

KIM LEAGUE RULES

5TH GRADE

- 1. Games will consist of four running clock quarters of 10 minutes each.**
- 2. The clock will stop for official time outs (two timeouts allowed per half) and the last 2 minutes of the 4th quarter on dead ball situations.**
- 3. Each player must play a minimum of two quarters. All players should play equal minutes when possible.**
- 4. 5 FOULS ALLOWED PER PLAYER. (THEN DISQUALIFICATION)**
- 5. Man-to-Man Defense is required at all times.
*("Help & Recover" and "Switching" is considered part of Man-to-Man Defense.)***
- 6. Pressing is allowed the 4th quarter IF YOUR TEAM IS TRAILING.**
- 7. 2-minute overtimes will be played until a winner is decided. A timeout will awarded to each team for each OT period (no carryover).**
- 8. 7 fouls/half = 1 and 1; 10 fouls/half = 2 shots**
- 9. Players may cross the free throw line when shooting the free throw.**
- 10. Game ball will be the 28.5-inch size basketball.**

We build Y Youth Programs around competition, sportsmanship, and the "Y" core values of Caring, Honesty, Respect and Responsibility.

The referee decisions are final and will not be overruled.

Any questions during the season should be directed to Tim Allen or Rob Miller at the Y.