**UTAH JAZZ YOUTH BASKETBALL**

**Rules For 5th - 6th Grade Teams**

The 5th - 6th grade basketball games will follow the High School Association Rules, except for the following modifications:

1. **TIME:** Each game will be played in 2 - 16 minute halves, with a running clock, only stopping the last 2 minutes of each half. Each team will be allowed 4 time outs per game. Any over time will be 2 minutes, with a stopping clock, with one more time out for each overtime. Half time will be 4 minutes long.
2. **DEFENSE: MAN - TO - MAN** must be used. This may be a switching man-to-man, but they must release any double teaming on a two second count or an illegal defense will be called. The defensive player must be trying to defend their player within five to eight feet. Otherwise an illegal defense will be called. The first illegal zone defense will be a warning, thereafter, a goal tending call will be made. A full - court press may be used the last 2 minutes of the game. Half court presses are OK as long as it is man-to-man. On a fast break, any player may stop the player with the ball, as long as they are not double teamed.
3. **OFFENSE:** All players must be involved in the offensive play. Positioning players in order to set up one-on-one situations will be called as an illegal offense and result in a turnover…an EXAMPLE would be: placing all offensive players near the mid-court line so that according to the man-to-man defense rule all the defensive players must be in the same area, making it possible for a player with advanced skills to dominate the game. This does not apply to out of bounds plays.
4. **PLAYING TIME:** Each player **MUST PLAY ONE HALF (½)** of the game. The coach can substitute as they wish as long as all players are getting in half of the game. All players should have a chance to learn and have fun regardless of the players experience or ability. We trust that the coaches would want a positive experience within the team….by having the opportunity to even play, thus creating a win/win situation.