



League Rules

5th thru 8th Graders (5B, 6B, 6G, 8B, 8G)

UIL / NCAA Rules Apply except as modified:

Basketball Size:	Women's 28.5 (6G & 8G) Men's Regulation (5B, 6B & 8B)
Goal Height:	10 feet
Team Size:	5 players (5 on 5) Minimum team size is four (4) players
Defense:	Man-to-Man and/or Zone defenses are allowed. Full and Half court pressing is allowed, no pressing is allowed by a team that is ahead by 20 or more points. 5th/6th Grade Girls only: No full-court pressing until 4 th quarter of play.
Playing Time:	Four 10-minute running quarters. Each Player must play a minimum of two quarters, and there can be no more than (1) quarter differential between players.
Substitution:	Free substitutions on dead balls. Substitutions are allowed for injury/illness.
Clock:	Stops on the referees whistle in last minute of each half (2 nd and 4 th quarters) only, unless a team is leading by 20 points. Clock will NOT be stopped for set-up on free-throws.
Overtime:	2-minute overtime, maximum of three OT periods. Clock stops on referees whistle during the entire OT period.
Timeouts:	Two 1-minute timeouts per half, No carry over to 2 nd half. One 1-minute timeout per OT period.
Violations:	3-second lane violation, 5-second defensive violations, and 10-second rule to cross half-court are all in effect. Coaches can not cross half-court, or come onto the court during play.
General:	No Jewelry. No jean, denim, or cargo shorts. Game Conduct Rules are in effect.
Game Conduct:	1) One warning per coach per game, at the discretion of the referee or director. 2) One Technical Foul per coach or player per game. 3) After the 1 st technical foul, the coach will remain seated the entire game, except for timeouts. 4) If a second technical foul is assessed, the coach or player will immediately leave the gym or forfeit game, In addition the coach or player will suffer a one game suspension. 5) The Coach is responsible for communicating the game conduct rules to parents, and the coach will also be held accountable for parents conduct.
Game Forfeit:	The game will be considered a forfeit by a team that is unable to provide the minimum number of players within ten (10) minutes of the start time. If a game starts late, time between quarters and timeouts will be shortened to recover lost time. Coaches, with the agreement of the director on duty, can agree to modify game time (shorter or fewer periods) and minimum player requirements to accommodate unusual or unplanned situations. <u>If everyone agrees</u> , the game can be played and the outcome will be considered official.