

# LEAGUE RULES

## KINDERGARTEN – 2<sup>nd</sup> GRADE BASKETBALL

1. Officials and Gym Supervisors have complete authority over the game. Any coach, player, parent or spectator using foul or abusive language, or otherwise exhibiting poor sportsmanship will be automatically ejected from the playing area.
2. Issaquah Parks & Community Services reserves the right to dismiss any coach who does not adhere to the rules and philosophy of the program as set by the Issaquah Parks & Community Services.
3. All technical fouls are automatic two (2) points. Any coach receiving two (2) or more technical fouls during the season will be dismissed from coaching.
4. A junior size ball (27.5" diameter) will be used for boys 1<sup>st</sup> – 5<sup>th</sup> grade games and girls 2<sup>nd</sup> – 5<sup>th</sup> grade games. A mini size ball (25" diameter) will be used for boys kindergarten and girls kindergarten – 1<sup>st</sup> grade games
5. K – 2<sup>nd</sup> grade will play on an 8ft. hoop.
6. Each quarter is eight (8) minutes long with a running clock.
7. Each game will start with a jump ball. During all other circumstances possession will alternate.
8. Each player must play at least 16 minutes unless there are more than 10 players on a team. No player may play more than 16 minutes unless there are less than 10 players in attendance. Here is the breakdown of playing time dependent on how many players are on the team:
  - **6 Players**                    2 players play 24 minutes, 4 players play 28 minutes
  - **7 Players**                    2 play 20 minutes, 5 play 24 minutes
  - **8 Players**                    8 play 20 minutes
  - **9 Players**                    5 play 16 minutes, 4 play 20 minutes
  - **10 Players**                   All play 16 minutes
  - **11 Players**                   7 play 16 minutes, 4 play 12 minutes
  - **12 Players**                   4 play 16 minutes, 8 play 12 minutes

If the above participation rules are violated without prior agreement between the opposing coaches, referees, and scorekeepers, (due) to players illness, arriving late etc. the violating team may FORFEIT the game. **Refer to score sheet for breakdown of minutes.**

9. The clock will be stopped at the 4-minute mark for mandatory substitutions for all players. Substitution of players is not a time out. Please move players in and out of the game as quickly as possible to maximize playing time.
10. Each team is allowed two time-outs per game. Coaches or players may not request time-out when the opposing team has control of the ball.
11. All players will wear colored wristbands so they know who to guard. All attempts to match the players up evenly is required. Intentionally unbalancing the match ups via wristband is unacceptable and if there is a noticeable imbalance the referees will hand out the wristbands to the players.
12. Defense: Use of man to man defense only, no zone or trapping defenses.
  - Defense Guideline – A defensive player must remain within six (6) feet of the offensive player he or she is guarding when the offensive player is within twelve (12) feet from the basket.

- Help defense outside the key area is permitted, but defender must recover to his or her “player” once the player who was beat recovers.

13. No full court press.

14. Fast breaks are permissible, but defensive player may attempt to stop the break by picking up offensive player at the pick-up line even if he or she is not “guarding” that player (Official’s judgment).

15. Defense may pick up the offensive team at the defensive pick up line. Offensive team has 12 seconds to penetrate the defensive pick up line. Once ball has passed the defensive pick up line, defense may pick up offense anywhere on the court.

16. Continual isolation offense (one-on-one, two-on-two) will not be permitted. (Official’s judgment)

17. The use of screens is prohibited in the Kindergarten – 2<sup>nd</sup> grade leagues.

18. Stealing or blocked shots will not be allowed. This means that the defensive player may not take the ball from an offensive player while dribbling, holding, or shooting the basketball. Balls stolen on a pass are permitted. Blocked shots are permitted as long as the defenders arms are straight up.

19. In the event of an injured player unable to continue to play, and all other players’ times are used up, the rest of the playing time will be distributed amongst the remaining players.

20. A violation will be called if a player *intentionally* kicks the ball.

21. Incidental Contact - The fact that contact occurs does not constitute a foul. Opponents in equally favorable positions run the risk of physical contact.