

## Chesterfield Township Parks & Recreation

### Basketball League Rules

#### Grades: 5 & 6

**PHILOSOPHY:** The purpose of the basketball program is to promote and teach sportsmanship, team work, hand-eye coordination, the ability to follow directions, strengthen physical development, increase knowledge and to develop a love of the game.

#### **LEAGUE RULES:**

1. League will consist of both girls & boys.
2. All basic rules of high school basketball apply except as outlined below.
3. The game will consist of six (6), six (6) minute running time quarters with all overtimes lasting three (3) minutes. The clock will stop on all dead ball situations in the last minute of the last quarter before half time and the last minute of the last quarter of the game and all overtimes.
4. There is a maximum of two (2) timeouts per game. There will be one (1) timeout for every overtime period.
5. Teams have the option of playing either a man-to-man or zone defense.
6. NO FULL COURT PRESS is allowed after any dead ball situations, except in the third (3<sup>rd</sup>) and sixth (6<sup>th</sup>) quarters last quarter before half time and the last minute of the last quarter of the game and all overtimes. All defensive players must retreat behind the ten (10) second line before the ball is put into play and remain there until the ball crosses the ten (10) second line.  
  
**Full court pressure is allowed in the third (3<sup>rd</sup>) and the sixth (6<sup>th</sup>) quarters.** Pressure means any defense applied prior to the half court line. Full court pressure is allowed during overtime. However, any team with at least a ten (10) point lead may not defensively pressure the ball full court in any situation. The difference between going aggressively after an offensive rebound or pressing after the defense gets the rebound will be the judgment of the officials.
7. A jump ball can ONLY occur at the beginning of the game and at the beginning of any overtime periods. Possession will alternate between the two (2) teams in all other instances.
8. Foul Shots:
  - a. First six (6) fouls in each half will not be shot unless in the act of shooting. The bonus situation takes place after the seventh (7) foul in each half. After ten (10) fouls two (2) shots.
  - b. Each player will be allowed five (5) personal fouls.
  - c. All technical fouls will award the opposing team two (2) free-throws and count as one (1) personal foul.
9. The three (3) second rule will apply for the offensive players in the key.

10. Each player must play a minimum of two (2) six (6) minute quarters. They must be uninterrupted.
11. No player may play the entire game. A player must sit out at least two (2) six (6) minute quarters (unless there are seven or less players on that team). If this rule is violated, the team in violation will forfeit said game.
12. Players that have not played in the 1<sup>st</sup> quarter or 2<sup>nd</sup> quarter, MUST play in the 3<sup>rd</sup> quarter.
13. Teams play 5 on 5, but a team may start with at least four (4) players on the court and either head coach or assistant coach to start the game.
14. Game forfeiture is five (5) minutes after scheduled game time or five (5) minutes after the prior game.
15. Each team is responsible for providing one referee, if necessary.

#### **LEAGUE POLICIES:**

1. Positive Cheering Only. No comments are to be directed to opposing team or game officials.
2. Parents are never to approach an official; not before, during or after a game. Questions regarding rule interpretation and overall general conduct should be directed to the Parks & Recreation Department.
3. No awards will be given but scores and standings can be kept contingent on the following:
  - Each team, each game, must provide one adult volunteer willing to keep track of the scores using the score flip boards and coordinating with coaches/referees for the official score.
  - The Hall Monitor will be responsible for bringing the score flip boards. They will also bring a set of score cards for each coach to write-in the final score, sign and return to the hall monitor after the game. There are just two score flip cards available, if one disappears, we will no longer be able to keep track of scores or standings.
4. Players are not to wear jewelry or wrist bracelets of any kind.
5. Smoking, tobacco products, & alcohol is strictly prohibited on school and township property.
6. No food, drink or liquids allowed in school buildings. Please use the water fountains. Bouncing basketballs and running in the hallways is not allowed. Shoes and roller shoes that mar the floors are strictly prohibited.
7. Children must be supervised at all times.
8. Bouncing basketballs along the sidelines during a game is also prohibited.
9. All “official” practices and games are scheduled through the Parks & Recreation Department.
10. Coaches are not to encourage or condone unnecessary roughness. Any player using unnecessary roughness will be called out and warned once per game. On a second occurrence, a player will be removed from the game. A second occurrence must be reported to the Parks & Recreation Department the next business day. Additional penalties may be assessed.
11. A coach or manager who is ejected from a game will include a minimum suspension of 2 games with further review from department staff depending on infraction.

12. Coaches are encouraged to teach the game of basketball. Ball handling, shooting form, lay-ups, passes, cuts, screens, offense, defense, and all other aspects of the game unless otherwise stated in these rules. Always keep in mind the age and skill level of your players. Sportsmanship must come first!
13. Coaches must return all equipment after the last game to a departmental representative. Coaches will be held responsible for any missing equipment.
14. In case of severe weather, cancellations will be posted by 4:30PM on our weather hotline. The hotline can be reached by dialing 586-949-0400, press 4, then 1. The most up-to-date cancellations will be posted on the Chesterfield Township Parks and Recreation Department's Facebook and Twitter pages.
15. In the case of severe weather that occurs after 4:30PM and prior to a practice/game time, cancellations will be determined by the league officials at practice/game time. All players and coaches should report to the practice/game site.

**FOR THE BETTERMENT OF THE LEAGUE, THE PARKS & RECREATION DEPT.  
RESERVES THE RIGHT TO MAKE CHANGES TO THESE RULES, & POLICIES AT ANY TIME.**