



Walled Lake Community Education

5th & 6th Grade Basketball Rules

TEAM

- Team will consist of players assemble by Walled Lake Community Education (WLCE). Please see the *Team Formation Guidelines* for more information.
- Only players registered with WLCE can participate in practice and games.
- Players can only play in the league designated for their grade level.
- All players must be registered and put on teams by the WLCE Office prior to participating in practices and/or games.

GAME

- Games are played with a 5 on 5 format.
- Coaches must present a roster with player's name and jersey number to the scoring table before each game. The scorers' table will have a copy of your team's roster to check all players.
- Forfeit time will be five minutes after the scheduled starting time. There will NOT be any borrowing of players. Once the game has started, a team may continue to play with no less than four players because of fouls, injuries, or disqualification.
- A jump ball will start the game and overtime period, alternating possessions to start each quarter. The team with possession of the ball at the 4-minute mark will retain possession after substitutions.
- The game shall consist of four 8-minute quarters. If a team has 9 or more rostered players in attendance, a 5th quarter will be added.
- Each player must play a minimum of 4 consecutive minutes per half.
- Each player must sit out at least 4 consecutive minutes per half. If a player comes in for an injured player, this does NOT count towards the players 4 consecutive minutes.
- At the four-minute mark of each quarter, the horn will sound for mandatory substitutions. In an effort to keep the game moving, please have players ready to play. Coaching is encouraged, but in a timely manner.
- There will be one minute between quarters and three minutes for halftime.
- Time will be kept with a running clock.
- Two timeouts, one minute in length, will be allowed per half.
- Man to man defense is to be played. A warning per team will be issued and 1 point will be awarded to the offensive team for each penalty after.
- A five second lane violation will be enforced.
- A ten second backcourt violation will be enforced.
- Technical fouls will result in a point and ball for the opposing team. No free throws will be shot for technical fouls.
- Will use intermediate (285/28.5) basketballs and 10 foot hoops.

VIOLATIONS

- Traveling is a player moving their feet in excess of the prescribed limits while holding the ball.
- Double dribble occurs when the dribbling motion of the offensive player has ceased, and that offensive player resumes dribbling again.

- Palming or carrying the ball is when the offensive player with the ball puts his or her hand under the ball during successive dribbling.
- Kicking the ball occurs when any part of the body from the waist down contacts the ball. Accidentally kicking the ball with the foot or leg is NOT a violation.
- The boundary lines are considered out of bounds. A player is considered out of bounds if any part of his or her body is in contact with the boundary line. The body has to just touch the boundary line to be considered out of bounds.

Points of emphasis violations

- Reaching: Stealing is allowed but excessive contact with the opposing player while trying to steal the ball is a foul. Solid man to man defense is encouraged.
- Moving / Illegal Screens: When a player makes contact to impede an opposing player by moving pushing, or extending any part of his body. A player must be set with movements allowed for self-protection.

FINAL TWO MINUTES

- Coaches may substitute freely with two minutes or less left in the game provided all players have met their play requirements.
- A full court press may be used with two minute or less left in the game. Man to man defense will still be enforced. A team CANNOT press if they are leading by 10 or more points.
- The clock will stop on any whistle. The clock will NOT stop if the point differential is greater than ten points.

BONUS SITUATION (Starting with the 7th team foul per half, bonus situation will begin)

- If a player is fouled in the act of shooting and the basket is made, 1 additional point will be awarded to the offensive team and the defending team will get possession.
- If a player is fouled in the act of shooting and the basket is missed, 2 points will be awarded for the offensive team and the defending team will get possession.
- All non-shooting fouls will result in 1 point for the offensive team and they will maintain possession.
- After 10 fouls, non-shooting fouls will result in 2 points for the offensive team and they will maintain possession.

OVERTIME

- One two-minute overtime will be played.
- FINAL TWO MINUTE rules apply.
- A jump ball will start the period.
- Teams will receive one timeout. Unused time outs will NOT carry over.
- If the game is tied at the end of 1st overtime, the game will end in a tie.

**If you have any question regarding rules, please contact WLCE at (248) 956-5000
or see your gym supervisor.**