**4th/5th GRADE RULES – 2022/2023**

1. The game will consist of 4 eight (8) minute quarters with running clock, except for the last 2 minutes of the 2nd and 4th quarter. Also, the clock will stop during Foul Shots.

 2. At approximately the 4-minute mark of each quarter, the clock will stop to allow all players on the bench to enter the game. **REQUIRED**

 3. No player can play the entire game unless only 5 players show up. If only 6 players show for the game, all players must sit at least one 4 minute period during the game. If 7 or more show, everyone sits at least 4 minutes per half.

4. Man-to Man defense only. On change of possession, defense must retreat to inside the 3 point line (no press). In the last 2 minutes of the game and the last two minutes of overtime, the defense may pick up at half court, once the ball crosses half court. Double-teaming is not allowed unless offensive player dribbles into double team.

5. Each team is allowed 2 time outs per game to be used at coach's discretion. Coach may call time while in possession of ball.

6. A "jump-ball" starts the game, after that alternate possession rule takes effect.

7. Each team shall supply one parent to operate clock. (1 parent is adequate.)

8. The coach is responsible for the conduct of the parents.

9. Keep score of each game. Coaches will report the game result to the league coordinator as soon as possible.

**A COMMITTEE MEMBER WILL HANDLE ALL REFEREE ISSUES. PLEASE DO NOT**

**CONFRONT THE REFEREES, AS THIS IS THEIR CLINIC ALSO !!!!**

Gym set up

1. Will play full court 5 v. 5;
2. Suggest putting teams across from scorer’s table

Players not playing sit of floor or stand near their coach

1. Suggest spectators along sides of gym opposite of team or base/end lines (if there is enough space).
2. Rims at 9 ft. (Based on feedback from coaches – 2023)

Play

 Set timer for 8 minutes

 Line players up with one team facing the other

 Match players up against each other on both teams

 (… blue number 3 you cover white number 10….)

 Start play with jump ball

 Timer blows horn at 4 minute mark

 Coaches put in subs, puts in all players that were the bench

 Line up players again and match up

 Go by possession on who gets ball and start play

End of Play

Each team runs a line shaking hands with each player and coaches