**FIFTH AND SIXTH GRADE RULES:**

**GAMES:**

All 5th and 6th grade games will be 5 on 5 on 10 foot baskets.

**MINNESOTA HIGH SCHOOL RULES APPLY EXCEPT AS FOLLOWS:**

**GAME MANAGEMENT:**

1. Jump ball to start the game. Alternate possessions thereafter.
2. Twenty minute running time halves. Clock stops on a player injury. Clock stops on whistles only during the last two minutes of each half. Five minutes at halftime. One minute for time outs. Ten minute warm up to start games as time allows.
3. Teams must substitute every five minutes in each half. The time keeper will stop time on first dead ball after the five minute mark for substitutions.
4. Two time outs per game and one additional time out per overtime.
5. Free throws are shot from the standard free throw line.
6. Overtime will be two minutes stop time. Second overtime will be one minute sudden death victory (first team to score wins). After second overtime with no victor, the game ends in a tie for regular season games. For end of season tournaments, the one minute sudden death overtime will continue until a winner is determined. A jump ball will start all overtime periods.

**PLAYING TIME:**

1. Each player must play equal time per half. In the even of an odd number of players, each player must play a minimum of two quarters (two 5 minute rotations per half). If a player is injured and later returns to the game, the returning player and replacement player’s playing time must be divided equally. Example: Player A is hurt at the one minute mark and comes out. Player B replaces and finishes out the four minute rotation. Player B starts the next five minute rotation and plays for one minute and then is replaced by Player A.

**FOULS:**

1. Players foul out after five fouls. The score keeper must keep track of fouls.
2. Technical fouls result in two points and the ball.
3. Bonus free throws will be shot on the seventh team foul each half.
4. Double (2) bonus free throws will be shot on the tenth team foul each half.

**DEFENSE:**

1. Person to person defense only. No zone defenses. Coaches are required to teach team-defense principles. To clarify: This means on ball, deny, and help defense. If player A drives past their defender, the defending team is expected to help. This is not illegal defense or considered a zone. Weak side defenders should be in help position- with both feet in the lane. This is not considered zone defense.
2. **Fifth and sixth grade will be allowed to play full court defense beginning in January during the last five minutes of each half. Person to person and trapping allowed, but no zone defenses.**
3. Defenders are allowed to “pick” (stealing off the dribble) the ball from their opponent.
4. If a team is up by more than fifteen points in the second half the clock will run continuously.
5. If a team is up by more than ten points at any time the defending team must fall back past half court.

**OFFENSE:**

1. All baskets will count as two points except free throws. Shots beyond the three-point line will count as three points.
2. All players should rotate through all positions in third and fourth grade during the season. Tournament time players are allowed to play in the best-suited positions as determined by the coaches.

**Equal participation is a requirement** for all grade levels, including regular and overtime play. Any discrepancies must be noted before the conclusion of the game. Protests will not be handled after a game is completed. Key checkpoints are before the start of the 2nd half and before the start of the last quarter. Use these times to address and correct discrepancies. A technical foul and loss of possession will be assessed to the offending team. The equal participation issue must be corrected. If not correctable, the referee must be notified to render a decision regarding unequal play. Unequal play can result in a forfeit.

Examples of Equal Participation

10 players: each player plays four segments (half-quarters)

9 players: four players play five segments, five players play 4 segments

8 players: each player plays five segments

7 players: five players play six segments, two players play 5 segments

6 players: four players play seven segments, two players play 6 segments