

Boys & Girls Clubs of Bellevue/Mercer Island/Kirkland/Redmond-Sammamish
4th-6th Grade Boys & Girls
Basketball Rules

A. Participation Rules

1. Participation rules are designed to create equal playing time for all players. The maximum and minimum minutes per player will depend on the size of a team's roster. The table at the bottom of the official score sheet outlines these maximums and minimums. Each coach is responsible for substituting within these guidelines.
2. **The scorekeeper will also be responsible for recording all participation time and assisting the coaches to ensure that everyone is being allowed equal minutes.**
3. **Note:** A player may be held out for injury or for disciplinary reasons. Injured players should not be included on the score sheet that is submitted to the score keeper. Coaches need to notify an Athletic Director if a player is too injured to play. If a player is injured during the course of the game, coaches must notify the scorekeeper that they are holding a player out because of an injury. Players may also be held out by officials or the Athletic Director for disciplinary reasons. Coaches must get approval from an Athletic Director *before* limiting a player's minutes due to disciplinary reasons.

B. Substitutions – Keep normal substitution rules until PLAYOFFS

1. The clock will be stopped for substitutions at approximately the 5-minute mark in every quarter. Coaches please have your substitutions ready!
2. After substitutions the ball will be awarded to the team that had possession when the game was stopped. If neither team had possession at that time, the ball will be awarded based on the possession arrow.

C. Playoff Substitutions

1. All players must have at least 5 minutes of playing time in each half of the game. By the 5 minute mark of each half, all players must have entered the game. All players must sit at least one 5 minute shift in each half.

D. Uniforms

1. Uniforms may **NOT** be altered in any way (cut, ripped, marked). If the Athletic Director or Head Official determines the jersey is altered the person or persons will be removed from the game and have to find an approved same color shirt. **BEFORE ENTERING THE GAME ALL PLAYERS MUST HAVE THEIR JERSEY'S TUCKED IN.**

E. General Playing Rules: Game rules have been developed and modified to provide the most positive, fun, and enjoyment for the boys and girls!

1. The game will consist of four 10-minute quarters. During the first three-quarters of play, the clock will run continuously. During the fourth quarter, a continuous running clock will become a stop clock for the last minute of play as long as the teams are within 10 points of one another. If a timeout is called, or any other stoppage that requires the clock to be stopped, the clock will begin again at the live ball situation.
2. **Zone defenses will not be permitted.** All teams must use person-to-person defense. If the referee determines that a zone is being played, play will be stopped. For the first 3 quarters, multiple warnings may be given by the referee if the zone defenses are deemed "incidental". If

the referee feels they are consistent and no effort has been made to fix the issue, the referee can begin giving out team technical fouls. In the 4th quarter, and onward, the zone defense call will become more common and team technical fouls may be given out more often at the referee's discretion, based on the flow of the game. If a team technical is called, the opposing team will receive two points and the ball.

- i. The intent of these rules is to teach boys and girls good defensive position. Examples of person-to-person defense are as follows:
 - ii. Defenders MUST pick up their offensive player in a reasonable amount of time once they cross the half court line.
 - iii. The defender stays within six feet of their offensive player anywhere on the court.
 - iv. When a team is pressing, each player must stay within six feet of their offensive layer.
 - v. Double teaming, trapping, switching, and sagging will be permitted only if the defensive player remains within six feet of an offensive player he or she is defending. If an offensive player moves, the defensive player must follow.
 - vi. Any defensive player may stop a fast break or penetration drive to the basket, but once the defensive player has stopped progress they must switch or return to their normal player. The defender will have a reasonable grace period to return to their assigned opponent.
3. Four-corner and clearing-a-side offenses are not permitted.
 4. Girls & Boys 4th-6th must cross the mid-court stripe within 10 seconds.
 - i. **Over & Back violations will be called for Girls & Boys 4th-6th Grade.**
 5. Full-court pressing is allowed only in the following situations:
 - i. Girls & Boys 4th-5th may full court press in the final 2-minutes of the game, provided they do not have a 6 point lead.
 - ii. Girls & Boys 6th grade teams may full-court press at any time provided they do not have a 6 point lead.
 6. One-and-one foul shots will be taken after seven personal fouls per half. Double bonus occurs after the 10th team foul. Shooting fouls will receive two shots.
 7. Any player who receives their 5th personal foul will be fouled-out of the game.
 - i. Any player can be substituted for the fouled out player, IF all bench players have already hit their minimum minutes. If not, any player that has NOT hit their minimum, must enter the game.
 - ii. If a team only has 5 players and one of them fouls out, the following will occur:
 1. The player who has fouled out will remain in the game.
 2. Any subsequent foul, personal or player control, from that player will result in an automatic two points and the ball for the opposing team.
 8. Each team will be allowed THREE timeouts per game (ONLY 2 PER HALF).
 9. The alternate possession rule is in effect for grades 4th- 6th for any tied-up ball situations.
 10. When shooting a foul shot, players may enter the lane after the ball hits the rim. In order for a free throw to be counted as a basket, the shooter cannot step over the line until the ball hits the rim. If the ball does not hit the rim, it will be called dead. 4th-6th grade boys and girls will be called for lane violations.
 11. Offensive player-control fouls count as **personal fouls**. No foul shots will be awarded; the possession will be given to the opposing side.

12. If the score is tied at the end of regulation play, then a three-minute overtime period will follow. The last minute of the overtime period will be stop-clock game conditions. If a second overtime period is needed, it will be sudden death. Each team is allotted one timeout during the first overtime period. No timeouts will be allowed during the second overtime period. Restrictions on player time are **not** in effect in the overtime periods. If a player fouled out during regular play, they will not be allowed to participate in overtime play.

F. Coach and Player Conduct

1. Technical fouls result in an automatic two points and possession of the ball for the opposing team.
2. Any player receiving a technical foul will be removed from the remainder of the game and may be suspended from playing in the following game pending a review by the Athletic Directors.
3. Any coach receiving a technical foul must meet with the Athletic Directors before being allowed to coach another game. Any coach that receives two technical fouls in one season will be permanently removed from the team for the remainder of the season.

G. Mercy Rule: The points on the scoreboard will be reset to 0-0 if one team gains a 20 point advantage. However, the scorekeepers will continue to track the actual score on the score sheets.

1. Any team that wins a game by 40 or more points will not be eligible for the post season tournament pending a review by the Athletic Directors. Coaches should have a plan for tactfully controlling the score.

H. All other rules and regulations will be in accordance with the current Washington State Inter-Scholastic Basketball Rules and/or BBGC Athletic Director policy.

Please remember, officials make many judgment calls during the course of the game. They are human and will miss a call or make a mistake. However, their calls are final and will not be changed. Be patient, they are trying their best to be consistent, fair, and impartial.

The Positive Place for Kids!

	3 rd	4 th	5 th & 6 th
Boys Ball	Junior	Intermediate	Intermediate
Girls Ball	Junior	Intermediate	Intermediate
Height of Rim	9 FT	10 FT	10 FT
Key	5 Seconds	5 Seconds	3 Seconds
Jump Balls	Offense	Alternate Poss.	Alternate Poss.
Back Court	NO	Yes* (Rule D-4)	Yes* (Rule D-4)
Press	NO	Yes* (Rule D-5)	Yes* (Rule D-5)
Free Throw	12 FT	12 FT	15 FT