

ORYA Basketball 5th and 6th Grade Game Rules

GAME PLAY

1. Please start games promptly. A ten-minute grace period will be allowed for a regulation team to be present before a forfeit is declared. Teams must have at least five players to start a game. If five players are not present within the allotted grace period, the game is forfeited. Once a game is forfeited, the coaches can use their scheduled facility time as they wish.
2. Games will consist of 2 20-minute halves, with running clock.

Clock Stop

- The clock will stop in the final two minutes of each half. There will be a 3-minute half time. The Game official may stop the clock in the case of unreasonable delay, i.e. the ball goes under the bleachers, an injured player, etc.
- The clock will stop for all Free Throws. Only fouls committed in the act of shooting will result in Free Throws. All other fouls will result in possession until the bonus rule (7 fouls).

On a Shooting Foul (2-point shot):

- If 2-point shot is made, 1 foul shot awarded (1 point on made foul shot)
- If 2-point shot is missed, 1 foul shot awarded (2 points on made foul shot)

On a Shooting Foul (3-point shot):

- If 3-point shot is made, 1 foul shot awarded (1 point on made foul shot)
- If 3-point shot is missed, 1 foul shot awarded (3 points on made foul shot)

On a Non-Shooting Bonus Foul:

- 1 foul shot awarded (2 points on made foul shot)

- The clock will stop for all time-outs and half time.
3. Each team is allowed 4 time-outs. 2 time-outs will be one minute and may be taken any time during game. The other 2 time-outs will be 30 seconds and may be taken any time during the game.
 4. All half-court defense is to be man to man. No zone or double-teaming. Double-teaming will only be called if it is an obvious attempt to have two defenders on a player. If a player is beat and another player picks up the player with the ball (help defense), then that is not considered double teaming. Obvious attempts by coaches to gain advantage by violating this rule could result in technical fouls.
 5. If a regular season game ends in a tie, each overtime period is 4 minutes running clock.
 6. Defensive pressure in the back court will be allowed in the final two minutes of each half, but never if your team is ahead by 10 or more points. Obvious attempts by coaches to gain an advantage by violating this rule could result in technical fouls.

7. NHIAA Basketball Rules shall apply unless specifically noted above.

GAME PRELIMINARIES

1. All Teams are responsible for setup and cleanup of the gym.
2. The home team is responsible to provide someone to run the clock and someone to keep the book.
3. 28.5 (women's size) basketball will be used for boys and girls.

DRESS

1. Please have all players change out of street shoes before entering the gymnasium. Make sure all shoes are clean. This preserves the gymnasium and keeps players safer.
2. All players are required to wear an ORYA uniform shirt, under shirt, athletic shorts/pants, and sneakers.
3. No jewelry of any type will be allowed.

MINIMUM PLAY RULE

Each player is expected to play an equal amount of time. Adherence to this rule is solely the responsibility of the head coach. Any violations by a coach of the minimum play rule should be reported by an individual to the age group and/or program coordinators.

CODE OF CONDUCT

1. Coaches refer to Coach Code of Conduct posted on website
2. Players, parents, family members, and spectators – please reference player code of conduct posted on website

PLEASE NOTE: Due to the nature of ORYA's recreational philosophy, these rules are put into place with the best interest of the player's ability to develop, grow a love for the game, and have fun, while protecting the integrity and flow of the game at the 5/6 grade level.