



Bath Area Youth Basketball League

Official Rules - Grades 5-6 Boys

2024-2025

Start of Game:

- ⇒ Coaches and players should be on site 10 minutes prior to the scheduled start time.
- ⇒ Each team will be allowed a 5-minute warm-up time beginning at the scheduled start time.
- ⇒ Games will start when each team has at least (5) players present. Officials will call a forfeit at tip-off if a team doesn't have enough players. Teams will then be created with the players who are present from both teams, and a scrimmage will be played.

Length of Game:

- ⇒ The game shall consist of (2) halves of (20) minutes. First half, running time, Second half stopped time.
- ⇒ Halftime - 3 Minutes
- ⇒ If at the end of regulation the game is tied one (2) minute overtime will be played. The (2) minute overtimes will continue until there is a winner.

Clock Stoppage:

- ⇒ Clock will stop only in the second half, last 2 minutes of each half, during substitutions, free throws and time outs.

Timeouts:

- ⇒ Each team is given (4) timeouts per game (3) 30 second timeouts and (1) 60 second timeout. Timeouts can be carried over. There will be no additional timeouts awarded in overtime. (Use them wisely)

Substitutions:

- ⇒ All players must be provided equal playing time when possible. No player sits out twice until everyone on the team has sat out once (this rule does not apply if there is a lack of players).

Free Throws:

- ⇒ All players must begin their shot from behind the free throw line, but may go over the line on their attempt, providing they are not trying to gain an advantage on a potential rebound.
- ⇒ Players will be allowed (10) seconds to shoot a free throw. If a player exceeds the (10) seconds it will result in a violation and loss of that free throw attempt.
- ⇒ Players around the paint cannot enter the lane until the ball is released from the hand of the shooter.
- ⇒ Free throws will be awarded on shooting fouls only. If a player is fouled while attempting a (2) point shot they will be awarded (2) free throws. If a player is fouled while attempting a (3) point shot they will be awarded (3) free throws. If a player converts a (2) or (3) point shot and is fouled, one shot will be awarded.

Team Bonus Fouls:

- ⇒ Players will shoot 2 free throws once the opposing team has reached 10 fouls in a half. (will result in a team bonus)

Personal/Technical Fouls:

- ⇒ A technical foul will result in (2) foul shots for the opposing team, that team will also retain possession. All technical fouls will be reviewed by the league.
- ⇒ If a player or coach receives two technical fouls in one game they will be ejected. If a coach receives more than three technical fouls in a season they will be terminated.

Three Second Violation:

- ⇒ Three Second Rule: An offensive player is allowed (3) seconds in the lane before he/she must reset or his/her team loses possession of the ball.

Back Court Violation:

- ⇒ Back Court Violation: A team loses possession if the ball goes back over the center line without it first touching an opposing player.

Defense:

- ⇒ Man-to-man defense only. Players must pick up offensive player at mid-court. Switching is allowed. Players are allowed to steal the ball off the dribble.
- ⇒ Double-teaming is not permitted. A player must make every effort to stay with their opposing player or move off from a double team. Officials will warn players of double teaming, giving them reasonable time to cover player to player. If the player(s) fail to release from a double team it will result in a violation and the offensive team will receive the ball out of bounds closest to where the violation occurred. If an offensive player puts themselves in a vulnerable position and plays into a double team no infraction will have occurred and play will continue.
- ⇒ ONLY IF BOTH TEAMS AGREE: Full court pressure only in the last 4 minutes of the game. Man to Man only. Switching allowed.

Miscellaneous:

- ⇒ Basket height: 10 feet
- ⇒ Basketball size: 28.5
- ⇒ Foul line: 15 feet
- ⇒ 3 point shooting field goals are permitted.
- ⇒ Double dribbling and traveling will be called.
- ⇒ All players must wear their team uniform during game play. No alterations to team uniforms is permitted (i.e. removing sleeves).
- ⇒ No jewelry (necklaces, earrings, rings, etc.) can be worn during competition.
- ⇒ Street shoes are not allowed on the court playing surface.
- ⇒ Officials will be certified referees.
- ⇒ ZERO TOLERANCE: Referees, league officials, and building supervisors have the right to eject any and all individuals/fans who exhibit unsportsmanlike behavior. All ejections will be reviewed by the league.
- ⇒ In the event of a snowstorm coaches will be contacted via email on the status of games scheduled for that day. If games are postponed every attempt will be made to reschedule them.