter until told to do so by the referee.

The net rim is to be set at ten [10] feet by hand crank available in each gym.

Free throws: Free throws will be taken behind the free throw line. The player will have 10 seconds to shoot the ball from the time that the referee is standing at the free throw line. If he does not shoot the ball in the allotted time, then the player will lose one of his free throws. In the event that the free throw lost is the last of the free throws, the player will lose the right to shoot the free throw and the other team will maintain possession of the ball.

On free throws, players are allowed to enter the lane on the RELEASE of the shot.

Players will be called for a lane violation if they remain in the lane for more than three seconds.

Three point baskets are allowed.

If at the end of the game the score is tied, the game will end as a tie.

Intentional fouls or Technical fouls will result in 2 free throws plus retention of the ball.

Any player or coach receiving two technical fouls during the game for their conduct [as opposed to inadvertent violations of specific rules] will be ejected from the gym and automatically suspended for the next game. It will be up to the Executive Director to determine if additional suspension is warranted.

Note: In the event, two grades play together, the older grade rules apply with the exception of the rim setting. The rim setting will be that of the younger grade.