2026 North Central Kansas Jr. Basketball League Rules
5th and 6th Grade Boys and Girls

1. **Playing Time and Substitutions to Carry Out League and Recreational Philosophy**
   Every eligible player must play in each quarter, with playing time as equal as possible. **An official's 30-second substitution timeout** will occur at a dead-ball situation as close to the three-minute mark as reasonably possible. At this timeout, **all eligible players on the bench must enter the game,** replacing players currently on the court.

   Example: The clock will stop around the 3-minute mark it could be 3:17, 3:04, or 2:52 remaining. With 8 players, all 3 bench players enter, and 3 players leave the court. With 10 players, all 5 bench players enter and all 5 players on the court leave. If a team has more than 10 players, coaches must make additional substitutions throughout the quarter to ensure every eligible player participates. The 30-second timeout is for substitutions only, not coaching or team huddles. The game clock stops during substitutions and play resumes promptly. This timeout does not count against either team's four allowed timeouts per game.

2. The game is comprised of 4 quarters that are 6 minutes in length. There will be a 5-minute halftime and 5-10 minute warm up

   Starting a Game with Four Players
   A team may start a game with a minimum of four (4) eligible players if five (5) are not available at the scheduled starting time. The game will begin as scheduled without a forfeit. Additional eligible players arriving after the game begins may enter at the next legal substitution opportunity.

3. Each team is awarded 4 60-second timeouts per game. Teams will receive 1 additional timeout should the game go into overtime.

4. During the regular season, only one overtime period will be played. If at the end of the first overtime the game is tied, the result of the game will be a tie Overtime periods are all 3 minutes in length.

5. No full-court press is allowed!!! The defense may not extend past the three-point line until the ball crosses half court. Exception, on a fast break once ball passes half court you can use traditional half-court defense. The only time a full court press can be used is: In the final 30 seconds of the game and only if the score is within 5 points! Including overtime periods.

6. A running clock will be used should the margin of score exceed 20 points. This rule only applies to the fourth quarter of games unless agreed upon it may begin in the third quarter! Once the running clock begins, it will remain in effect throughout the game, regardless of whether the scoring margin drops back below 20 points. Only a timeout or the end of a period will stop the clock once the running clock has started.

7. Both man-to-man and zone defenses may be used.

8. The double bonus (2 shots) begins on the 5th team foul of the quarter. Team fouls are reset at each quarter. Team fouls are not reset at the end of the second half should the game go into overtime.

9. Each player is allowed 5 personal fouls before being removed from the game. Technical fouls count towards a player's personal foul count and towards the team foul count.

10. Coaches should remain in the coaches' box during play. Failure to do so may result in a technical foul for that coaches' team. This rule will be enforced by the officials.

11. Substitutes must report to the scorer's table to enter the game, and then wait for the official's beckoning signal to enter the court.

12. Teams are required to wear the same color of jersey/shirt. Jerseys/shirts must be numbered.

13. 5th grade girls may shoot free throws from 12 feet regardless of division (use tape if school permits).

14. Host schools will supply warm-up balls and will provide the game ball.

15. There will be a jump ball to start the game.

16. Any behavior by coaches or players deemed by game officials to be unsportsmanlike will result in a technical foul and/or ejection. Any behavior by coaches, fans or other personnel deemed by the director to be unsportsmanlike will result in ejection. Stress sportsmanship for the proper guidance of the kids.

17. Any and all disputes will be settled by the director of the facility. If the director is not present, the officials will have the authority to be the deciding factor.

18. All other rules will follow the Kansas State High School Activities Association (KSHSAA) rule book.

19. League fees will be determined at the end of season and dispersed or collected depending on number of teams and games hosted.