

Girls 5th & 6th grade Recreational Basketball Rules 2011-12

- 1) Each game will consist of eight (8), five (5) minute periods. There will be no Overtime periods.
- 2) A jump ball will begin the first period only, subsequent periods will use alternate possession (not the possession arrow)
- 3) Time will be kept by a timekeeper on the sidelines. Time will generally be considered “running time” but will be stopped on time outs and all whistles in the last 2 minutes of the game.
- 4) Each team will have 2 timeouts per game. If a timeout is called during a foul shot the clock will not start until the last foul shot is taken and the ball is in play.
- 5) There will be a quick break between each period. But, these are NOT timeouts. In order to ensure you keep the game within your allotted time the next group must quickly get ready to take the court.
- 6) Regardless of score or the number of periods played, you must surrender the court to the next group when your allotted time runs out. You must not start a new period after the allotted time is up. So, start on time and keep the games moving.
- 7) **Man to man defense only. No Zones**
- 8) **No full court press allowed. Defense can pick up at half court.**
- 9) **No double teams except in the lane**
- 10) The offensive team will be allowed 10 seconds to get the ball across half court.
- 11) A player is not allowed to stand in the paint for more than three seconds without the ball hitting the rim.
- 12) Back court violation will be called
- 13) Five (5) personal fouls removes a player from the game. Replacement must come from a player who is rated lower in the skill matrix whenever this is possible. If this is not possible the order of use must be from the next highest rated player up to the first. To ensure even playing time, once all players rated below the player that fouled out have had a substitution the remaining players listed above the fouled out player can substitute. No substitutions allowed for a player in foul trouble, only after they hit their 5th foul.
- 14) There will be refs but they will be kids. They are encouraged to call fouls closely. Do not argue with a refs call!
- 15) Team fouls will not be counted and there will be no penalty free throws for team fouls.
- 16) Each team will adhere to the Franklin Rec substitution matrix according to the following details.
 - a. The Substitution matrix provided by Franklin Rec will be followed for each game.
 - b. After the first 4 weeks of practice the coaches will rank their players 1-10 and will send that list to the coordinator. This list will be used to fill in the matrix for every game throughout the season. Coaches will not create their ranking based on positions (best center, best forwards and best guards on first team)they will be solely based on an honest evaluation of the skill of each player regardless of positions.
 - c. All teams skill rankings will be distributed to all coaches. Each coach must list their players based on the honest evaluation they submit after week 4.
 - d. Prior to the start of each game the coaches should come together to exchange rosters and matrix.
- 17) Regulation foul line will be used, but shooter will be allowed to carry over the line as she shoots—However, the player will not be allowed to purposely charge over the line in the attempt of scoring a basket instead of a foul shot. Entry into the key area will be when the ball touches the rim.
- 18) Substitution within a period will not be allowed except for injury. An injured player can't make up time lost but can return in same period upon reporting to referee. Coaches will sub with a player listed below the injured player in the matrix if possible. The sub merely finishes out the period. If the injured player cannot return the substitution should be divided evenly among the other players with regard to maintaining even playing time using the same method as rule # 13.

Playoff Overtime rules:

1. Overtime periods will be 3 minutes. The first 2 minutes of each period will be running clock, the last minute will be stop time. Overtimes will continue until a winner is decided
2. 1 timeout per team **per overtime period** is allowed
3. The same five players who played the 1st period will play the first overtime period for each team. If a second overtime period is required, then the same players who played the 2nd period will play, and so on.
4. Each player will be allowed one (1) additional personal foul: thus it will require six (6) personals to foul out of an overtime contest. If a player had previously fouled out they will be allowed back into the game during the overtime.