

Howell Basketball Club

2022

RULES SUMMARY – 5th GRADE LEAGUE

- **GAME LENGTH:** Games will consist of two (2) twenty (20) minute running halves. The clock will stop during the first of a two (2) shot foul shot or on the first two (2) shots of a three shot foul, time outs, and injuries. Notwithstanding the foregoing, the clock will not be re-started after the first shot of a two (2) shot foul (or after the first two (2) shots of a three (3) shot foul) during the final fifteen seconds (0:15) of the first half. Rather the shooter shall be permitted to shoot all free throws before the clock is restarted to insure that the horn does not sound and the half does not end while the shooter is attempting the try. The clock will stop on every whistle during the final ONE minute of the 2nd half.
- **TIMEOUTS:** Each team will have 2 full timeouts to use at any time. There will also be 1 automatic full timeout of 60 seconds at the 10 minute mark of each half.
- **OVERTIME:** The initial overtime period will be 1 minute in length. One thirty (30) second time out will be given to each team for the initial overtime period. Timeouts remaining from regulation time (if any) will not be carried over to the overtime period. The coaches may play any five (5) eligible players in any overtime period and free substitution is allowed. The clock will stop on every referee whistle in all leagues during all overtime periods. In the event that the teams are tied at the end of the 1 minute overtime, the teams shall play successive one (1) minute overtime periods until a winner is decided.
- **FOULS/BONUS:** In each half of every game, team fouls number 7, 8 and 9 will not result in a "one & one" bonus shot. Thereafter, the offending teams 10th team foul will result in a "one and one" bonus shot. Two shot bonus rule will never be used. On all free throws, a player occupying a marked lane space may enter the lane on the release of the ball by the free throw shooter. The players occupying the lane spaces are the only ones that can leave on the release. The shooter and all others behind the three point line must wait until the ball makes contact with the rim before entering the lane. The free throw shall be taken from the free throw line and players cannot jump over the line.
- **DISQUALIFICATIONS:** Five (5) personal fouls disqualifies a player from further play regardless of how many quarters the player has participated in.
- **DEFENSE:** Half-Court Defense only. No player may play defense beyond the half court division line other than with respect to the press rules below.
- **PRESS:** Full Court press will be permitted only: during the final two (2) minutes of the final girls' session in the 2nd half (with 7:00 minutes – 5:00 minutes remaining) and during the final two minutes of the final boys session in the 2nd half (with 2:00 minutes remaining until the end of the game), including any overtime periods. The offensive team will be allowed a free/uncontested inbound pass between the baseline and the back court foul line. The defense can set up no closer to the baseline than their (front court) foul line for an inbounds play. As soon as the pass is touched inbounds the defense may cross the foul line and can press the ball full court. Anytime a team falls behind by fifteen (15) or more points, that team may choose to full court press as per above rules until the lead dwindles below ten (10) points.

Any rule not specifically mentioned in the full HBC rules will be administered as per the National Federation of High School rule book.