

CENTRAL BLAIR RECREATION AND PARK COMMISSION

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2021 5th GRADE ELEMENTARY BASKETBALL

General Rules:

1. Each player must play eight minutes. Time will be kept by our timekeeper. The “must play” rule does not apply to playoff games. Coaches must make parents aware of this rule. Players may be disciplined for missing practice unless they have a valid excuse. Players cannot be disciplined for religious reasons.
 - a. Any player arriving after the ten-minute mark of the first half is not owed eight minutes.
2. If a team only shows up with 4 players to a game and the opposing team has 5 or more the game will be played 5vs4.
 - a. The team with 5 or more players does not have to drop down to play 4vs4.
3. Players must play in fifty percent of the games to be eligible for playoffs.
4. There is a minimum of seven players and a maximum of fourteen players on a team roster.
 - a. After the third game, teams cannot add any players to their rosters. The entire roster must have played in one of the first three games.
5. Players can be brought up only to complete a roster. Underclassmen are permitted to fill out a second roster for any league if they are needed to make the seventh player.

Schools With Only 1 Team

Correct Grade Players	4	5	6	7 & Up
# Of Underclassmen That Can Be Rostered	3	2	1	0

Schools That Are Borderline 2 Teams

Correct Grade Players	11	12	13	14 & Up
# Of Underclassmen That Can Be Rostered	3	2	1	0

6. **There will be no stacking of teams. When dividing players into teams, ALL ROSTERS MUST BE BALANCED.**
7. Plastic water/gatorade bottles are the only containers permitted on the player's benches.
8. Games will consist of two eighteen minute halves. The clock will stop the last two minutes of each half. The clock will not stop for shoe tying, foul shot setup, etc. the clock will only stop for official time outs.
9. Each team receives two time-outs per half and one time-out for each overtime period. Time-outs are not carried over to the second half or into overtime.
10. After five personal fouls, a player is out of the game. Technical fouls count as personal fouls.
 - a. Seven team fouls result in a one and one. After 10 team fouls, shooter will receive 2 foul shots.

11. There will be **no overtime during regular season games**. Overtime will only apply to playoffs games and they will be three minutes long. Overtime will continue until the game is complete.
12. All jewelry must be removed. No band aids on the jewelry. No plastic or metal in the hair. A player cannot play if they are in a cast or splint.
13. Due to time constraints, ties in the standings are decided by head to head competition. 3 way ties will be determined by record amongst teams tied, point differential amongst teams tied, point differential amongst all games played.
14. A coin flip will determine the direction of play at 6th Ward Community Center.
15. Three forfeited games result in expulsion from the league. There is a five-minute grace period before all games. If five players are present games will start on time.
16. Profanity or vulgarity will not be tolerated and these actions result in ejection from the game. There is no spitting on hands before, during, or after the game. Any player, coach, or fan causing post game trouble receives a two game suspension, including playoffs, and the following season if applicable.
17. The Program Coordinator has the power to suspend any player, coach or fan for violating the zero tolerance policy.
18. There will be no more than three coaches on the bench.
 - a. Head coaches must be senior high age or older. Assistant coaches can be in junior high. Please write all the coaches names on the school roster.
19. **Head coaches are the only coaches permitted to talk to the referees. No coaches are permitted in the offices off of the gym floor.**
20. **Assistant coaches must remain seated during the game.** Head coaches are permitted to stand to instruct players. Assistant coaches are only there to help the head coach.
21. Technical Fouls (Players & Coaches)
 - a. If a player or coach receives a technical foul, they opposing team will be awarded 2 foul shots and retain possession of the ball afterwards.
 - b. If a second technical foul would occur in that game or at any time during the remainder of the season, that player or coach will be ejected from that game and suspended for the

following game (Opposing team gets 2 fouls shots and retains possession of the ball afterwards).

- c. If a player or coach would get a 3rd technical foul throughout the course of the year they will be immediately ejected and suspended for the rest of the season.
- d. Bench fouls are counted as one technical foul on the coach.

22. Flagrant Fouls

- a. Intent to Injure – Any player that commits a foul with the perception “intent to injure” will be immediately ejected and will be suspended for the remainder of the season
- b. Bodily Contact – Any player, coach, fan that would have bodily contact with an official or league (CBRC) representative will be immediately ejected and suspended from CBRC activities for 1 calendar year.

23. Technical Fouls (Fans)

- a. If a fan engages a coach, official or athlete in any unsportsmanlike behavior, the fan will be removed from the facility.
- b. The second time this occurs, the fan will be put on notice/trespass letter and will not be allowed back in for the remainder of the season.
- c. If a fan refuses to leave the building, the game is forfeited.

24. All participants must play for the school they attend. **The exceptions to this rule are:**

- a. Learning disabled students may play for the public school in their area.
- b. Home schooled students must play for the public school in their area.
- c. Students attending private schools play for the public school in their area if the private school has no team.
- d. Schools combined by CBRC due to low participation.

25. A jump ball starts the game. After the beginning of the game, the alternating possession rule applies.

26. The game ball for the Boys League will be a 29.5” ball and the Girls League will use a 28.5” ball on a 10-foot hoop.

27. All rules are subject to change at the discretion of the Program Coordinator.

28. All other PIAA basketball rules are in effect.

Offensive Rules:

1. All foul shots will be shot from the regular foul line. Players in the blocks can now enter when the shooter releases the ball. The shooter and those behind must wait until the ball hits the rim.
2. **There are no three point shots.**
3. Time in the key is three seconds. Count starts when the ball crosses mid court.

Defensive Rules:

1. There is a no press rule in effect until the last two minutes of each half.
 - a. Teams are also permitted to press the entire overtime period.

Game Nights

Tuesday Nights – 5th Grade Girls
Thursday Nights – 5th Grade Boys