

# Lakeville Boys' Basketball

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

The following game rules were written and adopted by Lakeville Head Coaches, John Oxton and Joe Janquart, with the following three goals in mind:

1. Kids have a great experience in participating in basketball games
2. Kids would experience realistic game scenarios
3. Games would be time efficient and kept on schedule

### GAMES

- All games will start 5-on-5
- Games are 40 minutes long. Two 20 minute halves (running time)
- \*\*Substitutions will be allowed at dead ball situations only –players will kneel by the score keepers table and be subbed in at the next dead ball with refs approval.
- Players DO NOT match up at half court. The kids are urged to match up on their own.
- Coaches will emphasize equal playing time for all players
- Jump balls will be alternate possession after the initial jump ball
- Teams get two – 45 second timeouts *per half*
- The last 3 minutes of the game will be stop time
- If a tie at end of regulation a 3 minute overtime will be played. IF NEEDED: The 2nd 3 minute overtime is "sudden victory" (first point wins)
- Each team will receive 1 timeout in overtime. No timeouts will be carried over
- Half-time will be 3 minutes long

### DEFENSE

- Man to man defense only with “help and recover” theory, but no switching, zones or double teams allowed.
  - Exceptions: Help defense is allowed if offensive player is unguarded or driving to basket; *will be based on referee's judgment*
- Pressing will be allowed all Season for the final 10 minutes of the 1<sup>st</sup> and 2<sup>nd</sup> halves. No pressing allowed with a 10 point lead
- Stealing will be allowed at any time during the season
- Loose balls and errant passes can be recovered by any player
- Defensive Rebounds are “live” until they are cleared from the Lane (Outlet pass is made). Then players are forced to fall back to half court.

## **FOUL / VIOLATION**

- All personal fouls will be recorded and assessed to the designated player
- All player fouls will also be recorded as team fouls
- Bonus free-throws (1 plus bonus) will be shot after a team reaches 7 fouls in a half. Meaning: person fouled is the shooter, if they make their first shot they get a second. If they miss their 1<sup>st</sup> shot the ball is a live rebound.
- PLEASE NOTE: THERE IS NO “FREE POINTS”.
- Double-bonus (2 free-throws) will be shot after 10 team fouls per half.
- All fouls in the act of shooting will result in 2 free-throws. Encourage players to hustle to the free-throw line positions
- Free throws will be attempted from the regulation FT line
- If the player commits 3 fouls in the first half, coaches are encouraged to sit the player for the remainder of the half. He may re-enter the game in the second half with the 2 remaining fouls.
- If a player commits 5 personal fouls, he will be disqualified for the remainder of any regulation and/or overtime play (no exceptions)
- The ball is “Live” upon release of the shooters hand on Free Throw attempts.

## **OTHER**

- 10 foot baskets and intermediate size basketballs will be used
- Players should play all five positions, if applicable
- All game results are final. No protests will be heard.
- All MSHSL rules apply if not specifically addressed above.

## **FAN BEHAVIOR**

Coaches will be responsible for the behavior of their respective parents. If at any time, a parent becomes irate, discouraging, or abusive to officials or any one on the opposing team, the coach will be asked to immediately step in to calm the situation. Continued unruly behavior will result in the parent(s) being removed from the gym or the offending team being assessed a technical foul, resulting in two points for the opposing team.

All complaints should be reported to and dealt with by the LSBBA or LNBBA Grade Level Coordinators and/or In-House Directors.