



Anthony Wayne Junior
Generals Basketball

5th & 6th Grade League Rules 2025-2026

General Items:

1. Good sportsmanship is a non-negotiable requirement for all players and coaches. It is expected to be consistently demonstrated by players, coaches, and fans. Coaches and teams bear responsibility for the behavior of their fans.
2. Only the Head Coach is permitted to address the officials during games. Coaches, aside from the Head Coach, are **not allowed** to step onto the court or exit the designated coach's box to dispute an official's call. Officials have the authority to issue a technical foul if deemed necessary. All official calls are final
3. For their safety, players are not permitted to wear any jewelry (necklaces, bracelets, earrings, etc.)
4. Each player will receive roughly equal playing time during games. Time will be allocated at the start of each half for players to match up. Coaches are reminded to ensure substitutions occur at least halfway through each half to prevent players from sitting out an entire half.
5. All players must wear a jersey; the team listed on the schedule first will be in white. Jerseys must be tucked in during play. All players must carry their basketball shoes and put them on after entering the building for practice or games.

6. High school/Jr High Players will be used for the clock and score keeping duties.. Two registered officials will be used for officiating. All officiating calls are final.

7. A roster check may be conducted at any time during the season by any AWJGBB board member to ensure the fairness and integrity of the team and league. This practice helps maintain compliance with league rules and regulations.

Game Management:

8. At least **5 minutes** will be given for pre-game warm-up.

9. Each game will consist of **(2) 18-minute** halves with a running clock. The clock will stop for timeouts and during the last minute of the second half and for all foul shots. The clock will not stop for substitutions.

10. Halftime will be **3 minutes** long & the score **will not reset** at the end of the 1st half. Play will start promptly after the referee's whistle.

11.. Each team is allowed **(1) one minute** and **(1) 30 second** timeout per half. Unused timeout's do not carry over.

12. The **10 second rule** and **over and back violation** will be in effect during the entire season. If violation occurs, the opposing team gains possession.

13. The **5 second rule** and **3 second lane violation** will be in effect. If violation occurs, the opposing team gains possession.

14. Two foul shots will be given for a player fouled in the act of shooting. 5th and 6th graders will shoot foul shots from **15 feet**. **Players will "foul-out" after 5 total fouls**. After **seven (7) team fouls** in each half, a **one and one bonus** will be awarded to the fouled player. After **ten (10) team fouls**, the fouled team will be awarded **two free throws**.

15. Overtime will last **3 minutes**. The clock will stop **during the last minute of overtime play** each time the official's whistle is blown. Each team will be given **(1) 30 second** timeout for overtime play. Possession will be determined by a jump ball.

16. If after the **3-minute** overtime clock has expired and the score is still tied, a **Sudden Death Contest** will be in effect. A jump ball will start the **Sudden Death Contest**, **first team to score 2 points or more** wins, no running clock.

17. Any player ejected from a game must leave the immediate playing area. Players ejected from a game for unsportsmanlike behavior will face a **minimum one-game suspension**.

18. Any coach ejected from the game must leave the immediate playing area. If a coach is ejected and there is no other coach to handle coaching duties, the game will be called and awarded to the opposing team. (*Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension*).

Defense and Pressing

19. No zone defense will be allowed at any time. Each player will be required to guard another player and play “man to man” defense. Switching on screens is normal basketball play and will be allowed.

20. Double teams are **ONLY ALLOWED** in the key.

21. Players can steal from both the ball handler and on a pass.

22. If the ball is turned over to the defense, the offensive team must drop back and wait until the ball passes half court. Unless there’s 3 minutes left in the game.

23. Full-Court “man to man” defense is **only allowed** in the last **3 minutes** of the game including any overtime and during tournament play. If the team has a **10-point lead** they will **not be allowed** to employ a full-court “man to man” defense.

Tournament Play:

24. All contests will be recorded during the regular season to determine proper & fair seeding for the tournament.

Xavier R. Graciani
President AWJGBB