

## **PLAYER ELIGIBILITY**

- Players must be in Kindergarten - 2nd grade for the 2023-2024 school year.
- Pre-K players may not play up in this league.
- Players must register within their specific grade level. Players may play up one grade level. However, if two grades are merged to form one league, players must play within their designated grade and cannot play up one grade level.
- At any time, at the sole discretion of Kids, Incorporated, we reserve the right to require the parent and/or legal guardian to submit an original birth certificate, a current report card, and/or a current school-validated class schedule to verify the accurate age/grade. (Revised and adopted by Kids, Incorporated of Elk City, October 4, 2023)

## **UNIFORM**

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

## **CLOCK**

- All games should start within 5 minutes of scheduled time.
- 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 timekeeper will keep the official time.
- The game consists of two 16-minute halves. Each half is broken into four 4-minute periods for playing time. There is no timeout between the periods.
- The clock is running at all times, except for an official's timeout. There are no team timeouts.
- Halftime will be 3 minutes.
- Game ends when time expires.

## **START OF GAME**

- The game will begin with the referee giving the ball to one of the teams to begin play. Team possession on any jump ball situation will be determined by the referee.
- The defensive team must allow the ball handler to cross over into the front court area.

## **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.

## **FOULS CONT.**

- 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.

## **FOUL SHOTS**

- Players will shoot if fouled in the act of shooting.
- Players will shoot 1-1 on the 7th foul and will shoot 2 on the 10th foul.

## **SUBSTITUTION**

- Each child must play two 4-minute uninterrupted periods PER HALF (8 minutes each half).
- Grades K-2 will play a 4 v 4 format.
- Each half will have substitutions at 4 min., 8 min., and 12 min. when the ball is out-of-bounds or after a score, foul, etc. The whistle is blown for subs. This will not be a timeout and the clock does not stop.

## **MISCELLANEOUS**

- Kids, Inc. will keep no official score or standings for Grades K-2.
- Grades K-2 will be required to play man-to-man defense.
- DO NOT PRESS. Defend in front court area only (Between basket and free throw line).
- There is no 3-point line in Grades K-2.
- A player with the ball in the backcourt is allowed 10 seconds to bring the ball into the front court area.
- Screens, picks, and switching are allowed.

## **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.**
- The benches are to be used for the coaches and players, not the parents and spectators.
- Coaches may go on the court to help kids. Coaches should not interfere with play. If you have two coaches on the sideline, only one may be up at a time.
- Technical fouls will be called on coaches if the previous rules are abused.
- Two abusive technical fouls on a parent or coach 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: PLEASE control your parents! Parents: Your coach shouldn't have to do this!
- The game may be abandoned when an official feels the game and fans are out of control or physical confrontations might erupt.

## **OFFICIALS**

- Officials will be provided.
- Grades K-2 will use the junior size ball (27.5).
- Grades K-2 will play on 9' goals

## **SPORTSMANSHIP DEFENSIVE COURTESY RULE**

When a team is behind by 15 points or more, the team in the lead will be required to play defense inside the 3-point arc. This is simply a courtesy rule to allow teams a chance to get the ball in the offensive play area.

## **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**

Our commercial insurance carrier requires us to have a concussion protocol in place should an injury ever occur where a concussion is suspected or even a remote possibility. Here is our policy:

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 office 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 our office at 580-374-4332.