

G.H.A.A.
4th/5th Grade Basketball League Rules

1. A team should have five members ready to play in order to start a game, however, a team may finish a game with fewer than five players due to foul outs, injuries, etc. Opposing teams must match up with the same # of players.
2. Players must wear team shirts and gym shorts to play. We will track individual player fouls; however it's the coach's to ensure equal playing time.
3. Each player must play a minimum of three consecutive minutes each six-minute quarter. The clock will be stopped every three minutes for this purpose. **THIS IS NOT A TIME-OUT PERIOD - GET YOUR PLAYERS IN & OUT.** The clock will also be stopped when substitution is permitted for injury or foul-out. Five fouls disqualifies a player, for the remainder of that 3 minute period. The player will be allowed to re-enter the following period, but upon receiving their 6th foul they are disqualified for the remainder of the game.
4. A player not present or ready to play at game time must sit the remainder of the 6-minute quarter he arrived in. Player may play in the following 6-minute quarter provided that player is ready and is entered into the officials score book. After arrival of late player, coach will try to follow playing time summary below for total team playing time.
The following playing time summary should be followed:
5 players - all players play all periods
6 players - all play 6 periods, 3 play 7 periods
7 players - all play 5 periods, 5 play 6 periods
8 players - all play 5 periods
9 players - all play 4 periods, 4 play 5 periods
10 players - all play 4 periods
If a player is substituted mid-period because of injury or the fouling out of another player, this partial period does not count towards the replacement player's total number of periods played.
5. Games will consist of four six-minute quarters. The clock will stop on referee whistles, extended delays, and after each three minutes for substitutions. Time between halves will be five minutes. The regular score board clock will be used for all games. Warm up time may be minimal depending upon completion of previous game.
6. **A 28.5inch basketball will be used.**
7. Lane violation will be called after 3 seconds. Out of bounds plays will be called after 5 seconds.
8. Free throws will be shot from the regulation line. Regular one & one rules apply. 4th & 5th grade leagues can cross the line on the shot, but may not go after the rebound before it hits the rim. The ball must hit the rim before anyone enters the lane.
9. Unsportsmanlike conduct by players, coaches, or spectators will result in that individual being removed from the basketball program; such conduct to be determined by the referee and governing board member on duty. The 1st violation by a player, coach, or spectator will result in a 2-game minimum suspension. The governing board President will notify the individual of the final decision after polling of the governing board. There will be no refund of fees for the removed individual.
10. Ordinary decisions by a referee during a game cannot be appealed.
11. Tied games will be decided by a 3-minute (or less, depending upon available time within the allotted 1 hour game limit) overtime period initiated by a jump ball at center court. If the game is still tied, sudden death, initiated by a jump ball at center court, will be played, with the first team that scores declared the winner.

Playing time Rule #3 will not be in effect during the O.T. Any player may play regardless of previous playing time. Foul outs are the exception. The # of fouls a player has at the end of regulation will be carried into the O.T.

12. The league will not maintain standings or win/loss records.

13. Coaches and players will be allowed one technical foul per game. A second technical foul will result in ejection from the playing premises. Technical fouls can be called by the officials or the governing board member on duty.

14. The interior red line applies to inbound plays.

15. Coaches are allowed 3 full time outs per game. One additional full timeout per team is allowed in the overtime period.

16. The 3-point line will be in effect for all games.

17. You can fast break on rebounds.

18. After crossing half court, the defense can take the ball from offensive player.

19. You must play a "man to man" defense, NO ZONES.

20. Standard youth basketball rules will otherwise apply. Any question of the rule will be determined by the game official. Their decision stands for that game. Any concerns with the ruling can be discussed with the basketball director the next day. The game official's decision can not be questioned during the game.