



Wayzata Boys Basketball Association

4th/5th Grade House League Game Rules

Balls

- Games balls must be 27.5

Baskets

- Baskets must be set at 10 feet

Players

- A team cannot start a game with fewer than five players in uniform. If a team does not have enough players five minutes after the scheduled start time, that team loses the game by forfeit. The players present may have an unofficial scrimmage for up to an hour or until the scheduled start of the next game.

Player Substitutions

- Clock will stop for substitutions at 15:00, 10:00 and 5:00 of each half. Players must be ready to enter the game, and this stoppage is not to be used as an “uncalled” timeout for coaching or strategy.
- Players cannot be replaced at other times during a game except for injury or disqualification (i.e., foul out or ejection).
- Players must have roughly equal playing time during each game. Unless a team has only five players present, no player should play the entire game.

Clock

- Two 20-minute halves with running clock except for injuries, timeouts, free throws, and dead balls in the last two minutes of each half. If either team leads by 11 or more points in the last two minutes, the running clock will continue until the lead is 10 or less.
- Clock stops every five minutes of game time (on a dead ball or referee’s discretion) for substitutions. Halftime is three minutes.
- Overtime period (if necessary) is two minutes with substitutions at one minute.
- If the score is tied at the end of the overtime period, the game ends in a tie.

Timeouts

- Three 60-second timeouts per team per game. One additional timeout awarded for each overtime period.
- Timeouts not used during regulation carry over to overtime.

Defense

- Man-to-man defense only. Double-teaming (help defense) is permitted only in the lane. Switching is allowed outside the lane (on screens, for example).
- Defense must fall back to half-court.
- **Press Defense** – Press defense will not be allowed until games after January 1st. Pressing will be allowed in all games after January 1st and in the End of the Season Tournament. Pressing is only allowed in the **last three minutes of the game**. The trailing team can press during this time; the team ahead can press as long as the lead is five points or less.

Scoring

- Made baskets worth two or three points (three pointers in play)
- Free throws are 1 point each

Fouls

- A player is disqualified after five personal fouls (including any technicals assessed against that player). If a team has only five players after a player fouls out, then no additional players on that team can foul out. Subsequent fouls on a player with five or more will result in the fouled team being awarded free throws and the ball out of bounds at mid-court
- If a team only has five players and a player fouls out then subsequent fouls will result in the opposing team being awarded free throws and the ball out of bounds at mid-court, regardless if the team is in the bonus.
- Team and player fouls are kept by the clock operator.
- The officials may call flagrant fouls at their discretion. A player will be forced to sit out for the remainder of the half or the game depending on the severity of the play.

Free Throws

- Free throw line is regulation 15 feet.
- One-and-one bonus free throws are awarded on the 7th team foul; double bonus (two shots) on the 10th team foul.
- Players on the lane, including the shooter, cannot enter the lane until the ball makes contact with the rim.
- The shooter will be allowed to cross the free throw line on free throw shooting attempts. No lane violation will be called.

Jump Balls / Alternating Possession

- Per MSHSL rules.

Violations

- The offense has 10 seconds to advance the ball across the midcourt line after it takes possession in the backcourt. The clock resets if the defensive team knocks the ball out of bounds or is called for a foul. A team is considered to have crossed midcourt when the ball and both of the ball handler's feet are in the frontcourt. A violation of the 10 second rule results in the defense being awarded possession of the ball.
- Lane violation. A player in the lane for 3 seconds or more will be called. Player will be warned for the first violation for the game. Subsequent violations will result in a turnover.

Miscellaneous

- For any situation that may arise during a game that is not addressed in these rules, the applicable MSHSL rule shall apply.
- The goal of the House League is to provide a fun, competitive basketball experience for all players.
- Coaches are strongly encouraged to take steps to control lopsided scores after their team is ahead by a large margin.