



## City of St Joseph Parks & Recreation 4<sup>th</sup> – 5<sup>th</sup> grade Basketball Rules

### Objectives

Emphasis will be on maximum participation by each youth.

Each player will learn and/or improve upon individual basketball skills, team play, group cooperation and sportsmanship

Instruction and recreation shall be of more importance than competition.

The Michigan High School Athletic Association (MHSAA) rules shall govern play with the following exceptions:

**Playing Time** - ALL players are given an EQUAL opportunity to participate. The only exception would be in case of an injury, illness or disciplinary action.

**Format** - Program will be 4 v 4 for 2<sup>nd</sup> – 3<sup>rd</sup> graders

5 v 5 for 4<sup>th</sup> – 5<sup>th</sup> graders

5 v 5 for 6<sup>th</sup> graders

**Forfeits** - There will be no forfeits. If one team is short players they may borrow from the opposing team. Every effort should be made by the coaches to have a game if enough total players are present.

**Game Time** – The game will consist of four quarters of 12 minutes each with a running clock. Please begin and end on time.

The clock will stop to split the quarters into thirds. It will stop at the 4 minute and 8 minute mark each quarter for substitutions. This is not a time out.

**Scorekeepers and Timekeepers** – The home team (listed first on the schedule) is responsible for supplying a scorekeeper

**Jewelry** – For safety, players are not permitted to wear jewelry during a game (earrings, bracelets or necklaces.)

**Breaks** – There will be no rest between periods. There is NO halftime.

**Timeouts** – Each team is allowed two – 30 second timeouts per game. The clock will stop for all timeouts.

**Keeping Score** – At the conclusion of each quarter the scoreboard will be returned to zero.

**Substitutions** – will be made at the 4 minute and 8 minute mark of each quarter and at the end of the quarter (unless there is an injury or fatigue). Coaches will try to line up the best players against each other. Substitutions are to be made quickly to keep the games on schedule.

**Jump Balls** – Games will begin with a jump ball and the alternating possession rule will be in effect for the rest of the game.

**Referees** (coaches) may feel it is not necessary to call all rule violations that are committed. Use discretion in calling violations.

### **Violations for the first 4 games**

Blow the whistle, explain the violation and then return the ball to the person who committed the violation to proceed with the game. Start at half court

### **Violations for the final 3 games**

Blow the whistle, explain the violation and the opposing team receives the ball out of bounds.

### **Free Throws last 3 games**

Each team will line-up and shoot free throws a minimum of one time per game from 12ft.

### **Rims**

2<sup>nd</sup> – 3<sup>rd</sup> grade – 8.5'

4<sup>th</sup> grade – 9'

5<sup>th</sup> – 6<sup>th</sup> grade – 10'

### **Defense**

Only Man to Man defense is allowed. No zone allowed.

No stealing is allowed when the opposing player is dribbling the ball. You may only steal on giveaways and passes.

Double-teaming is not allowed unless in the paint. A teammate may help block a shot in the paint.

Once the defense has rebounded the ball, all players must immediately retreat to the other side of half court. The offense must be allowed to cross center court before being defended.

Personal fouls will not be tracked. It is the responsibility of the coach to control their players. If play becomes too physical, player substitutions may be necessary.

### **Sportsmanship**

Please have players line up before the game and shake hands and say good luck. At the conclusion of each game, coaches and players will congratulate members of the opposing team.

Street shoes and boots should not be worn in the gym. Basketball shoes should be carried to practice and games so that they arrive clean and dry. Please change shoes upon arrival to the gym.