

# CREEKSIDE BASKETBALL LEAGUE

## 4th AND 5th Grade Division Game Rules

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### ELIGIBILITY

This league is for players who are in 4<sup>th</sup> or 5<sup>th</sup> grade.

### EQUIPMENT

COURT: The size of the floor will be an elementary-size court.

GOALS: The goals will be set at 9 feet.

FOUL LINE: The foul line will be 1 foot shorter than the regular line.

BALL: The official basketball shall be a 28.5" basketball.

## PLAYING REGULATIONS

### 1. TIMING REGULATIONS:

- a. The game will consist of **4 periods of 8 minutes each**. The clock will be stopped only for time-outs and free-throws or stopped by the officials, except for the last 10 seconds of the first three quarters and the last 2 minutes of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules. **The clock does not stop on a made basket at any time.**
- b. If the score is tied at the end of regulation play, the first two (2) overtime periods shall be 2 minutes each with normal play. However, if a third overtime is needed: 1) it will be a sudden victory with the team scoring the first point winning the game and 2) a coin toss will determine who gets the ball 1st. Overtime is an extension of the 4<sup>th</sup> quarter and all high school rules apply except for jump ball situations.

### 2. PLAYER PARTICIPATION

- a. **Each player must play at least 2 quarters FROM BEGINNING TO END.** Scorekeepers should notify coaches before the start of the 4<sup>th</sup> quarter of players who have not met this requirement. Non-compliance will result in a forfeit. (A player becoming sick or injured during the game will be exempt from this requirement.)
- b. **All players must sit out at least one full quarter.** This rule does not apply to either team if one team starts the game with less than seven (7) players.
- c. If a player arrives after the beginning of the 2<sup>nd</sup> quarter, the two quarter minimum rule does not apply to that player. However, the player must play at least one quarter, from beginning to end, in the 2<sup>nd</sup> half.

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### 3. JUMP-BALL SITUATIONS:

The game shall begin with a flip of a coin with the winner getting the ball first. For each jump-ball situation thereafter, possession will be given on an alternating basis, including all overtime periods. The team in possession will have the option of putting the ball in play from the nearest end line or sideline.

### 4. DEFENSE:

- a. Each team must play man-to-man defense during the first two quarters. Any half-court defense may be used in the 3<sup>rd</sup> and 4<sup>th</sup> quarters. A player more than 3 feet from the opponent he/she is to defend is considered to be playing zone, provided the offensive player is within reasonable shooting distance to the goal.
- b. There will be no defense allowed in the backcourt **until the 4<sup>th</sup> quarter** (and any subsequent overtime periods). A team that is 10 points or more ahead may not press full court
  - i. BEFORE ANY DEFENSIVE PRESSURE MAY BE APPLIED, the offensive player with the ball must have both feet and the ball in the frontcourt. The defensive player must be at least six feet from the mid-court line.
  - ii. Once the offense has the ball in its frontcourt, backcourt defense may be played during that possession.
  - iii. Incidental backcourt defense will be called if a defensive player accidentally interferes with play in the backcourt. The ball will be awarded back to the offense and a backcourt violation will not be called.
- c. Trapping or double-teaming will not be permitted during the first two quarters, except when the ball is in the 3-second lane. Switching, however, is permitted as long as there is only ONE defensive player at a time playing the person with the ball.

**Note:** A violation will be called and the ball awarded to the offense IF ANY ADVANTAGE IS gained by the defense because of a 2-on-1 or backcourt defense.

**Note:** If a defensive violation is called simultaneously with a made shot, the basket shall count and the defensive violation call ignored.

### 5. ISOLATION:

- a. All players must remain in active participation and/or not allowed to stand in an isolated area of the court while others work 1-on-1 or 2-on-2 patterns.

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**Note:** An isolated area of the court is any area too far from the goal from which a reasonable shot may be taken.

**Note:** Penalty for violation will be loss of ball.

### 6. SCORING ON THE WRONG BASKET

The basket does not count and the result is a turnover. The opposing team receives the ball under the basket upon which they are shooting.

### 7. INDIVIDUAL SCORING LIMITS:

A player may only score and be given credit for a maximum of 16 points for the entire game. However, if a player has 15 points, he/she can make one more basket and the points will count. If a player is fouled and has 15 points, he/she will be allowed to shoot both free throws and any resulting points will count. If a player is fouled after accumulating 16 points, the coach of the fouled player may select a player that is currently in the game to shoot the free throws.

### 8. MISCELLANEOUS RULES:

- a. After any combination of 2 per half of the following infractions, the 3<sup>rd</sup> violation will constitute a technical foul with the offended team being awarded two free throws and possession of the ball:
  - i. Zone defense (first half)
  - ii. Backcourt defense (first 3 quarters)
  - iii. 2-on-1 defense (first half)
  - iv. Isolation (entire game)
- b. Each team will be allowed **four timeouts per game** plus one additional timeout for each overtime period.
- c. **The 3-point line will be used the ENTIRE game.**
- d. The 3-second lane begins at the free throw line used.
- e. All other play will be governed by the rules set forth by the National Federation of State High School Association.