

### 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 casts 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.
- Both coaches must agree on who the timekeeper will be for each game.
  - The timekeeper will run the clock according to the rules, and subject to the official's direction.
  - The home team will provide the scorekeeper, and the visiting team will provide the timekeeper.
- The game consists of four 6-minute quarters with a regulation clock.
- Half time will be 3 minutes.
- Two minutes will be allowed between quarters.
- If at the end of the 3rd quarter one team is ahead by 20 points or more, a 10-minute running clock will be used for the 4th quarter.
- Overtime - One 3-minute period with one time out for each team. If, after this period, the teams are still tied, sudden death will be used.
- SUDDEN DEATH - Each team picks five legal players to go to the free throw line.
  - All five shoot one (1) free throw each.
  - The team that makes the most shots out of five is the winner.
  - If the game is still tied after sudden death, the game will be declared a tie.
    - This is due to time constraints.
- Each team will be allowed 3 time outs per game.

- Each time out is 30 seconds.
- Each team gets 1 timeout in overtime.
  - Unused timeouts cannot be carried over to overtime.

## THE GAME

- 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.
  - Possession will alternate between the two teams, thereafter, including beginning the second and fourth quarters, and the second half.
- 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.

## 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, including overtime or sudden death.
- 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.
- A player or coach receiving two technical fouls will be ejected from the game and will not be allowed to play or coach in the next two (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.
- A second warning for either an illegal offense or illegal defense will result in a technical foul.

## FOUL SHOTS

- All grades will shoot 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 7<sup>th</sup> and 2 shots on the 10<sup>th</sup>).

## SUBSTITUTION

- ***Each child must play one whole-uninterrupted quarter in the 4th, 5th, 6th, 7th, and 8th grade (6 minutes).***

- Each child must sit out one whole-uninterrupted in the 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> grades. (6 minutes)

### SCORING

- The official score book must be signed by both officials before the game.
- If your team is leading by 20 or more points, you **MUST NOT** press in the backcourt.
  - When the score drops below a 20 point lead, you may resume the press if you wish to do so.
- Kids, Incorporated will use the 3 point shot in the 4<sup>th</sup> – 8<sup>th</sup> grades.

### Section III

#### MISCELLANEOUS

- A player with the ball in the back court is given 10 seconds to bring the ball into the front court.
- Pressing is allowed in the 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> grades.
- No pressing is allowed in the backcourt in the 4<sup>th</sup> grade.
  - The no pressing rule includes **NO** pressing after a live ball turnover such as a rebound or steal.
  - A team is allowed one warning then a technical foul is called.
- The 4<sup>th</sup> grade is required to play man-to-man defense.
- 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grades may play man-to-man or zone defense.
- Lane violation for the 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grades is 3 seconds.
- Screens, picks, and switching are allowed in all grades.
- Kids, Incorporated will use the intermediate (28.5) basketball for the 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> grades. The 7<sup>th</sup> and 8<sup>th</sup> grades will use the official size basketball.

### 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.
- If a coach, assistant coach, or player is given 2 technical fouls in a game, he/she must leave the gym.
  - He/she is then suspended for the next 2 games.
  - Failure to adhere to this rule will result in a 1 year suspension from the Kids, Incorporated program.
- 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**

### **OFFICIATING**

- Officials will be provided.
- The official U.I.L. rules will be followed.
  - Exceptions should be discussed by coaches and officials prior to game time to clarify for grade levels.

**\*\*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.**