

# 5<sup>th</sup>/6<sup>th</sup> GRADE BOYS & GIRLS YOUTH BASKETBALL LEAGUE RULES

**ROSTERS:** All participants must be properly registered through the City of Renton Recreation Division. Team rosters are limited to no more than 10 players unless prior approval from League Coordinator.

**SCORE:** The score will be kept during the game. No standings will be posted. In the event of a tie, a 2-minute stop-clock overtime period will be played. If the game is still tied after the first overtime, the game will end in a tie. Please manage your games wisely. Coaches who run up the score may be suspended or removed from the program.

- Lopsided Scoring: If the score exceeds a 20-point lead, the score clock will be turned off for the remainder of the game.

**START:** Game will start with a jump ball.

**HALVES:** Games will consist of two 20-minute running clock halves with a 3-minute halftime (if time allows).

**SUBSTITUTIONS:** Substitutions will only be allowed at the beginning of the half and the 10-minute mark of each half. In case of an injury, subs may come into the game on a dead ball. Every player must play a minimum of 20 minutes from beginning to end. It is the coach's responsibility to fairly rotate players.

**DEFENSE:** No full-court press or zone defense is allowed. Man-to-man defense only. Defender must be within 5 feet of their offensive player when they are within the 3-point arc, double teaming the ball is only allowed within the key.

- Zone Infractions: A zone infraction will be called if a defensive man is guarding an area. The first infraction will result in a warning, second infraction will result in a technical foul with automatic two points and possession of the ball.
- Our goal is participation. Players are to be coached in a team concept, using all the players on the court. Clear-outs, isolation plays, and one-on-one plays will not be allowed.

**SCREENS:** Screens are allowed and it's up to the coaches to teach it safely to their players.

**JUMP BALLS:** Whenever a jump ball situation occurs, possession of the ball is awarded to the team that is moving in the direction of the possession arrow on offense. The arrow then swaps to point to the other team.

**STEALING:** Stealing is allowed. It's the coach's responsibility to teach players proper etiquette and technique.

**BLOCKED SHOTS:** A defensive player may attempt to block a shot.

**FOULS:** Player fouls will be tracked to ensure the safety of the game. Players can foul out (after 5 fouls).

**FREE THROWS:** Free throws will be taken on shooting fouls or the once a team reaches the bonus. (7th team foul per half). Free throws will be taken from approximately 12 ft.

**TECHNICAL FOULS:** Any player receiving a technical foul or flagrant foul during a game, will be removed from the game immediately and sit out for the remainder of the half they are playing in. Any player receiving two technical fouls during a game will be removed immediately from the game and will serve a minimum of a one-game suspension. Three technical fouls in one season will result in a one-year suspension. Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed by the coach and Recreation Staff. All technical fouls will result in an automatic two points and possession of the ball.

**DISCIPLINARY ACTION:** Any player receiving disciplinary action from an official during the game may result in that child sitting out for a period of time. Overly aggressive or rough play will try to be corrected by the official by calling fouls or by the coach and may result in a substitution.

**COACH CHAIRS:** To foster a safe space for our officials and players, we ask that all coaches remain seated during the entire game, except for timeouts, substitutions, or an injury. Chairs will be provided to coaches approved to coach in the league.

**JUDGEMENT CALLS:** Coaches and players are prohibited from communicating (verbally or non-verbally) in reference to the "officials judgment" i.e., calls or non-calls. Coaches and players may ask for a rule clarification from an official only during pre-game and halftime. Infractions of this rule will result in a technical foul and possible suspension, or expulsion determined by the Recreation Staff.

**STANDINGS:** No league standings kept, all the teams are winners.

**KEY TIME:** 3 seconds in key time will be enforced.

**BALL SIZE:** Intermediate Size Ball, 28.5"

**HOOP HEIGHT:** 10 Feet

