

Hutchinson Recreation Commission

Youth Basketball Rules

5th & 6th Grade



Hutch Rec Goal: The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all.

Objectives:

1. Provide development of motor skills in the given activity.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

KSHSAA rules for basketball will be followed with the following exceptions and additions:

1. **Goal Height:** 10 Feet — **Court:** Full — **Basketball Size:** Intermediate – 28.5
2. **Number of Players:** A team will play with 5 players on the court. A team must have a minimum of 3 players to start or continue a game.
3. **Length of Game:** A game will consist of 4 eight-minute quarters with a running clock except for the last two minutes of the game. Then the clock will stop on all whistles unless a team is ahead by 20 or more points. There will be a one minute break between quarters and a five minute break at half time. Warm up time lasts from the end of the previous game 'til your game time.
4. **Substitutions:** Coaches may substitute at any time, as long as the player checks in at the score table. Coaches are REQUIRED to play each player at least 2 quarters in each game. We recommend a rotation to ensure equal playing time for all.
5. **Time Outs:** Teams will get 2 time outs per half, time outs will last for 1 minute.
6. **Fouls:** On the first 6 team fouls, the ball will be taken out of bounds. On the 7th, 8th, and 9th team fouls, players will shoot a one-and-one. 10 fouls and on will result in two free throw shots. Shooting fouls will be played by high school rules.
7. **Defense:** Both teams are allowed to press until one team has a lead of 10 or more points. Once one team is ahead by 10 points, the leading team's defense must allow the offense to bring the ball past half court. This means the defense must give the offense at least 3 feet from half court. The team that is behind may still press in this situation. ****The team that is not allowed to press is also not allowed to play transition defense or guard the inbounds pass in this situation.***
8. **Overtime:** In case of a tie, one 2-minute overtime period will be played. If the game is still tied, it will end a tie game. ****Tournament Rules(Unless Pool Play): If the first overtime period does not result in a team winning the game, additional 2-minute overtime periods will be added as needed.***
9. **Technical Fouls-** Any coach that receives a technical foul during a game will lose his/her privilege to stand and coach. That coach must remain seated for the remainder of the game. Any coach that is ejected (2 technicals or flagrant) must leave the facility immediately. Before an ejected coach is allowed to coach again, he/she must meet with Hutch Rec Staff to determine any other consequences of their actions. Any assistant coach that receives a technical foul will cause the head coach to lose their standing privileges.