

# Milton-Union Recreation Association Basketball League Rules

## 2020-2021 5<sup>th</sup> & 6<sup>th</sup> Grade Boys/Girls



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

1. **Game Length** – There shall be (4) quarters. The game clock shall run continuously for (10) minutes each quarter. The clock shall stop the last (1) minute of each quarter including the overtime period for fouls, injuries, or any stoppage of play by the official(s). The clock shall continue to run in the last minute of regulation if the point differential is 15 or greater. Time shall not be allowed to expire while a player is shooting a free-throw. Half-time shall be (2) minutes.
2. **Overtime (OT)** – There shall be a (2) minute sudden death overtime period with a running clock, except for the last 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 shall be 2 shot fouls.**
3. **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 shall not roll over if not used.
4. **Playing Time** – Every player shall play a minimum of 2 quarters or ½ the time. If the number of players on a team does not allow equal playing time for every player during the course of one game, then the coach shall make every effort to balance playing time as soon as possible in subsequent games so that at the conclusion of the season, playing time per player is as close to equal as possible. Coaches shall keep a record of playing time for each player. Injury or sickness may prevent this and must be reported to the referee if a player cannot continue the game.
5. **Substitutions** – The horn shall sound at approximately the 5 minute mark (dead ball or change of possession) of each quarter for mandatory substitutions, but the clock shall continue to run. This is not considered a team time out and players need to remain on the floor. Substitutions can be made at any time during dead ball situations, but it is imperative that a player’s playing time not be compromised simply for the sake of gaining an advantage over the opposing team. If a contest is close, coaches are permitted to make unscheduled substitutions in the last 2 minutes of the game in order to keep their teams as competitive as possible. This is a teachable moment in the game of basketball and should be handled as such with care for the affected players.
6. **Personal/Team Fouls** – Personal/team fouls shall not be kept officially, but any player committing 2 personal fouls in a 10 minute period shall be substituted for as soon as is practicable to simulate a game-like situation provided there are enough players to substitute with. Coaches are encouraged to use this opportunity as a teachable moment for affected players. Players shall sit out for at least 2 game clock minutes, but not more than 5 game clock minutes. **All common or shooting fouls committed in the last minute of regulation or overtime periods shall be 2 shots.**
7. **Defense** – Zone defenses are not permitted at any time. Defensive players shall play man to man, using the concept of “help defense”. Players are not permitted to play “one man zones” or “free safety”.
8. **Backcourt Defense** – Teams that are winning by 10 points or more may not use backcourt defense and must follow the rules described under rule #7.
9. **Ejections** – Any coach, player, or fan may be subject to an ejection. An ejection of a player, coach, or fan shall result in removal for that game, and may face further suspensions or penalties handed out by the MURA Basketball Commissioner and/or MURA Board. Officials and/or the MURA Basketball Board members have the right to remove any coach, player or fan for unsportsmanlike conduct.