

**2018-2019**  
**COMMUNITY BASKETBALL RULES**  
**KINDERGARTEN / 1<sup>st</sup> (K/1) AND**  
**2<sup>ND</sup> / 3<sup>RD</sup> GRADERS (2/3)**

***COACHES, PLAYERS & SPECTATORS SHALL KEEP ALL NEGATIVE COMMENTS TO THEMSELVES. THE ATHLETIC ASSOCIATIONS WILL NOT TOLERATE ANY ABUSE OF SCORERS, OFFICIALS, PLAYERS, COACHES OR SPECTATORS.***

- 1) Games are four (4) six (6) minute quarters. There will be a 5-minute break for halftime with only a 1-minute break between the 1<sup>st</sup> / 2 and 3<sup>rd</sup> / 4<sup>th</sup> quarters. **\*\*Games can start with 4 players\*\***
- 2) If for some reason we need a scorer or timer the Home Team will be responsible for the official score keeper and timer. Each team must provide the other team with a line up before each game.
- 3) MPT – Mandatory Playing Time - Each player must play at least half the game. When a sub is entered he/she must play a consecutive 3 minutes. Ex. A sub can play 3 minutes in each quarter and meet the requirements. No free substitution.
  - a) Exceptions To The Rule:
    - i) Disciplinary action being taken against a player who is disrupting the game and or team by their actions or for reasons determined by the referee.
    - ii) A player becomes ill or injured during the game.
      - (1) A player has missed 4 or more un-notified practices and the Basketball Director(s) have been made aware of the situation their playing time may be reduced to 1 quarter.
    - iii) If a player arrives late:
      - (1) After Tip Off they are required to play 1 quarter – 6 minutes.
- 4) Jump ball to begin the game and to start any overtime periods. Alternating-possession afterwards for period breaks and held balls.
- 5) 4 full time outs per game. You will receive one additional time out for each overtime period.
- 6) The clock will run continuously except for shooting fouls and time outs until the last 2 minutes of each half. Then the Clock will be stopped for every whistle and for any injured player or when the referee deems necessary to clear up any problems. (Both Leagues)
- 7) All players will take a free throw at the start of the 2<sup>nd</sup> half. To be fair to all teams, if one team has less players than the other, prior to the start of the game, the opposing coach will choose who can take the extra shots for that team. A player cannot take more than 2 shots per game. Both teams will get equal number of shots.
  - a) Free throws will be shot from the designated foul line.
    - i) Kindergarten / 1<sup>st</sup> Free Throw Line is 8 feet from the backboard.
    - ii) 2<sup>nd</sup> / 3<sup>rd</sup>. Free Throw Line is 10 feet from the backboard.
- 8) Normal 3 second Lane violations will be called for the 2/3 League only using the regulation 15 foot free throw lane.
- 9) Walking will be fully enforced in 2/3 and in K/1 a child must dribble for every 3 steps taken. **\*\*Walking will be called if child does a ‘pump fake’ and dribble.**
- 10) Regular back court violations will be called in both leagues.
- 11) Five fouls on one player will result in disqualification.
  - a) On the Team’s seventh (7<sup>th</sup>) foul of each half a one-and-one free throw shall be awarded. On the Team’s tenth (10<sup>th</sup>) foul during each half two free throws shall be awarded.
  - b) During the Free Throw Attempts no player shall enter the lane until the ball leaves players hands.
- 12) No Game shall end in a tie. A 2 minute overtime period shall be played until a winner is declared.
- 13) The Offensive Team has 10 seconds to move the ball across mid court after the defensive team has been instructed to get back into their Half or Zone.
- 14) Defensive Zones
  - a) Defensive team’s feet may not cross the defensive zone before they touch the ball.
    - i) K/1 and 2/3 will use the hash mark, noted by tape. One player is allowed outside the designated hash mark (unless ahead by 10 or more points). Teams have 10 seconds to cross

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- half court then another 5 seconds to cross the hash into the defensive zone. Once the offense crosses the hash mark into the defensive zone, all defensive players are allowed outside the hash mark..
- b) If a defensive player's momentum carries them out of the defensive zone the offensive team retains possession based on the referee's judgment.
  - c) Each team will receive 1 warning per game for crossing the defensive zone boundary. Upon the 2<sup>nd</sup> warning they will be given an automatic technical foul, which will result in the offensive team shooting one foul shot and maintaining possession.
    - i) Any violation in the 4<sup>th</sup> period will result in an automatic technical foul.
  - d) Any foul that results from a defensive player coming out of the defensive zone to block the shot will result in a shooting foul (if in the act) plus the technical foul if this is on or after their 2<sup>nd</sup> warning or anytime in the 4<sup>th</sup> period.
- 15) No pressing by the defense unless the offense tries to run a fast break. 2/3 will be allowed to press in the last 2 minutes of each half. If a team is ahead by 10 or more points they are not allowed to press. Also if a team is ahead by 10 or more at any time they must remain in the hash area instead of the half court area.
- 16) When getting a rebound, if the team (player) will hold the ball, the defense shall be sent down the court by the referee based on his judgment.
  - a) If a Backcourt press violation occurs, play can be stopped and the defense sent down the court before play is resumed. Ball may be inbounded but is not necessary every time.
- 17) The coach may not cross the mid court line when the teams are on the same sidelines.
- 18) Only 2 coaches and 1 scorekeeper allowed on the bench. **\*\*Only the head coach is allowed to stand up. The other two must be seated. Please be mindful of this as it's hard for the scorers to see from the table if everyone is standing. 1 warning then the official starts issuing technicals.****
- 19) Any coach getting 2 technical fouls during a game will be ejected for the remainder of the game and must leave the Gym. The Coach will also be suspended for the next game and placed on probation for the remainder of the season.
- 20) The referee may explain why he blew the whistle to the player(s) involved.
- 21) All calls by the referee will be based on his best judgment in regards to the flow of the game and of fairness to the players.
- 22) Referee has final say on all calls. NO APPEALS.
- 23) Any fighting or cursing will result in player, coach or spectator being expelled from the game and may result in being suspended from future events.
- 24) Midway, Arcadia, Wallburg and Welcome Athletic Associations have adopted a ZERO Tolerance policy. Please convey this policy to all coaches, players, and parents.