

## OYAA Basketball Rules – 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade

Ohio High School Athletic Association (OHSAA) Rules will apply, except as follows:

**A. Game Length** – Each game will consist of four 8-minute quarters. The clock will be a running clock, except as follows:

1. The clock will stop on all foul shots;
2. The clock will stop on all dead balls during the last minute of each half;
3. The clock will stop during all timeouts, on all injuries, technical fouls, or other major delays at the discretion of the officials and the score clock operator; and
4. The clock will be stopped at the 4 minute mark of each quarter by the officials for substitutions; except as noted in B. below, substitutions may be made **ONLY** at the four minute mark, and between quarters (this break is not intended to be a time-out, and should be no longer than is necessary to get players on and off the floor).

Half time will be 5 Minutes; there will be a one-minute break between quarters 1 and 2, and quarters 3 and 4.

**B. Playing Time** – All players must play at least half of each game (except in the case of injury, illness or for disciplinary reasons). Coaches should make every effort to balance the playing time between the players who are at each particular game. As noted above, the clock will be stopped at the four-minute mark of each quarter for substitutions. Substitutions at the four minute mark of each quarter are strongly recommended, but are not mandatory. Substitutions may be made only at the four-minute mark and end of each quarter, except in the case of injury, illness, disciplinary reasons (i.e., technical foul) or disqualification due to fouls; or when a player picks up 3<sup>rd</sup> foul in the first half, or his 4<sup>th</sup> foul in the second half. No substitutions can be made at a time out.

**C. Foul Shots/Fouls/Technical Fouls** - Foul shots will be taken per OHSAA rules: (1) Two shots on all shooting fouls, and (2) one-and-one on all non-shooting fouls beginning with the seventh team foul of each half. The foul line for 4<sup>th</sup> grade will be at 12 feet.

1. Fouls will be tracked by the score clock/scorebook operators – 5 fouls in one game for a player will result in that player being disqualified for the remainder of that game (fouling out). Player jerseys will have numbers on the backs. In the event of a technical foul against a player for conduct reasons, that player at a minimum must sit out the remainder of that quarter (a coach in his/her discretion may sit the player out for longer period if the coach deems such to be warranted).
2. A Technical Foul will also be counted as a personal foul and a team foul.
3. Coaches – do NOT act in a manner which results in a technical foul being called against you.

**D. Basket Height** – 9’6” for 4<sup>th</sup> grade, 10’ 5<sup>th</sup>/6<sup>th</sup> grade.

**E. Basketball Size** – Junior/Girls/28.5

**F. Defense/Back Court Pressure/Pressing**

1. NO ZONE DEFENSE is permitted at any time. However, help defense is permitted and coaches are encouraged to teach help defense. Double-teaming, trapping or run/jump is not permitted. For clarification purposes, if two or more players are “guarding” the ball outside of the 3-point line, such shall be considered to be a trap or double-team, and is not permitted. Help defense should occur inside the 3-point line.
2. Back court pressure or full court pressing (NO ZONE PRESSES OR TRAPS) is permitted ONLY during the 4<sup>th</sup> Quarter, except that a team shall not full court press or apply defensive pressure of any kind in the back court when that team is leading by 10 points or more.

**G. Fast Breaks** – are permitted.

**H. Violations.**

1. Three Seconds will be called (but it will be more like 5 seconds).
2. Ten Second Backcourt Violation will be called
3. Five Second Defensive Pressure violation will be called

**I. Three point shots** will be awarded (but certainly should not be emphasized at this level).

**J. Time-outs** – each team is permitted 2 time-outs per game (1 minute in length). The clock will stop during timeouts.

**K. Overtime.** If the score is tied at the end of regulation play, a two-minute overtime period will be played. Overtime shall begin with a jump ball. Multiple overtimes may be played until the tie is broken. However, the game must be over (even if it means the game ends in a tie) prior to the scheduled start time of the next game [We need to keep the game schedule on track as much as possible].

**L. Miscellaneous/Conduct.** For the safety of all participants, if an injury occurs that involves bleeding, the player(s) must leave the floor until the bleeding is cleaned up and controlled. No spectators are permitted on the gym floor. Immediate removal of spectators(s) shall occur for verbal harassment directed towards referee, coaches, or players. Use of foul language or any inappropriate physical contact by any adult (coach or parent) with an official, another coach, another parent or a player will not be tolerated and may result in a suspension for the remainder of the season.

**M. Referees** – 2 referees will be provided for each game. If the referees do not show up for some reason, each team must supply one referee. If only one referee shows up, we will go with only one referee. If the referees do not show up, please try to make the best of what will be a difficult situation.

**N. Score Clock/Keepers** – The HOME team is responsible for providing a score clock operator. The VISITING team is responsible for providing someone to keep the scorebook (and to keep track of fouls).