



Wayzata Boys Basketball Association 5th Grade House Game Rules

Balls

- Game balls must be 28.5.

Baskets

- Baskets must be set at 10 feet.

Players

- A team cannot start a game with fewer than five players in uniform. If a team does not have enough players five minutes after the scheduled start time, that team loses the game by forfeit. The players present may have an unofficial scrimmage until 8 minutes before the scheduled start of the next game.

Player Substitutions

- Clock will stop for substitutions every 5 minutes of game time. Players must be ready to enter the game, and this stoppage is not to be used as an “uncalled” timeout for coaching or strategy.
- Players cannot be replaced at other times during a game except for injury or disqualification (i.e., foul out or ejection).
- Players must have essentially equal playing time during each game. For example, no player should play his 5th sub-rotation until all players have played or are then playing their 4th sub-rotation. No player should play his 6th sub-rotation until all players have played or are then playing their 5th sub-rotation.

Clock

- Two 20-minute halves with running clock. During the “running clock” time, the clock will only stop for injuries, timeouts, substitutions and when deemed necessary by the officials. During the last two minutes of the game and during overtime, the clock will also stop during dead ball situations (this includes free-throws). If either team leads by 11 or more points in the last two minutes, the running clock will continue until the lead is 10 or less.
- Clock stops every five minutes of game time (on a dead ball or referee’s discretion) for substitutions. Halftime is three minutes.
- Overtime period (if necessary) begins with substitutions from end-of-game lineups, lasts two minutes, and has substitutions at the one-minute mark. If the score is tied at the end of the overtime period, the game moves to a “sudden death” format. At the beginning of “sudden death,” substitutions occur and a jump ball at the center of the court starts the action. The first team to score 1 point wins.

Timeouts

- Three 60-second timeouts per team. One additional timeout for overtime.
- Timeouts not used during regulation carry over to overtime and “sudden death.”

Defense

- Man-to-man defense only. Switching and help defense are allowed. Double teaming is not allowed outside the lane but is allowed inside the lane on the player that has the ball.
 - If switching or help defense is used outside the lane, the offensive player with the ball should only actively be guarded by one defensive player at a time. If help defense is used outside the lane, once the original defender recovers onto his offensive player, the help defender should move to find an unguarded offensive player.
- No Press Defense except:
 - Beginning with the 1st game: Man-to-man press defense is allowed during the last 20 seconds of a game and the last 20 seconds of overtime. No press during sudden death.
 - Beginning with games after January 1st: Man-to-man pressing is allowed during the last three-

minutes of a game, during overtime, and during sudden death. Teams ahead by 10 or more points cannot press.

- For all pressing situations, no trapping or double teaming is allowed.

Scoring

- Baskets are worth two or three points (three pointers in play when the gym is marked).
- Free throws are 1 point each.

Fouls

- A player is disqualified after five personal fouls (including any technical fouls assessed against that player).
- If a team only has five players and a player fouls out, then the player can continue to play but any subsequent fouls made by that player (with 5 fouls) will result in the opposing team being awarded 2 points and the ball out of bounds at mid-court, regardless if the team is in the bonus.
- Team and player fouls are kept by the clock operator.
- The officials may call flagrant fouls at their discretion. A player will be forced to sit out for the remainder of the half or the game depending on the severity of the play.

Free Throws

- Free throw line is regulation 15 feet.
- One-and-one bonus free throws are awarded on the 7th team foul and thereafter per half; double bonus (two shots) on the 10th team foul and thereafter per half.
- Rebounding players on the lane cannot enter the lane until the ball is released by the shooter.
 - The first rebounding position is located on the lane line just above the block. As such, there is only room for 6 total rebounders on the free throw lane during free throws.
- The shooter cannot cross the free throw line until after the ball hits the rim.
- Additional players behind the three-point line cannot cross the three-point line until the ball hits the rim.

Jump Balls / Alternating Possession

- Per MSHSL rules.

Violations

- The offense has 10 seconds to advance the ball across the midcourt line after it takes possession in the backcourt. The clock resets if the defensive team knocks the ball out of bounds or is called for a foul. A team is considered to have crossed midcourt when the ball and both of the ball handler's feet are in the frontcourt. A violation of the 10 second rule results in the defense being awarded possession of the ball.
- Lane violation will be called for an offensive player that stays in the lane for 3 seconds or longer.

Miscellaneous

- For any situation that may arise during a game that is not addressed in these rules, the applicable MSHSL rule shall apply.
- The goal of the House League is to provide a fun, competitive basketball experience for all players.
- Coaches are strongly encouraged to take steps to control lopsided scores after their team is ahead by a large margin.