

2016-2017 CLBL 6th GRADE HOUSE LEAGUE RULES REFERENCE GUIDE

Game Start: Referees may designate the length of warm-ups and halftime, but cannot dictate starting prior to the scheduled game time unless both coaches agree. If possible, in order to maximize the flow of games over the course of a day, teams are encouraged to be onsite and ready to start play 10 minutes before their scheduled game time.

Basket Height and Court Adjustments:

	Basket Height	Ball Size	Free Throw Line	Jump Over Free Throw Line	3- Point Shot
Boys 6th Grade	10 feet	28.5"	Standard	No	Yes, if line is on court

Playing Time: For Grade 6, playing time is measured by quarters and **not** by cumulative minutes. Substitutions are permitted to allow for a more equitable distribution of overall playing time and **never** to violate the quarter-based rules. There are no playing time restrictions in overtime.

# of Players	Minimum Playing Time	Maximum Playing Time	In-quarter substitutions
6	75%	100%	Yes
7	50%	75%	Yes
8	50%	75%	Yes
9	50%	75%	Yes
10	50%	50%	Yes

A substitution may be made for a player required by a game official to leave the court due to injury, illness or rule infraction. The substitute should be a player that was intended to play less than 75% of the game. The quarter will be considered as played in full for the exited player and sat out in full for the substituted player.

For a 7-player team, if a player fouls out before half-time, it is understood that the coach may not be able to adhere to the maximum playing time rule; two players may end up playing in all four quarters.

Allowable Point Differential: Playing or coaching to win is acceptable, but deliberately running up the score is prohibited. Techniques such as substitutions, position assignments, and type of defense played, assigning players to work on their weaker hand, and encouraging better player to work for an assist rather than a shot are strongly encouraged. Coaches shall use these techniques in order to maintain the following point differential:

League	Allowable Point Differential
6th	15

The coach of a team trailing by more than the above point differential may irrevocably elect a continuous running clock (except for time-outs and foul shots).

Time Outs:

- Three (3) full one (1) minute and two (2) 30-second time-outs per game
- Unused time-outs after regulation are carried over into overtime; an additional full time-out is allotted to each team in the overtime period

Game Time:

- 6-minute quarters, with one 3-minute overtime period (if needed)
- If score remains tied after one (1) overtime period, the game shall end in a tie.

Defense:

The following defensive rules are in effect in 6th grade leagues:

- Prior to the midpoint of the season (prior to game 6), while the ball is being walked up from the backcourt, defensive players must remain below the top of the key. If the ball is dribbled across the half-court line, defense may not be initiated until the ball and both feet of the dribbler are across the half-court line. If the ball is passed across the half-court line, defense may be initiated as soon as the receiving player touches the ball (establishing control of the ball is not necessary). Any pass from midcourt into the region below the top of the key shall be considered live and defense can be initiated without constraint. The intent is to allow the offense to regularly advance the ball into the forecourt and establish an offense.
- Trapping or double team defenses (i.e., defenses designed solely as such) are allowed in 5th and 6th grade Leagues; however, prior to game 6, the remaining defenders (i.e. those not trapping / double-teaming) must remain in man-to-man defensive position. Proper "help" defensive techniques are allowed and should be taught and used. Defensive players may not simply stay in the lane or "hawk the ball" without proper defensive position between their man and the basketball. The intent is to promote proper team defense and offense, not to create defenses that are ever more exotic and offenses that take advantage of the rules or simple disparity of player talent, vice teaching fundamentals.
- Zone defense is not allowed in the 5th and 6th Grade levels prior to game 6, and only man-to-man (hereinafter "MTM") defense is permitted through that date; after game 5, zone defense is permitted but only in the second half of games. The definition of MTM defense set forth in Rule 3.2.1.3. shall apply.
- Backcourt defense is prohibited prior to Game 6, and only in the second half of any game thereafter and only so long as the pressing team is not leading by 15 points or more. However, backcourt defense is allowable in the last sixty (60) seconds of the fourth period or any overtime period of a game on or before Game 5. A team leading by 15 points or more entering the last sixty (60) seconds of the fourth period or any overtime period is not permitted to defend in the backcourt unless and until their lead drops below fifteen (15) points.
- In non-pressing situations, if the team on offense attempts to fast break or tries to push the pace to overtake the defense, the team on defense will be allowed to play defense at that time. A fast break is defined as any time a player tries to pass over or dribble past the defense. When attempting a fast break, the offensive team gives up the right to walk the ball up the floor.
- The use of one or more offenses designed to exploit the MTM defense requirement at the 5th and 6th Grade levels in violation of the spirit of the rules, such as by the use of one or more so-called "spread-em-out" offensive techniques shall be prohibited. The penalties set forth under section 3.2.1.6 above shall apply in the case of one or more violations of this paragraph.