

4th – 5th Grade Game Rules

1. **It is the coach's obligation to ensure all players receive equal playing time every game.** Players may receive less playing time if he/she misses three (3) or more practices.
2. A 28.5 size basketball will be used; basket heights will be at ten (10) feet.
3. The game will consist of four (4), six (6) minute quarters.
4. The clock will be ran as a regulation game. Therefore, the clock will stop on all dead ball situations.
5. During the regular season, if there is a tie at the end of regulation, a two (2) minute overtime will be played. If there is no winner after the two (2) minute overtime, the game will end as a tie.
6. Each team is allowed one sixty (60) second and one thirty (30) second timeout per half. One (60) second timeout will be given to each team in overtime. Un-used timeouts do not carry over.
7. Defensive players can guard offensive players once they cross half court.
8. The defensive team cannot steal the ball until the ball crosses half court and at least one offensive pass has been made.
9. Rolling the ball is not allowed under any circumstance.
10. Fast breaks are allowed in this age division.
11. Teams may defend and press the entire court during the last minute of the game and entire overtime.
12. Individual fouls will not be kept. However, team fouls will be kept and may lead to the bonus. If team fouls exceeds 7, the opposing team will shoot a 1 and 1. If team fouls exceeds 10, the opposing team will shoot 2 free throws.
13. Players cannot foul out, however, if a player is continuously fouling or making non-basketball fouls, the coach must sub that player out and review the rules.
14. In the event of a technical foul, the player receiving the technical foul must be substituted out of the game and the other team automatically receives two points and the ball.
15. If a coach receives a technical foul, he or she must remain seated for the conclusion of the game. After a technical by a coach, no coaches including assistants, are allowed to stand.

16. If one player receives two technical fouls, he or she will be ejected from the game and will need to meet with the Athletics Coordinator before participating in the next practice or game.
17. Only head coaches and players are allowed to call time outs. Assistant coaches must remain seated on the bench the entire game except during timeouts and intermissions. Assistant coaches who fail to follow this rule may be warned or issued a technical foul.
18. With the exception of the above rules, the IESA governing rules will be used.
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Tournament Rules

1. **Games will have two 10 min halves.**
2. **The home team is determined by the higher seed and will therefore receive the ball to start the game.**
3. **Each team is given 1 timeout per game**
4. **There is no "equal playing time" rule during the tournament.**
5. **There will be a two minute overtime and coaches will receive one 30 second timeout per overtime.**
6. **In case of a tie in overtime, one additional 2 minute sudden death game will be played. The first team to score will win. Timeouts do not carry over.**
7. **All coaches must be on the sideline. No coaches are permitted on the baseline.**
8. **All other rules will follow regular season rules and IESA standards**