



Wayzata Boys Basketball Association

4th 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 50 minutes or until the scheduled start of the next game.

Player Substitutions

- Clock will stop for substitutions every 5 minutes of game time. 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, and dead balls in the last two minutes of the game. If either team leads by 11 or more points in the last two minutes of the game, 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 overtime.
- 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.
- **No Press Defense allowed.**

Scoring

- Made baskets worth two or three points (three pointers in play)

Fouls

- Each team is permitted 6 team fouls per half. On the 7th team foul and thereafter the offense gets 1 point AND the ball back
- On shooting fouls-
 - If the basket is made, then the points (2 or 3) count and the shooter is awarded one

- point. The ball goes to the defense (team that committed the foul).
- If the basket is missed, the shooter will be awarded one point AND the ball goes to the offense (team that was fouled).
- Team fouls will be kept by the clock operator.
- The officials may call flagrant fouls at their discretion for any unnecessary contact or sportsmanship. If a flagrant foul is called this will result in 2 points and the ball back for the other team. A player will be forced to sit out for the remainder of the half or game depending on the severity of the play.

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 will be called for an offensive player that stays in the lane for 3 seconds or longer

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.