

2017 5th & 6th Grade Basketball Rules

Please note: new this year is highlighted!!

1. Score and standings will be kept. End of season tournament will be held. Teams will be seeded based on end of season standings. **Mercy rule: If a team is 25 points ahead in the second half, score becomes locked; rest of game shall continue without addition of any further points with running clock.**
2. Equipment: Ball size is 28.5 inches; Goal height is 10 feet.
3. Teams will play 5 v 5; full court (running East-West in the Main Gym).
4. Each team receives two **(60-second)** time-outs per half.
5. **The game shall consist of two 15-minute halves. The clock will only run in the second half continuously if mercy rule is in effect. Half-time is 3 minutes.**
6. Substitutions are made during dead balls, timeouts, or to replace an injured player. Each player shall play approximately 50% of each game. There will be a minimum of 4 players on the court. If one team is shorthanded, the opposing team **WILL** play shorthanded.
7. Defense may only be played after the opposing team crosses half court. The offensive team must pass the half court line within 10 seconds.

In an attempt to help kids learn basic, man-to-man defense, players will line up at center court at the beginning of the game and at the beginning of the second half to allow coaches to match up players of similar abilities (as perceived by the coach). Although playing man-to-man defense is not required in this league, it is encouraged as it is a fundamental skill at the next level.

Full-Court Press Clause:

Either team may institute a full court press in the last two minutes **of the second half**, if the differential of points is 10 or less.

8. NFHS free throw rules apply, including shooting 1 & 1 on the 7th team foul and shooting 2 free throws on the 10th team foul, excluding player and team control fouls. Players will foul out on their fifth foul.
9. A jump ball will be used to start the game. Alternating possession will be used from then on.
10. Uniform jerseys with numbers must be worn at all times.
11. A 3-minute overtime period, with a stopped clock in the last minute, will follow if the game is tied at the end of regulation or overtime.

Emphases at the 5th & 6th Grade Level: Fundamentals, consistent rule enforcement, and normalized play. Fouls will be called when they are “plain to see” by the official/s. Limited instruction will be provided regarding basic rules, while an explanation will be provided for more complex concepts and procedures.

Infraction/Foul emphases: Traveling, double dribble, jump ball, 3-second violation, block/charge, reaching, hacking, illegal screens, push, backcourt, 5-second closely guarded violation, 10-second backcourt violation, and 10-second free throw violation.

Flagrant fouls and other misconduct: It is at the officials’ discretion to sub-out offending player(s).

Alamosa Family Recreation Center Rules:

Non-members of the AFRC have restricted access to the facility; they will only be allowed into the gymnasiums for spectating and have use of the restrooms on game and practice days. Non-members are welcome to pay the appropriate daily use fee to enjoy full access to the facility.

Children not participating in Parks & Recreation basketball programs must be under the close supervision of an adult at all times. Children under the age of 14 will not be allowed on the upper track unsupervised.

Also, the upper track is for walking and/or running, not for standing and watching games as it is a safety hazard.