

LPAA BASKETBALL PLAYING RULES

GRADES 5 & 6 – BOYS and GIRLS

1. A game will consist of 2 halves, 20 minutes each. Each half will be divided into FOUR 5-minute units, with a running clock. The clock will stop for all infractions during the final 2 minutes of the 8th unit.
2. No player will be permitted, except as noted below, to play 3 consecutive units when there are from 8 to 10 players available. Under these circumstances, substitutions will be as follows:
 - 1st Unit & 1st Overtime Start any 5 players
 - 2nd Unit & 2nd Overtime Clear bench, plus any players already in game, if necessary
 - 3rd, 5th, and 7th Units Start any 5, provided none have already played 2 consecutive Units
 - 4th & 6th Units Clear bench, use players in game who have not played 2 consecutive Units
 - 8th Unit & Sudden Death Start any 5 (substitute on dead ball, exempt from consecutive Units played)
 - a. If 6 players are present, no player may play more than 4 consecutive Units. If 7 players are present, no player may play more than 3 consecutive units. (Sudden Death exempt)
 - b. Any player may be selected for injury substitution, injured player may re-enter in Unit, playing time in Unit credited to injured player, not substitute.
 - c. No substitutions allowed during Unit of play, except for injury or Sudden Death
3. If game ends in a tie, a 2-minute OT Unit will be played. If needed, a second 2-minute period will be played. If a tie is not broken after 2 OT's, Sudden Death will follow (first score wins). Clock stops for all infractions during overtime.
4. Overtime of Sudden Death will begin with a jump ball at center court.
5. Only 1 timeout will be allowed per game, and can only be used in the 8th Unit.
6. Defense will be initiated at mid court. Both player and ball must cross the mid court before defense can be initiated (a rebound constitutes possession). EXCEPTION – during the 8th Unit and any subsequent overtime Units, defense may be played full court (If a team has a lead of 10 points or greater, full court defense is not permitted).
 - a. Units 1-4 Man-to-Man Defense
 - b. Units 5-8 plus overtime Coach's Choice
7. Foul limit – 5 per player
8. Fast breaks are permitted. No defending in back court. EXCEPTION – 8th Unit and beyond as described in #6 above.

PLAYING RULES – Short Form

1. Enforce 10-second time line rule
2. Enforce 3-second lane violation
3. Enforce 5-second inbound rule
4. Shoot free throws on fouls committed during the act of shooting
5. At 7 team fouls, shoot 1 & 1
6. At 10 team fouls, shoot 2 shoots
7. Center Court jump ball for game start, 1st OT Unit and Sudden Death