



Mesa Youth Basketball Rules Grades 4 through 6.



1. Games will be officiated according to the NFHS Rule book unless otherwise noted.
2. Play will consist of two twenty-minute halves with a running clock. Play will stop in the last two minutes of the second half if the score is fifteen points or closer.
3. Teams will have two timeouts per half that are not cumulative.
4. Home team will wear white uniforms; away team will wear dark uniforms.
5. One team parent must be available to keep score or run the clock from each team.
6. A player or coach assessed with one (1) technical foul will be ejected from the game and will not be permitted to participate in the next game.
7. Free-throws will be shot one-for-two (or three) and bonus will occur at 7 fouls during the game. Technical Fouls will result in automatic two points and possession of the ball for the other team. The last two minutes will be administered by strict NFHS free throw rules.
8. Personal fouls and team fouls will be kept.
9. Ball size for grade 4th through 6th grades is 28.5" basketball
10. Stopped Clock the last two minutes provided the score is 15 points or closer.
11. Overtimes are 2 minutes and each team gets 1 additional time out per overtime.
13. Defense and special rules.
 - Teams must play man to man defense
 - Players are allowed to double team the person with the basketball
 - No full court press in grades 4 through 6.
13. Coaches are responsible for their spectators. Mesa Youth Basketball expects all spectators to promote sportsmanship and support for all athletes. MYB expects spectators to cheer for their team, leave the coaching to the coaches, and the officiating to the officials. Spectators who are unable to exhibit such behaviors will be asked to leave the premises.