BASKETBALL RULES
3RD - 8TH GRADE

PLAYER ELIGIBILITY
- Players must be in the 3rd - 8th grade for the current school year.
- At any time during the season, Kids, Incorporated may request proof of eligibility.

EQUIPMENT
- Kids, Incorporated will furnish the following equipment for teams:
    a. 3rd-6th Grade: 28.5"
    b. 7th & 8th Grade: 29.5"
- Please return all equipment immediately following the season.
- Please do not dribble/throw basketballs in the foyer or hallways of the middle schools.
- 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 8-minute quarters with a running clock.
- All players must play a minimum of 16-minutes per game.
- One parent from each team will need to sit at the table to track substitutions.
- A game will be considered a forfeit if one or both teams are not present by 5-minutes after the game is scheduled to begin.
- Halftime will be 2-minutes.
- A 1-minute break is allowed between quarters.
- Each team will be allowed two 30-second timeouts per game.
- There will be no overtime period.
- The home team will provide the scorekeeper and the visiting team will provide the timekeeper.
    a. The timekeeper will run the clock according to the rules and subject to the official's direction.
- Goals will be 10-feet.
- Lane violation is 3-seconds.
- A player with the ball in the back court is given 10-seconds to bring the ball across the half-court line.
- If a team is leading by 15 or more points, they must not press in the back court.
- Teams may play man-to-man or zone defense.
- Clock stops on freethrows

START OF GAME & JUMP BALLS
- The opening tip will be the only jump ball during any game.
- Possession on any jump ball will alternate from one team to another.
- Scorekeepers will be 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.

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 will also be 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 they will not be allowed to play in the next two games.
- Technical fouls will be called if coaches, assistant coaches, or parents are on the court while play is going on.
- A second warning for either an illegal offense or defense will result in a technical foul.

FOUL SHOTS

- Players will shoot if fouled in the act of shooting.
- Players will shoot from the free throw line.
- Beginning with the 5th team foul in each quarter, the opposing team is awarded two free throws. Team fouls reset to zero at the start of each quarter.
- The clock will stop on all free throws throughout the game.

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.
- 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.