

## **2018/2019 SWL Basketball Rules 4<sup>th</sup>-6<sup>th</sup> Grade**

All rules follow NFHS/WIAA rules with the following exceptions and clarifications:

### **General Rules**

- Two 20 minute halves. Running clock except the last 2 minutes of each half.
- Overtime: One overtime period per game. 2 minutes with a 30 second timeout for each team. No carryover of timeouts. Clock stops on dead ball. No additional overtime periods will be played.
- Game Ball – An official women's regulation size basketball will be chosen by the officials.
- 2 timeouts per half. Timeouts do not carry over.
- 3 point baskets allowed, courts must have a 3 point line.
- Technical Fouls: All technical fouls will result in an automatic two points for the other team and possession of the ball.
- Bonus on the 7<sup>th</sup> team foul. Double bonus on the 10<sup>th</sup> team foul.
- Players can play up one grade level, but not down.
- Officials – The league strongly recommends one WIAA referee for each 5<sup>th</sup> and 6<sup>th</sup> grade game
- Rosters must be submitted before the first game of the season
- If a team is under the seven (7) player minimum at the beginning of a game, that team can have another player from their second team fill in as long as it's not one of the top three (3) players from that second team.
- Referees will not stop game due to zone defense, but will notify coach about the infraction so a change can be made.

### **4<sup>th</sup> & 5<sup>th</sup> Grade Rules**

- Free Throws: Players will shoot free throws from behind the free throw line & they may step into the lane with their follow through. The player shooting the free throw cannot be the first player to touch the ball on a rebound (if shooter is first player to touch the ball following the shot, the defense will be awarded the ball out of bounds).
- Lane violations are four seconds instead of three.
- Full court press is allowed the last two minutes of the half and game (NO PRESS IN 4<sup>TH</sup> GRADE). 5<sup>th</sup> grade can trap in the back court but must return to man-2-man once the ball is in the front court. Help defense in the lane is allowed. Players must recover after helping in the lane.
- If a team is up by 10 points, the team cannot press.
- No zone defenses allowed.
- No clear outs allowed.

## 6<sup>th</sup> Grade Rules

- Lane violations are three seconds.
- If a team is up by 15 points, the team cannot press.
- NO zone defense allowed. ]

## 7<sup>th</sup> and 8<sup>th</sup> Grade Rules

- Lane violations are three seconds
- If a team is up by 15 points or more, the team cannot press
- Zones are allowed
- 20 minutes halves with running clock.
- 5 minutes warm-ups, and 5 minutes halftimes
- Each team will get 2 timeouts per half
- Overtime is 3 minutes with one timeout. Timeouts do not carry over from regulation.
- Technical fouls are two points plus the ball
- Free throw rule – the shooter has to wait for the ball to hit the rim. The lane players may cross on the release
- **All other WIAA Rules apply unless noted above**