

# Covington Youth Basketball League Rules – 5<sup>th</sup>/6<sup>th</sup> Grade Division

## General Roster Rules

- All players must be registered through the City of Covington.
- Rosters are limited to 10 players, unless approved by Covington Parks & Recreation staff.

## Game Format

- Teams: 5v5
- Ball: 28.5”
- Hoop Height: 10 ft
- Court Size: Full court
- Start of Game: The games will start with a jump ball.
- Game Length: Four 10-minute running clock quarters with a 2-minute halftime (if time allows).
- Stop Clock: The clock stops on dead balls in the last minute of the game, unless there is a lead of 12 or more.
- Timeouts: Two total.
- Scoring: The score will be kept during the game. Standings will be posted on [www.teamsideline.com/covingtonwa](http://www.teamsideline.com/covingtonwa)
- Lopsided Scoring: If at the start or anytime during the second half of the game the score exceeds a 20- point lead, the score clock will be turned off for the remainder of the game.
- Overtime: 2-minute overtime. If there is a tie at the end of overtime, we will have a jump ball and the next one to score wins.

## Substitutions & Playing Time

- Subs allowed only at the start of each quarter. If a team has over or under 10 players, we will allow one sub mid-quarter.
- Substitutions for injuries won't count towards a teams time out totals.
- Every player must play for at least 20 minutes. Coaches are responsible for fair rotation.
- Coaches should refrain from playing a player for 20 straight minutes unless limited on players.

## Defense

- Man-to-man, Zone defense and double teams are allowed. Back court defense is only allowed in the last 2 minutes of the game, unless there is a lead of 12 or more.
- Defenders may pick up their player only after the 1/2-court line.

## Offense & Movement

- Screens are allowed.
- Key Time: 3-seconds-in-the-key violations will be enforced.

## Ball Handling Rules

- Jump Balls: Always awarded to the offense.
- Stealing: Allowed on the dribble and a pass only. No stealing while the offense player is in a triple-threat position.
- Blocked Shots: A defensive player may attempt to block a shot.

## Fouls & Penalties

- Players can foul out after 5 fouls. Excessive fouls may result in a player sitting out.
- Free throws: taken on shooting fouls or the once a team reaches the bonus. (5th team foul per half). Free throws will be taken from approximately 12 ft.
- Technical/Flagrant Fouls:
  - Results in two free throws and possession afterwards.
  - Any player receiving one is removed for the rest of that half.
  - Two in one game = immediate removal + 1-game suspension.
  - Three in a season = 1-year suspension.
  - Coaches receiving two in a season are dismissed from coaching.
  - Bench technicals on parents/players are charged to the coach.

## Coach Conduct

- Coaches must remain seated except during timeouts, substitutions, or injuries. Chairs/benches provided.
- Judgment Calls: No verbal or non-verbal communication toward officials' calls/non-calls. Clarification questions may only be asked pre-game or halftime. Violations may result in a technical foul and possible suspension/expulsion determined by Recreation Staff.