



Windber Youth Basketball League

5th and 6th Grade Division Rules

1. Governing Rules

- All games follow P.I.A.A. rules, including regulations on ejections, fouls, and game conduct, unless otherwise noted below.

2. Game Format

- Games consist of four (4) 6-minute quarters with a running clock.
- Substitutions may be made at any stoppage of play.
- **Basket Height will be regulation height at 10 feet.**
- **Basketball will be 28.5 for girls and 29.5 for boys.**
- **The 3-second rule will be in effect when an offensive player enters the key area under the offensive basket.**
- **There will be one 2-minute overtime period. If still tied, a foul shot shootout will be used to break the tie.**
- Equal playing time is strongly encouraged but not required in this division.

3. Clock Management

- The clock will run continuously except for:
 - The final 2 minutes of the game, where it will stop per P.I.A.A. guidelines.
- Shooting fouls, **injuries and timeouts**, during which the clock will also stop.

4. Timeouts

- Each team is allowed 3 full timeouts per game.

5. Fouls

- Standard P.I.A.A. rules apply.
- Teams will enter the bonus and shoot 2 foul shots on the 5th foul of each quarter.
- A player will **foul out after 5 personal fouls**.

6. Press Defense

- Any type of defense, Man to Man or Zone, may be used
- Once the defense gains possession of the ball, the offense must retreat back behind the 3-point line.
- Full-court pressure is **NOT** allowed at any time of the game.
- Defense is not allowed to pick up or steal the ball at the half-court line. Defense must remain behind the 3-point point line.
- Defense may steal the ball once the ball is entered inside the 3-point line.
- Half court pressure beyond the 3-point line is allowed during the last 2-minutes of the 4th quarter and overtime (unless the "Gentleman and Ladies Rule" is in effect).

6a. Gentleman and Ladies Rule

- When a team leads by **15 points or more** in the **5th–6th Grade Division**, that team is not allowed to press at the half-court line.

7. Game Arrival

- Teams should arrive and report **at least 15 minutes prior to game time**.
- Games will begin **on schedule**, as closely as possible.

8. Scorekeeping

- Each team must provide **one (1) statistician and clock operator should be provided by the first team listed on the schedule** to be seated at the scorer's table.
 - Scorekeepers must record and track individual fouls, team fouls and timeouts for their respective team.
 - Scoresheets will be available at the scorer's table.

9. Multi-Team Participation

- Players in **5th–6th grade** may play on **no more than 1 team**.

10. Roster Size

- **Maximum of 12 players** per team in the 5th–6th Grade Division.

11. No Tolerance Policy

- **Complaining to referees** by coaches, players, or parents will **not be tolerated**.
- Any behavior aimed at **demeaning opponents, officials, spectators, or teams** is a violation of the league's core values and will not be tolerated.
- Violators may be **ejected from the game and/or facility** at the league's discretion.
- Let's maintain an atmosphere of **sportsmanship, respect, and positive youth development**.