

## Boys Basketball Grades 1-6 Rules: OFFENSE

Division	Scoring Limit	Foul Limit	Team Fouls	Intentional Fouls & Illegal Defense	Game Length	Playing Time	Tourney	Game Play	Lane Violation
<b>1st Grade Boys</b>	12	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 4th warning	4 quarters at 8 min. running clock, but clock stops for free throws.	Minimum 2 full quarters	Yes	5 v 5	None
<b>2nd Grade Boys</b>	16	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 3rd warning	4 quarters at 8 min. running clock, but clock stops for free throws.	Minimum 2 full quarters	Yes	5 v 5	None
<b>2nd Grade Boys Rec. +</b>	18	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 2nd warning	4 quarters at 8 min. running clock, but clock stops for free throws; clock stops last 2 mins. of 4th quarter.	Minimum 2 full quarters	Yes	5 v 5	5 seconds
<b>3rd Grade Boys</b>	20	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 2nd warning	4 quarters at 8 min. running clock, but clock stops for free throws; clock stops last 2 mins. of 4th quarter.	Minimum 2 full quarters	Yes	5 v 5	5 seconds
<b>3rd Grade Boys Rec. +</b>	22	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 2nd warning	4 quarters at 8 min. running clock, but clock stops for free throws; clock stops last 2 mins. of 4th quarter.	Minimum 2 full quarters	Yes	5 v 5	5 seconds
<b>4th Grade Boys</b>	22	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 2nd warning	4 quarters at 8 min. running clock, but clock stops for free throws; clock stops last 2 mins. of 4th quarter.	Minimum 2 full quarters	Yes	5 v 5	5 seconds
<b>4th Grade Boys Rec. +</b>	24	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's & Possession at Midcourt after 2nd warning	4 quarters at 8 min. running clock, but clock stops for free throws; clock stops last 2 mins. of 4th quarter.	Minimum 2 full quarters	Yes	5 v 5	3 seconds

Division	Scoring Limit	Foul Limit	Team Fouls	Intentional Fouls & Illegal	Game Length	Playing Time	Tourney	Game Play	Lane Violation
<b>5th Grade Boys</b>	24	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's and possession at midcourt after 2nd warning	4 quarters at 8 min. running clock; clock stops last 2 mins. of 4th quarter	Minimum 2 full quarters	Yes	5 v 5	3 seconds
<b>5th Grade Boys Rec. +</b>	26	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's and possession at midcourt after 2nd warning	4 quarters at 8 min. running clock; clock stops last 2 mins. of 4th quarter	Minimum 2 full quarters	Yes	5 v 5	3 seconds
<b>6th Grade Boys</b>	26	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's and possession at midcourt after 2nd warning	4 quarters at 8 min. running clock; clock stops last 2 mins. of 4th quarter	Minimum 2 full quarters	Yes	5 v 5	3 seconds
<b>6th Grade Boys Rec. +</b>	28	5	5th team foul per quarter is 2 FT's (team fouls reset each quarter)	2 FT's and possession at midcourt after 2nd warning	4 quarters at 8 min. running clock; clock stops last 2 mins. of 4th quarter	Minimum 2 full quarters	Yes	5 v 5	3 seconds

## Boys Basketball Grades 1-6 Rules: DEFENSE

Division	3 point field goals	Zone D	Backcourt Defense	Double Team Frontcourt	Goal Height	Ball Size	Free Throw Line	OT	Timeouts	Steals off dribble/pass	Blocked Shots
<b>1st Grade Boys</b>	No	No	No	No	8'	27.5"	10'	No	2 per game	No	No
<b>2nd Grade Boys</b>	No	No	No	No	9'	27.5"	10'	Yes; 2 mins.	2 per game and 1 in OT	No; only off pass in 2nd Half	No
<b>2nd Grade Boys Rec. +</b>	No	No	2 minutes left in the game; Man-to-Man only. None allowed if up by 20+ points.	No	9'	27.5"	10'	Yes; 2 mins.	2 per game and 1 in OT	Steals off pass only (not off dribble)	Yes
<b>3rd Grade Boys</b>	No	No	2 minutes left in the game; Man-to-Man only. None allowed if up by 20+ points.	No	10'	28.5"	12'	Yes; 2 mins.	2 per game and 1 in OT	Steals off pass only (not off dribble)	Yes
<b>3rd Grade Boys Rec. +</b>	No	No	2 minutes left in the game; Man-to-Man only. None allowed if up by 20+ points.	No	10'	28.5"	12'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes
<b>4th Grade Boys</b>	No	No	2 minutes left in the game; Man-to-Man only. None allowed if up by 20+ points.	No	10'	28.5"	12'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes
<b>4th Grade Boys Rec. +</b>	Yes	Yes	Yes - Man-to-Man. None allowed if up by 20+ points.	Yes	10'	28.5"	15'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes

Division	3 point field goals	Zone D	Backcourt Defense	Double Team Frontcourt	Goal Height	Ball Size	Free Throw Line	OT	Timeouts	Steals off dribble/pass	Blocked Shots
5th Grade Boys	Yes	Yes	Yes - Man-to-Man. None allowed if up by 20+ points.	Yes	10'	28.5"	15'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes
5th Grade Boys Rec. +	Yes	Yes	Yes - Man-to-Man. None allowed if up by 20+ points.	Yes	10'	28.5"	15'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes
6th Grade Boys	Yes	Yes	Yes - Man-to-Man. None allowed if up by 20+ points.	Yes	10'	28.5"	15'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes
6th Grade Boys Rec. +	Yes	Yes	Yes, none if up by 20+ points	Yes	10'	28.5"	15'	Yes; 2 mins.	2 per game and 1 in OT	Yes	Yes



## Boys Grades 1-6 Rules

- 1. A player who reaches the scoring limit may stay in the game and shoot free throws only. If a player makes a field goal after reaching the scoring cap, that player must be removed for the remainder of the game and the basket does not count. Example: If the scoring cap is 10, and a player has 9 points, that player is still eligible to score a field goal and then can only score on free throws.**
- 2. No clear-outs allowed on offense (4 players on one side, 1 player alone).**
- 3. Free Throws – Players in the lane may leave on the shooter’s release. The shooter may cross the free throw line when the ball contacts rim. Players outside the lane may enter the lane when the ball contacts the rim.**
- 4. Both teams starting the day are responsible for the time clock and chair set-up. All teams are responsible for all clean-up after the games. The last two teams of the day are responsible for putting away all chairs and equipment.**
- 5. An injured player can be substituted. The quarter counts for the injured player, but does not count for the player that subs in.**
- 6. There will be 5 minutes for warmups, 1 minute between quarters.**
- 7. Playing Time: No player can play in a 3rd quarter until all players have played 2 full quarters, no player can play in a 4th quarter until all players have played 3 full quarters.**
- 8. Time-outs will be one minute in duration.**
- 9. Substitutions are allowed for grades 1-4 with 4 minutes to go in the 4th quarter. For all Rec+ leagues and 5th and 6th grade Rec. leagues, subs are allowed at the halfway mark in each quarter and unlimited subs are allowed under 2 minutes to go in the game. Playing time requirements in number 7 above must be met in order to sub at any of these points in the game.**
- 10. If a team is up by 20 points or more, we will go to a running clock with no stops, even if the clock would normally stop in that league.**
- 11. Forfeits: Team without 5 players 5 min after game start time will forfeit. Teams may pick up league-registered player(s) from another team if less than 5 players show in order to get to 5 players for the game. However, if team’s rostered player(s) arrive, coach must remove the non-team player(s). The substitute must be in the same grade/level or below.**
- 12. OT: Can play up to two OT 2-minute quarters if still tied at the end of 2nd OT, sudden death (jump ball, 1st to score wins).**
- 13. Any rules not covered above will be governed by IHSAA basketball rules.**