

Commerce City Parks & Recreation Department

Youth Basketball Rules

5th – 6th Grade Boys/Girls

- ❑ National High School Basketball rules shall govern all occurrences not listed in the Commerce City Parks & Recreation Youth Basketball rules.

Rosters

- ❑ All rosters are set by the Commerce City Parks & Recreation Department and are limited to ten players per team. No child will be allowed to participate unless they are registered and assigned to a team by the recreation department.

Official Balls

- ❑ Intermediate Size Ball (28.5")

Playing Time

- ❑ Each player must play at least half of each game. If a player has not attended at least 2 of team's last 4 practices, then that player must play at least a quarter of each game. (Note: coaches must notify the scorekeeper which players that this rule effects)
- ❑ If a player is not put into play in the second half of the first quarter, the game will be stopped and that player will be put into the game. Failure to play every player half of every quarter of every game will result in a forfeit.
- ❑ No player may play the whole game unless a team has five players for the game.

Jump Ball

- ❑ Every game will begin with a jump ball at the center of the court. From that point on, teams will alternate possessions in the jump ball situations through the rest of the game and into overtime.

Game Time

- ❑ Games will consist of four ten-minute quarters with a running clock.
- ❑ There will be a five-minute break for halftime.

Clock

- ❑ A running clock will be used and will only stop for timeouts and the following:
- ❑ The clock will stop in the final two minutes of the fourth quarter if the game is within ten points or less. During this time the clock will only stop on the referee's whistle.

Time Outs

- ❑ Each team will be allowed two one-minute time outs per half. A player or a coach can call the time out if that team has possession of the ball or it is a dead ball.
- ❑ Time outs do not carry over into the next half or over time.

Overtime

- ❑ Two-minute overtime will be played if the game ends in a tie. During overtime the clock will stop on the referee's whistle. If a tie still exists after the overtime, the game will end in a tie.
- ❑ Each team will be allowed one timeout in the overtime.

Defense

- ❑ Teams will be allowed to play a man-to-man or zone defense.
- ❑ A full court press is allowed. However, once a team is up by more than 10 points they must then drop back to a half court defense.
- ❑ On all in-bound passes on the sideline the defense must stand two feet back from the line.

Substitutions

- ❑ Substitutions will only be allowed at the mid-quarter or in case of injury.

Fouls

- ❑ Each player will be allowed five personal fouls per game. After the fifth foul the player will have fouled out and will not be allowed back into the game.
- ❑ A bonus one & one free throw will be awarded after the seventh team foul. After 10 team fouls it will be an automatic two shots. Team fouls do not carry over into the next half, but they do into overtime.

Technical Fouls

- ❑ Technical fouls will result in an automatic two points awarded to the opposing team. The team awarded the two points will also receive the ball.
- ❑ A player given an unsportsmanlike technical foul will sit out the rest of the quarter. If that player receives a second unsportsmanlike technical foul in the same game they will be automatically ejected from the game.

If a coach, player, or team receives a total of three unsportsmanlike technical fouls during a game, the game will be forfeited.

Free Throws

- ❑ 5th & 6th Grade Boys will shoot from 15'

Three Point Shot

- ❑ The three point shot will be in effect

Protest

- ❑ No protests will be allowed

Coaches/Bench

- ❑ Only two coaches will be allowed on the bench with the players. (No parents or siblings)
- ❑ A coach is not allowed on the floor during any time of play.
- ❑ One coach will be allowed to stand in the coach's box while the other must remain seated on the bench.

NOTE: Any player or spectator who is ejected from a game for unsportsmanlike behavior, at a minimum will be suspended for the remainder of that game and the next game that their team plays.