

K/1 Basketball Rules & Regulations Booster Clubs

Participating Booster Clubs include: Arcadia, Brier Creek, Churchland, Davis-Townsend, Fair Grove, Friendship, Hasty, Midway, Pilot, Reeds, South Davidson, Southwood/Southmont, Tyro, Wallburg, and Welcome.

All Booster Clubs have adopted a **ZERO TOLERANCE POLICY**. Coaches and parents are expected to uphold this policy at all times. The league reserves the right to make changes or adopt additional rulings not listed herein at any point during the season.

1. Player Eligibility

- This division is for **6 & under (Kindergarten–1st Grade)** players. Any child who is not 7 years old on or before August 31st of the playing year is eligible to participate.
- Players may participate in only one division and on only one team.
- Any team found using an ineligible player will forfeit all games in which that player participated and may be removed from the schedule.
- Team rosters and player birth certificates will be verified through each Booster Club representative.

2. Number of Players

- Teams are recommended to have **8 players per roster**, though there is no maximum limit, provided all players meet mandatory playing time requirements.
- A team may start a game with 4 players to avoid a forfeit; any fewer will result in an automatic forfeit.
- The opposing team may choose to play with either 4 or 5 players in such cases.
- If a team forfeits, its Booster Club is responsible for payment of officials, clock keeper, scorekeeper, and gym supervisor.

3. Uniforms

- Players must wear **numbered jerseys of similar color**. All uniforms should be reversible with numbers corresponding to High School regulations. Referees should be able to identify player numbers with one hand.
- **Example: No numbers above 5. No team can carry both 0 and 00.**

4. Coaches

- Maximum of **(3 total) two coaches and one scorekeeper** allowed on the team bench.
- Only **one coach** may stand during the game.
- Team scorekeeper is not required.
- **No coaches on the court.**

5. Practices

- Limited to 2 times per week, 1–1.5 hours until the regular season begins.
- During the season, limited to 1 time per week, 1–1.5 hours unless a team has a bye.
- Violation may result in forfeit or removal from schedule.

6. Cancellations

- If school is dismissed early or canceled due to bad weather, practices and games may continue. Confirm with your Booster Club representative.
- Teams not showing for a scheduled game will be considered a forfeit.

7. Game Time

- Game time is **game time**. There is **no grace period**.
- Games may start up to 10 minutes early if enough are present for both teams to begin.

8. Home & Away

- **Home team** wears light-colored jerseys; bench is left of the scorer's table.
- **Away team** wears dark-colored jerseys; bench on opposite side.
- Teams warm up opposite their bench area and will switch sides at halftime to their own side.

9. Game Day Lineups

- Coaches must submit a printed **roster form** to the scorekeeper before game time. Include **player first and last names, jersey numbers**, and list the **starting five first**.

10. Mandatory Playing Time (MPT)

- Each player must play **9 minutes per game**: three consecutive minutes, three times during the game.
- Coaches are responsible for ensuring MPT; scorekeeper is not.
- Substitutions **before three consecutive minutes** do not count.
- **Example:** Player one starts the game, coach subs in Player 2 for Player 1 before he/she plays their MPT of three (3) consecutive minutes. Player 1's playing time does not count if substituted before MPT of three (3) consecutive minutes played. Player 1's re-enters and minutes will start over until he/she plays the MPT of three (3) consecutive minutes. It's best to not sub until all players have their MPT recorded, once the MPT requirement is met you can sub, free substitution

Exceptions:

- a) Disciplinary action or referee-determined removal.
- b) Illness or injury.
- c) Players arriving late must play at least **1 quarter (6 minutes)**.

11. Substitutions

- Clock stops near the midpoint of each quarter for substitutions.
- Players must be at the scorer's table **before the 3-minute mark**.
- Substitutions can only occur during a dead ball.
- Repeated delays may result in **loss of timeout**.

12. Coaches on Sidelines

- Coaches **may not cross midcourt** when teams are on the same sideline.

13. Referees

- Referees may explain whistle calls to players.
- All calls are final. No appeals.

Playing Rules

14. Goals

- Basketball goal height: **8 feet**. Free throw distance: **10 feet from backboard**.

15. Ball

- Use a **27.5" junior leather basketball**. Referee chooses if teams do not provide a ball.

16. Game Time

- Games consist of (4) four (6) six -minute quarters.

17. Halftime & Quarters

- Halftime: (5) five minutes
- Between quarters: (1) one minute

18. Game Clock

- Runs continuously except for shooting fouls and timeouts until **last 2 minutes** of each half.
- **Mercy Rule: If lead is 20 points or more, clock runs continuously.** If the score differential drops to below 20 points, the clock will run to normal clock rules.

19. Starting the Game

- Jump ball to start the game and any overtime. Alternating possessions afterward.

20. Timeouts

- Four full timeouts per game; one additional timeout per overtime period.

21. Free Throw Line

- Free throws are shot from the designated line, **10 feet from backboard.**

22. Shooting Free Throws

- Players line up in top three key spots.
- No lane entry until ball leaves shooter's hands.
- Shooter must wait until ball hits the rim

23. Lane Violations

- None for 6 & under division.

24. Back Court Violations

- Regular backcourt rules apply.

25. Player Fouls

- A player receiving **five (5) fouls** is disqualified from the game. Overtime periods is an extension of the fourth (4th) quarter where individual and team fouls are carried over into overtime period.

26. Team Fouls

- **Team fouls reset each quarter.**
On a team's **5th foul in a quarter**, the opposing team is awarded **two free throws. Overtime fouls carry over from the 4th quarter.**
- Technical fouls for illegal defense count toward team fouls. (Not a player foul)

27. Halftime Free Throws

- All players shoot a free throw at the start of the 2nd half. One point per made shot.
- If one team has fewer players than the other, **the coach, with fewer players, can choose a player(s) who missed their first free throw to shoot again.** A player cannot take more than two shots per game. Both teams will get an equal number of shots. A player making his/her first shot will not shoot again unless all players on their team make their free throw attempt and that team has fewer players than the opposing team.

28. Walking and Dribbling

- Officials judge traveling. Players must attempt to dribble within **3 steps.**

29. Advancing the Ball

- Offense must advance past half court in **10 seconds** and the timeline **hash mark in 5 seconds.**
- **No pressing rule** in effect; defense may only defend fast breaks.

30. Illegal Defense

- No defensive players above the timeline "hash mark" until offense passes it.
- **One warning per half**, second offense: technical foul (free throw + inbound at half-court).
- **4th quarter: no warning, immediate technical foul.**
- Additional rules on fast breaks, scoring, and positioning apply as described in original rules.

31. Overtime Periods

- Two-minute periods.
- If the game is still tied after two overtime periods, the winner will be decided by free throws using the same format as the halftime free-throw tiebreaker rules.
- Any player who has fouled out is not allowed to participate in the free-throw shootout and is not counted when determining the number of eligible shooters for the team.
- However, each team will still attempt the same total number of free throws specified by the halftime tiebreaker rules, even if they have fewer eligible players available.