



Development League Rules Grades 5-6 Boys & Girls

All games are to be played in a controlled manner, with an emphasis on allowing free movement of players. Playing time should be fair and equitable among all players on the team and will be tracked by the clock keepers.

Basic rules of basketball to apply with the following variations to help the pace of play:

- **Game Setup**
 - Games are six periods; each period is six minutes long.
 - Running clock.
 - Substitutions only made due to injury
 - If the game is within 5 points with 1 minute remaining in the 2nd half, the clock will stop on the whistles.
 - Start the game with a tip, alternate teams start each period to follow the possession arrow.
 - Each team is allowed 2 timeouts.
- **Play**
 - Referees will be present at each game.
 - Referees help players by explaining infractions, showing them where to stand or position for infractions, and how to execute starting play from out of bounds.
 - Only man-to-man defense will be played.
 - Players “match up” at the start of each quarter. Wristbands will be used during scrimmages, but players will be expected to match up independently once games begin.
 - Coaches to ensure that players verbally state who the new player is guarding at substitutions.
 - Switching on screens/picks is allowed, player must return to their assigned person after the possession has finished.
 - On a fast break, the closest player to the leading offensive player is allowed to guard, if play collapses all players are to match up with their assigned person.
 - The defense is to start at half-court.
 - The defensive team can only press in the last two minutes of the 3rd and 6th quarters if winning by less than 10 points.
 - Play is to stop on double teams (or mass defense).
 - First offense will result in a warning on that specific player written into the scorebook. Ref to determine player to enforce.
 - Any offense thereafter will result in a foul for that specific player and be added to team fouls.
 - ***THIS IS A MAJOR POINT OF EMPHASIS*** All infractions are to be enforced. Referees are to quickly explain the action in both words and by demonstration to the offending player to LEARN.
 - 1st double team will result in a warning on that player at refs notice of players number to the scorekeeper. All further double team calls will result in a personal foul on that specific player at refs notice of players number to scorekeeper. This will also be added to team fouls and can result in fouling out.
 - All fouls (holds, pushes, etc.) are to be called and play starting from out of bounds.
 - Shooting Fouls are to be +1 point and 1 foul shot. A foul shot is to be taken from the foul line.
 - Five fouls per player.
 - Two technical fouls with ejection after 2nd technical.
 - Flagrant technical is removal from the current game and the next game, this includes altercations.
 - Shots from beyond the three-point arc count as two points.
 - Three-second violations to be called and should be taught by coaches to their players.
 - The ball must be put into play after a basket by a pass from behind the baseline.