

Section I

ROSTERS

- Rosters will now have maximum limitations.
 - Basketball will have a designated roster maximum.
 - Basketball roster maximum is now officially 10 players.
 - A coach and roundup may agree to add on more than 10 but it is not mandatory.
 - Basketball roster minimum is 7 players.

UNIFORM

- The official Kids, Incorporated t-shirt must be worn.
- Shirts must be tucked in.
- No denim shorts.
- No jewelry of any kind.
 - This includes earrings or studs.
- No hair pins, barrettes, clips, hats/caps, or hair beads.
- No hard or plaster cast are allowed to be worn by any player.

Section II

CLOCK

- All games should start within 5 minutes after the hour and must end prior to or on the hour.
- A game will be considered a forfeit if one or both teams are not present by five minutes after the game is scheduled to begin.
- The referee will keep the official time in the 1st, 2nd and 3rd grade.
- The game consists of 4-ten minute quarters.
 - The four quarters are broken into 8-five minute periods for playing time.
 - There is NOT a time out between periods.
- The clock is running at all times, except for official's time out.
 - There are NO team timeouts.
- One minute is allowed between quarters.
- Half time will be 3 minutes.
- Game ends when time expires or at the end of the hour. (**NO overtime.**)

START & JUMP BALLS

- The opening tip will be the only jump ball during any game.
 - Possession on any jump ball situation will alternate from one team to another.
 - The team that loses the game opening tip will receive the ball out of bounds on the next jump ball situation and possession will alternate between the two teams, thereafter, including the beginning of the second and fourth quarters and the second half which previously opened with a jump ball.
 - This rule is to increase the amount of time spent playing basketball.

- Scorekeepers will be responsible for telling the referees which team receives the ball.
 - The recommended system is to use the initials of each team's shirt color, and alternate writing down the initial of the team who had the last possession.
 - 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 score sheet. The BLUE "B" team will receive the next jump ball. **Do not write down "B" until after they throw in the ball.**
 - This system will allow you to tell who had the last throw in.
- The defensive team must allow the ball handler to cross mid-court.
 - This includes the ball and his entire body.

FOULS

- A player will raise his hand after committing a foul and should turn their back to the scorer's table for number identification.
- Five (5) personal fouls on a player, per game, result in disqualification of that player for the rest of the game.
- A technical foul against a player is also considered a personal foul.
- Technical fouls against non-players (coaches or parents) will result in the opposing team receiving two shots and the ball out of bounds.
 - Two non-player technical fouls - the coach will leave the game and will be suspended for the next 2 games.
 - When an assistant coach receives his first technical foul, he must leave the bench.
 - The technical will be marked against the head coach.
- Two abusive technical fouls on a player - the player will be ejected from the game and will not be allowed to play in the next 2 games.
- Physical confrontations between players will result in player and/or players being ejected from the game and will not be allowed to play in the next two (2) games.

FOUL SHOTS

- All grades will shoot from the free throw line.
 - In elementary school activity centers, move in 24 inches (2 tiles) from the free throw line.
- All grades will shoot if fouled in the act of shooting.
- All grades will not shoot common fouls until the seventh foul per team per half (shoot 1-1 on the 7th and 2 shots on the 10th).

SUBSTITUTION

- ***Each child must play two (2) uninterrupted 5 minute periods PER HALF (10 minutes each half).***
- ***Each child must sit out one whole uninterrupted period per game. (5 minutes)***
 - Unless you only have 5 players.
- Each quarter is divided into two substitution periods, at around five (5) minutes, when the ball is out of bounds or after the score, foul, etc.
 - The whistle is blown for subs.
 - This will not be a time out and the clock does not stop.

Section III

MISCELLANEOUS

- Kids, Inc. will keep no official score or standing for 1st, 2nd and 3rd grade leagues.
- We will need one parent from each team to sit at the table to keep up with substitutions and fouls.
- 1st, 2nd and 3rd graders will be required to play man-to-man defense.
 - 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.
 - First offense will result in a warning and the other team receives the ball out of bounds.
 - Second Offense will result in a technical foul.
- There is no 3-point line in the 1st, 2nd and 3rd grades.
- A player with the ball in the back court is given 10 seconds to bring the ball into the front court.
- The 1st, 2nd and 3rd grade lane violation is 5 seconds.
- Screens, picks, and switching are allowed.

Section IV

COACHES

- Coaches should remember that officials are in charge of the game and have the final authority on the court. **THEY WILL DO WHAT IS NECESSARY TO MAKE THE GAME RIGHT FOR THE KIDS.**
- Coaches must stay off the court and in the 5-10 foot box area.
 - Coaches may not roam the sidelines.
 - If you have 2 coaches on the sideline, 1 may be up and 1 must be sitting down.
- Technical fouls will automatically be called if coaches, assistant coaches, or parents are on the court while play is going on.
- Two abusive technical fouls on a parent or coaching staff will result in the coach and/or parents being ejected and suspended for the next 2 games.
- Any coaches or parents physically going after the official will be barred from further Kids, Inc. participation.
- Coaches MUST control the parents!
- The game may be abandoned when an official feels the game and fans are out of control or physical confrontations might erupt.

Section V

OFFICIALS

- Officials will be provided.
- The 1st, 2nd and 3rd grade will use the junior size ball.
- The 1st, 2nd and 3rd grade will play on 8' goals.

****All equipment (2 basketballs) that was checked out to you, along with your sportsmanship ballot, must be returned to our office by December 11, 2009.**