**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. Pick man up at the 3point line.

● Players will wear wristbands. The order of the bands is as follows: red, black, blue, yellow, white. Players must guard only their opposing wristband.