

SE Minnesota Youth Basketball Game Rules Grades 4 - 6

1. All teams are requested to bring their own basketballs for warm-ups. However, if the home team can provide basketballs for warm-ups, please do so and notify the visiting teams to keep their own balls bagged up. The host school should provide the game ball. Ball size is the 28.5 women's basketball for all games.

Note: MYAS has recently adopted a rule providing for use of a 27.5 inch circumference basketball for 3rd and 4th grade basketball tournaments. SE Mn Youth Basketball will not be implementing this rule this season due to the requirement of purchasing this size. However, it will be considered in future seasons.

2. Games will be 1 hour in length. If a two hour block is scheduled for just two schools, play two separate games within that time period.
3. Halves will be 20 minutes in length using a running clock. The clock stops only for timeouts and substitutions. If the school has the ability to stop the clock, the final two minutes of each half will use a stopped clock at each whistle.
4. There will be three minutes between periods.
5. Overtime will be 2 minutes using a using a stopped clock, if available. If the score remains tied after two minutes, an additional 5 minutes of running time will be played, with the game ending when the next team scores. If no team scores within those 5 minutes, the game will end as a tie.
6. Prior to starting a game, every team should be provided a minimum of five minutes to warm-up, regardless of whether the games are running behind schedule. However, coaches may waive or reduce the warm-up time if they choose to do so.
7. No zone defenses will be allowed. Person-to-person defense only. Double teaming is allowed only on the player with the ball.
8. For 5th and 6th grade games, full court presses are allowed during the last two minutes of the second half and overtime only. Pressing is not allowed if the defensive team is ahead by 10 or more points. No full court presses for 4th grade games.
9. Three point field goals will count if the court is properly marked.
10. Team fouls and individual fouls must be recorded at the scoring table. Referees need to remember to report all foul calls to the scoring table.
11. Teams will shoot two free throws on shooting fouls. Two free throws will begin on the sixth foul (no one-on-ones). Individuals foul out of the game on their 5th foul.

12. When shooting free throws, fourth and fifth graders are allowed to start at the free throw line and jump across it during the shot. Sixth graders must shoot from behind the line. Players in the lane may enter the lane at the release of the free throw. The free throw shooter must remain behind the free throw line until it reaches the rim. Other players must remain outside the three point circle until it reaches the rim.

Note: MYAS has recently approved moving the free throw distance to 12 feet for 3rd and 4th grade basketball tournaments. SE Mn Youth Basketball will not implement this change during this season. However, it will be considered for future seasons.

13. Technical fouls will award two points and the ball at half court to the offended team.

14. An intentional foul will be considered a technical foul.

15. Person-to-person defense is required whenever an offensive team is in an offensive set (i.e. fast breaks are not included). Guidelines for defensive rules have been provided in a 'Defensive Rules' document. Officials who believe the person-to-person defensive rules are being violated should begin by calling a time out, stopping the clock, and having a discussion between the head coaches and officials only, away from the team benches. Subsequently, an official has the option to issue a technical foul to a team deemed to be repeatedly violating person-to-person defensive rules when the violations appear intentional or blatant.

16. Prior to each game, officials should conduct a pre-game conference. This conference is to include the officials and the coach for each who will be designated as the head coach for the game. During the game, the head coach is the only coach who may question the officials before, during, and following the game. This is to prevent abuse that has experienced by officials from assistant coaches, parents, and other fans. Head coaches are asked to intervene in an instance where this rule is not being followed.

17. Officials may issue technical fouls for inappropriate behavior, whether it occurs from the head coach, assistants, bench players, or parents. Officials may choose to provide a warning to initially try to correct the behavior, which may require the head coach to address their assistants, players, or parents. Technical fouls of this nature are assigned to the head coach.

18. Profanity by players or coaches will result in an immediate technical foul, without a warning being issued.

19. Any player awarded a technical foul must sit out the remainder of the half.

20. Coaches issued a technical foul will be required to remain seated on their bench for the remainder of the game.

21. Two timeouts per team per half. One timeout per team per overtime. Timeouts will be 30 seconds in length.

22. Substituting players must check in with the scoreboard official.

23. Officials are either volunteering their time or receiving minimal payment for their efforts. They should not be subjected to any abuse from coaches, players, or fan. In the event they experience unacceptable behavior, they have been instructed to speak with the site supervisor and/or head coach and request the removal of the offending coach, player, or fan. Refusal to leave the facility will result in the forfeiture of the game.
24. Good sportsmanship is a standard that should be taught at an early age. Let's encourage competition and learning, while discouraging the concept of winning at all costs. Coaches should remember that good sportsmanship begins with them; players and parents will follow their lead.
25. In case of bad weather, the administrator for the respective schools should contact each other to make the decision on cancellation. Cancelled games will not be rescheduled.