



The National Federation of State High School Association Basketball Rule Book and the Local Rules will be the Official Rules for WSR/MWR combined league.

Ages 5-6

#### Pre-Game Play

- Teams will be given 5 minutes to warm-up before the start of each game. This time may not interfere with the start of scheduled games.
- Spectators are asked to stay on the opposite side or designated seating of players benches before, during, and after games.
- All Jewelry must be removed prior to warm-ups. This includes but is not limited to earrings, bracelets, necklaces, and any or all accessories not issued for the sport of basketball.
- A minimum of 5 players are needed to start a game. Teams may share players to prevent a forfeit. However, it is the responsibility of designated coaches to properly field their team(s) with enough players before game day.

#### Game Operations

- 2 Officials will be needed at every game.
- Ball Size 27.5
- Teams will have no more than 10 or no less than 8 children on their roster.
- Games will be played 5 VS. 5. Each team will start with an equal number of players.
- Recommended goal height is 6 feet for this age group.
- Four 6-minute quarters with 2 minutes in between and 3 minutes between halves.
- Score Board will not be reset after each quarter.
- Game Clock will start at 45 minutes and will run continuously except for time-outs. (start/restart rule.)
- Offensive team has 10 seconds to get the ball across half court or they will be subject to (10 second violation)
- Time Outs: 3 Two-minute time outs per game. Coaches may not call a time out to address perceived discrepancies caused by officials. If they do they will forfeit that time out.
- Overtime period: There will be no designated overtime period for this age group.



## Rules of Play

- Free throw Line: Free Throws will not be conducted at this age.
- Full Court Press: There will be no Full Court Press allowed for this age group. Full Court Press violations will result in the ball being placed in bounds at mid-court. The press line will start at the half court line.
- Cooperative Defense (Cold): To avoid potential injuries and fouls no pass can be intercepted or stolen until the ball passes half court. Now, the ball may only be intercepted or stolen while the ball is in motion or being passed. There will be no (Hot) defense allowed for this age group.
- If a team has a deficit by 10 points or more, the defending team cannot play defense outside of the 3-point line.
- There may be two coaches per team and available during games. However, one coach may stand in front of his/her bench only to signal instructions to players without any penalty to the coach. This rule is necessary to prevent confusion on behalf of the children on the court. Only two coaches may be on the sideline at a time. The designated coach may be 5 feet away from the bench unless approaching the scorer's table inside of the coaches' box.
- Technical Fouls: Will be given to any player, coach or spectator by the official when unsportsmanlike conduct and behavior is displayed. This warning will only be given once. At the time of the second infraction the official will ask that the violator(s) be removed from the gym for the duration of the game. If the violations persist the official will call a forfeit for the violating team. This rule is necessary to foster good sportsmanship and a safe environment for our children to play.

## Technical Foul Violations:

1. Any language or physical gesture that is deemed foul, racist, sexist, anti-religious, or may lead to a major disruption of the game in play.
2. Threatening a child, parent, coach, official, MWR, or WSR staff member.
3. Physical contact to demine, threaten, disrupt, or cause harm to a child, coach, official, MWR, or WSR staff member.
4. Excessive arguing with officials, or score keepers that leads to a disruption of the game.
5. Parents/Spectators approaching scorers' table with the intent of causing a disruption of any kind.



Technical Foul Violation Parameters:

1. A Technical Foul will be called on the individual that violates one or more of the aforementioned violations.
2. The second infraction will be deemed unsafe or disruptive behavior and the violator will be asked to leave the gym for the duration of the game. This is done to enforce a cool-down period.
3. The third and final infraction will result in forfeiture of the game in play and will result as an official loss for the team that the individual(s) are associated with.

Barring Injuries, illness, or disciplinary action, each player must be afforded the opportunity to play 50% or half of a game. If a player cannot play due to illness, injury, or disciplinary issues, the official and WSR/MWR representative will be notified before the start of the game. If a game requires a forfeit or cancellation a WSR/MWR representative must be informed no less than 1 calendar day of the scheduled game to allow for proper communication and the possibility of having the game rescheduled. If the WSR/MWR representative is not notified there will be no means available for rescheduling. No exceptions.

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Danny Howell