

## KYA Rules for 1st/2nd Grade Basketball

- The clock runs and will not stop except for the following:  
injury to a player or official, timeouts, or at the discretion of the official or directors
- Play (not the clock) stops on all violations
- Opponent gains possession after violations
- Players will have 10 seconds in the backcourt, 5 seconds in the key, and 5 seconds to pass the ball inbound
- Violations include but are not limited to-  
Charging, double-dribble, over-and-back, traveling, in addition to the timing ones mentioned above
- After a foul is committed, the ball is turned over to the team the foul occurred against. No free throws will occur, unless detailed below in the grade specific section.
- Fouls include but are not limited to-  
blocking, charging, holding, illegal (moving) screens, over the back, reaching, slapping, tripping, shooting fouls
- Flagrant and intentional fouls can result in a player being removed from the game or gym, depending on the severity and decision of the official.
- No jewelry/hats are to be worn during games. A player will be warned, then the coach will be told, and if the accessory is not removed, it will result in a technical violation.
  
- Jump balls will be called quickly and awarded to teams on an alternating rotation.
- In the event of a tie, there will be one (1) two minute overtime. After that, the score will be final, even if it is still a tie.

### Division Specific Rules

- This division plays on 8ft baskets
- Game Length: Four 8 minute quarters. There will be 1 minute between quarters, 3 minutes at halftime.
- Each coach gets two 1 minute time outs per half.
- The clock will stop at 4 minutes to allow for substitutions. The clock will stop on a dead ball or obvious possession. **This is not a timeout and should not be treated as one.**
- Man-to-Man defense is to be taught. Zone defense and switching to have the best player on the ball is not allowed.
- No full court press is allowed.
- Players will wear wristbands. The order of the bands is as follows: black, blue, red, yellow, white. Players must guard *only* their opposing wristband.