

2019
MARCH MADNESS
5th-6th Grade Rules

1. Playing Times

- Be on time! All games & practices must start and finish on time. Gym time is tight, clear your team off court & bench quickly.
- Practice should consist of team drills that focus on basic fundamentals – dribbling, passing, rebounding, shooting, foot work, moving without ball, running a few basic plays, etc. You can scrimmage the last 15 minutes of practice IF you think that benefits your team. **Please do not scrimmage the entire practice time.**
- **EVERY PLAYER GETS EQUAL PLAY TIME EVERY GAME!!** Substitutions should occur appx. every 4 minutes of clock running time. (Segment sheet is attached)
- 5 minutes for team warm ups. 3-minute half-time break. 30 second breaks in between periods 1 & 2 and periods 3 & 4. Coach may call THREE 1-MINUTE TIME OUTS PER GAME.
- Each of the 4 quarters will be 8 minutes running clock.
- One overtime period of two (2) minutes will be allowed. If the score remains tied, the game will be declared a tie game. Each team gets one 1-minute time out in overtime.

THE CLOCK WILL BE STOPPED FOR:

- All timeouts. (Each team gets three 1-minute time outs per game).
- For all shooting fouls. It will not be stopped until shooter is lined up at the foul line. It restarts when the ball is presented to the shooter for a 2nd shot, or upon the miss of the 1st shot.
- For player substitution time each quarter (30 seconds allowed, sub quickly!).
- For injuries.
- On all officials' whistles during the last minute of the fourth quarter and final minute of an overtime game (with the exception of a 12 point differential).

2. Defense

- Person-to-person defense or zone defense may be used. Defenses can pick up at the half court. Full court press is allowed during the entire 4th quarter and throughout any overtime periods. However, a team may not full court press with a lead of twelve (12) points or more. Once the defense secures control of the ball, the opposition must retreat unless in the final quarter of the game. Intercepting a pass in the backcourt, even if the pass is errant, is not allowed. A delay of game technical foul may be called by the official for continued abuse of this rule. No full court pressing.
- No double teaming.
- Once the defensive team gets clear possession of a rebound, the opposing team must allow them control and drop back past half court to the foul.

3. **Fast break Rules**

- Keep fast breaks to a minimum, doing so will allow the game to slow down & offensive players to set up and run plays taught in practice.

4. **Equipment and Scoring**

- ALL JEWELRY MUST BE REMOVED BEFORE PRACTICES AND GAMES TO PREVENT INJURIES.
- Balls used: 28.5" for 5th-6th graders.
- A first aid kit is available in the downstairs office if one is not out on scorekeeper table. Ice packs are located in white frig in the office as well.
- 3-point shots are scored for 5th -6th grade teams only.
- If score is kept and score becomes very one-sided at half time, you can reset the scoreboard to "0".

5. **Coaches Rules and Bench Conduct**

- Safety always comes first.
- Coaches must have starting players "game ready" prior to the end of the five minute warm-up period.
- Only team players and a maximum of two (2) coaches are allowed on a team bench. All players on the bench must be seated throughout the game.
- Coaches are responsible for team and parental behavior. Coaches, parents, players, and spectators should focus on the spirit of the league. Unsportsmanlike conduct **WILL NOT BE TOLERATED**, especially if directed toward game officials or participants. (See **March Madness Code of Conduct**.)
- Each team must have the same colored shirts or jerseys. (Pennies are available in the office if needed.)

6. **Gym Rules**

- No black-rubber soled tennis shoes.
- All water bottles and drinks must be kept on the bench. **MAKE SURE YOUR PLAYERS LEAVE WITH WHAT THEY CAME WITH!**
- No food or drinks on court.
- COACHES, PLEASE clear bench area of all trash for the next team and put anything left behind in the lost and found located at the bottom of the east end stairwell.

