

## PLAYER ELIGIBILITY

- Players must be in the 3<sup>rd</sup> - 6<sup>th</sup> grade for the current school year.
- 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.

## GAME RULES

- FEDERATION BASKETBALL RULES WILL BE USED WITH THESE EXCEPTIONS
  - 16:00 HALVES. SUB EVERY 4 MINUTES UNTIL LAST 4 MINUTES OPEN SUB
  - Each team has one timeout per half.
  - Game over at the end of regulation.
  - Teams may NOT press at any time during the game..
  - In half-court defense the mid-court area (from free throw line extended to half court line) shall be 1 on 1 only (No double teaming in this area).
  - Clock only STOPS ON TIME OUTS.
  - Three-second lane violations will be called and the ten second rule will be enforced.
  - The 3 point line will be used.
  - A regulation girl's ball will be used for all teams.
  - The game clock is continuous until the last TWO minutes of each half.
  - EACH TEAM WILL PROVIDE EITHER A CLOCKKEEPER OR BOOKKEEPER.
  - Teams may play man-to-man or zone defense.
  - All players must play a minimum of 16 minutes per 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 the beginning of the second half.

## **GAME RULES CONT.**

- 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.

## **FOUL SHOTS**

- 5th-6th grades will shoot from the free throw line.
- 3rd-4th grades will have the options to shoot from 12 feet.
- All grades will shoot if fouled in the act of shooting.
- Bonus, two free throws awarded for a common foul beginning with the team's fifth foul in each quarter and resets the team fouls at the end of each quarter.

## **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.

## **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.