

YOUTH BASKETBALL LEAGUE SUPPLEMENTAL RULES

5th and 6th Grade Boys & Girls

A youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time. 28A.600.190 (3).

A youth athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider.

1. All participants must be properly registered through the City of Renton Recreation Division. Rosters are limited to no more than 10 players.
 2. Every player must play a minimum of 20 minutes of each game. Players arriving after the completion of the 2nd quarter will only be required to play 10 minutes.
 3. If a team has less than 10 players at the game the following rule will apply.
Maximum Playing Time: 8 or 9 players 25 minutes 7 players 30 minutes 6 players 35 minutes
 4. No full court press or zone defense is allowed. Man-to-man defense only. Defender must be within five feet of their offensive player when he/she is within the 3 point arc, double teaming the ball is only allowed within the three point arc.
 * Zone Infractions: A zone infraction will be called if a defensive man is guarding an area, not if a defensive player is attempting to guard his player or double team the ball within the three point arc. First infraction will result in a warning, second infraction will result in a technical foul with automatic two points and possession of the ball.
Our goal is participation. Players are to be coached in a team concept, using all the players on the court. Clear-outs, isolation plays and one-on-one plays will not be allowed.
 5. Games will consist of four 10 minute running clock quarters with a 5 minute halftime. Stop clock will be used the last minute of the game. In the event of a tie, a 2 minute stop clock overtime period will be played. If the game is still tied after the first overtime, the game will end in a tie.
 6. Substitutions will only be allowed at the beginning of each quarter and the 5 minute mark of each quarter.
 7. Any player receiving a technical foul or flagrant foul during a game, will be removed from the game immediately and sit out for the remainder of the half he or she is playing in. Any player receiving two technical fouls during a game will be removed immediately from the game and will serve a minimum of a one game suspension.
 8. Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed to the coach.
 9. **All Coaches must remain seated during the entire game, except for timeouts, substitutions or an injury.**
 Chairs will be provided to coaches approved to coach in the league.
- Coaches and players are prohibited from communicating (verbally or non-verbally) in reference to the "officials judgment" i.e. calls or non-calls. Coaches and players may ask for a rule clarification from an official only during pre-game and halftime. Infractions of this rule will result in a technical foul and possible suspension or expulsion determined by the Recreation Staff.**
10. All technical fouls will result in an automatic two points and possession of the ball.
 11. Lopsided Scoring: If at the start of the second half or anytime during the second half of the game the score exceeds a 20 point lead, the score clock will be turned off for the remainder of the game.
 * **Coaches:** Please manage your games wisely! Coaches who run up the score may be suspended or removed from the program.
 12. Two time-outs per game. No time-outs in the overtime period.
 13. 3 seconds in the key.
 14. Ball Size: Intermediate Size Ball
 15. Rim Height: 10 Feet.

