

Milton-Union Recreation Association Basketball League Rules

2019-2020 5th & 6th Grade Boys



This league follows the Ohio High School Athletic Association rules except for the following.

1. **Game Length** – There will be (4) regulation quarters. The game clock will run continuously for (10) minutes each quarter. The clock will stop the last (1) minute of each quarter including the overtime periods for fouls, injuries, or any stoppage of play by the official(s). Half-time will be (2) minutes.
2. **Number of Players** – Games will be played 5 on 5.
3. **Basket Height** – 10 Feet
4. **Overtime (OT)** – There will be a (2) minute overtime period with a running clock, except the last minute of OT. A sudden death OT will be played after the first OT if the score is still tied. Sudden death OT will be a (2) minute running clock except the last (1) minute. The first team to score a field goal or free throw wins the game. If the game is still tied after sudden death, the game ends in a tie. All fouls in OT or sudden death will be 2 shot fouls. It is possible that only a sudden death OT will be used to determine the outcome of a game that is tied at the end of regulation. This decision will be at the discretion of the commissioner and coaches and based on keeping the schedule for remaining games for the day.
5. **Coaches/Player Timeouts** – Two (2) timeouts are permitted per team per half. Timeouts are 60 seconds each. Timeouts are not permitted in OT or sudden death OT. Timeouts will not carry over if not used.
6. **Substitutions** – The horn will sound at approximately the 5 minute mark (dead ball) of each quarter for mandatory substitutions, but the clock will continue to run. Substitutions are allowed at any dead ball, but the game clock will continue to run.
7. **Playing Time** – Every player must play a minimum of 2 quarters or ½ the time. Injury or sickness may prevent this and must be reported to the referee if a player cannot continue the game.
8. **Free Throws** – OHSAA rules.
9. **Defense** – Zone defenses are not permitted at any time. Defensive players must play man to man, using the concept of “help defense”.
10. **Backcourt Defense** – Teams that are winning by 10 points or more may not use backcourt defense and must follow the rules described under rule #9.
11. **Fouls** – OHSAA rules. Coaches will either keep a book or have some way of tracking fouls.
12. **Ejections** – Any coach, player, or fan may be subject to an ejection. An ejection of a player, coach, or fan will result in removal for that game, and may face further suspensions or penalties handed out by the MURA Basketball Board. Officials and/or MURA Basketball Board members have the right to remove any coach, player or fan for unsportsmanlike conduct. Ejections by officials will follow the OHSAA guidelines.