

## PLAYER ELIGIBILITY

- Players must be in K - 2<sup>nd</sup> grade for the current school year.
- Pre-K players may not play up in this league.
- At any time during the season, Kids, Incorporated may request proof of eligibility.

## EQUIPMENT

- Kids, Incorporated will furnish the following equipment for teams:
  - a. Junior Size Basketballs (27.5")
- Please return all equipment immediately following the season.
- Players must wear their assigned Kids, Incorporated t-shirt, tucked in.
- Jewelry or hair accessories of any kind are not permitted, with the exception of plain bobby pins.
- Hard or plaster casts are not permitted.

## GAME RULES

- The game will consist of four 10-minute quarters.
  - a. The four quarters are broken into eight 5-minute periods for playing time.
  - b. There is not a timeout between periods.
- A 1-minute break is allowed between quarters.
- All players must play two 5-minute uninterrupted periods per half for a total of 10-minutes each half.
- Each quarter is divided into two substitution periods. At around 5-minutes, when the ball is out of bounds or after the score, the whistle will be blown for subs.
  - a. This will not be a timeout and the clock will not stop.
- One parent from each team will need to sit at the table to track substitutions.
- All games should start within 5-minutes after the hour and must end prior to or on the hour.
- The game ends when time expires or at the end of the hour.
  - a. There is no overtime.
- A game is considered a forfeit if one or both teams are not present by 5-minutes after the game is scheduled to begin.
- The referee keeps the official time.
- The clock runs at all times, except for official's timeout and free throws.
- Halftime is 3-minutes.
- Goals are 8 1/2-feet.
- No official standings will be kept.
- There is no 3-point line.
- Lane violation is 5-seconds.
- A player with the ball in the backcourt is given 10-seconds to bring the ball across the half-court line.
- Teams are required to play man-to-man defense. Switching is allowed.
  - a. It is illegal for the offense to run a clear out so that a one-on-one or isolation play is set up for one player to score.
  - b. First offense: Warning and the other team receives the ball out of bounds.
  - c. Second offense: Technical foul.

## START OF GAME & JUMP BALLS

- The opening tip is the only jump ball during any game.
- Possession on any jump ball will alternate from one team to another.
- Scorekeepers are responsible for telling the referees which team receives the ball.
  - a. The recommended system is to use the initial of the team who had the last possession.
  - b. Example: If one team is red and the other team is blue, and the red team receives the tip off, mark "R" down at the top of the scoresheet. The blue "B" team will receive the next jump ball.
  - i. Do not write down an initial until after the team has thrown in the ball.
- No pressing is allowed. The defensive team must allow the ball handler to cross half-court.

## FOULS

- A player should raise their hand after committing a foul and turn their back to the scorekeeper's table for number identification.
- Five personal fouls on a player, per game, will result in disqualification of that player for the rest of the game.
- A technical foul against a player is considered a personal foul.
- Technical fouls against a non-player will result in the opposing team receiving two shots and the ball out of bounds.
  - a. Two non-player technical fouls will result in the coach and/or parent leaving the game and they will be suspended for the next two games.
  - b. When an assistant coach receives a technical foul, they must leave the bench.
  - c. The technical will be marked against the head coach.
- Two technical fouls on a player will result in them being ejected from the game and may lead to further disciplinary action from Kids, Incorporated officials.
- Technical fouls will be called if coaches, assistant coaches, or parents are on the court while play is going on.

## FOUL SHOTS

- Players will shoot if fouled in the act of shooting.
- Players shooting free throws are allowed to move in 24-inches (two tiles) from the free throw line.
- Players shoot 1-1 on the 7<sup>th</sup> and 2 shots on the 10<sup>th</sup>.

## COACHES

- The head coach is responsible for:
  - a. The physical and mental well-being of all children while entrusted to their care.
  - b. Maintaining an adequate level of discipline on his or her team.
  - c. The conduct and control of their team's fans and spectators.
  - d. Ensuring minimum playing time is met for all players.
- All assistant coaches must be listed on the roster and have a background check on file. If no background check is on file, the assistant coach will be removed from the sideline.
- Should head coaches or their assistant coaches violate any Kids, Incorporated playing rules or directives, they may be subject to disciplinary actions.
- Coaches should remember that the officials are in charge of the game and have the final authority on the court.

## **COACHES CONT.**

- The benches are to be used for the coaches and players, not the parents and spectators.
- Coaches must stay off the court and in the 5-10-foot box area.
  - a. Coaches may not roam the sidelines.
  - b. If a team has two coaches, one coach may stand up while the other must be sitting down.

## **CODE OF CONDUCT**

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

**AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.**

## **CONCUSSION PROTOCOL**

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our Director of Programs, Jerry Branch, should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact Jerry Branch at 806-376-5936.