

## 2011/12 RAMMS INTRODUCTION TO BASKETBALL KINDERGARTEN RULES

**1. Time:** Each game shall consist of four eight minute running quarters. There shall be a sixty second official time out at the five minute mark of each quarter for substitutions only. The clock shall run continuously except for:

Time outs; and

Injuries.

**2. Score: Scorekeeper and Scoreboard Operator:** The HOME team will provide an **adult** scorekeeper who will keep score in the scorebook and keep track of the number of periods that each player plays. The VISITING team will provide an **adult** scoreboard operator/clock operator. In the regular season only, if both head coaches agree, they may elect to use **minors** instead of adults, as the scorekeeper and scoreboard operator/clock operator.

**3. Time outs:** Each team will have one sixty second timeouts per half.

**4. Play:** Each team will have four players on the court at one time. The teams will play four on four.

**5. Player Time:** Games consist of four ten eight quarters, with each quarter divided into two four minute periods. Each player must play four periods in a game and no player can play six periods until every player on the team has played at least 5 periods.

**6. Substitutions:** There will be a sixty second official timeout called at the four minute mark of each quarter for substitutions. Coaching shall be kept to a minimum during the five minute timeout. The purpose of the timeout is to allow sufficient time to "match up" the players only. Substitutions are not permitted during play at times other than the four minute mark and at the end of each quarter, except for injury or foul disqualifications.

7. **Practice Game:** If a team cannot field a team of at least four of its own players within five minutes after the scheduled starting time, or if a team cannot field a team of at least four eligible players at any time during the game, the teams will play a scrimmage during the time allotted.

8. **Fouls; Disqualification:** One point and the ball shall be awarded for fouls committed in the act of shooting. Any defensive shooting or non shooting foul in the last two minutes of the second half shall result in one point and the ball. Offensive fouls shall result in change of possession.

A player is disqualified from the game following a sixth personal foul.

9. **Defensive limitations:** Teams **MUST** play man to man defense. Teams may not play zone defense, double team or defend in the backcourt. Players may **NOT STEAL** the ball from the player that they are guarding or any other player on the court. Players may **NOT SWIPE** at the ball when the player that they are guarding has the ball or another player dribbles near them. However, players may try to block shots, when the player they are guarding shoots the ball.

Teams will be given two warnings per half with respect to each of the defensive rules set forth above. Each subsequent violations of a particular rule, per half, will result in a technical foul worth two points and the offensive team awarded possession.

10. **Technical Fouls:** All technical fouls will result in two points and shall be charged as a personal foul. Any player, coach or spectator receiving two technical fouls shall be ejected from the game and must leave the gym area. Any player, coach or spectator that has been ejected, at a minimum, shall be suspended for the next game.

11. **Change of Possession:** Possession of the ball shall alternate at the end of each quarter and the half, and on jump balls. The team not winning the beginning jump ball shall be entitled to the first alternating possession. Possession of the ball

shall not change at the five minute timeouts and the ball shall remain with the team having possession when the timeout is called.

**12. Safety:** Basketball shoes shall be worn on the court. No watches, necklaces or personal jewelry shall be worn during play. No casts, whether soft or hard, shall be permitted under any circumstances. No spectators will be allowed on the court during the game.

**13. Wristbands:** In order to help the players, coaches and referees know which players are matched up to one another, all players shall wear a colored wristband when in the game. At the beginning of each Period, one team shall put on the wristbands first and the other team shall match up by putting on the appropriate colored wristband. Coaches **MUST** match their better players against the opposing team's better players. Players may only guard the player who has the same colored wristband.

**14. Hoop Height:** The hoop will be set at EIGHT feet.

**15. Basketball:** The basketball shall be 27.0".

**16. Referees:** The games will be refereed primarily by minors to help to encourage a friendly, non-competitive, introduction to basketball environment suitable for Kindergarteners.