

KIM LEAGUE RULES

1st – 2nd GRADE

This league plays on 9-foot rims.

- 1. Games will consist of four running clock quarters of 6 minutes each. The clock will stop only for official time out (two timeouts allowed per game).**
- 2. Each player must play a minimum of two quarters. All players should play equal minutes when possible.**
- 3. No one can foul out. However, the referee (or hopefully the coach) may sit a player for excessive fouls or unnecessary rough play.**
- 4. Free throws WILL NOT BE SHOT in this league. If foul is called, ball will be inbounded near half court.**
- 5. Man to man defense is required at all times. No pressing is allowed.**
- 6. There will be A ONE MINUTE overtime played in 1st – 2nd grade league; if OT ends tied, game will end in a tie.**
- 7. Game ball will be the 27.5-inch size basketball.**
- 8. TRAVELING AND DOUBLE-DRIBBLE WILL BE CALLED. The kids will learn faster and will work harder in practices to get better.**

NOTE: Players CANNOT steal the ball or block shots. Essentially, play defense with your feet. No reaching or stealing. Most kids in this league are just beginning to learn to dribble correctly so we ask that the defensive player to give a little room for the dribbler to dribble. Now....If the offensive player loses control of the ball and it rolls away from the offense, then the defensive player can get it.

As for shot-blocking, the defense should put their hands straight up....become an obstacle, but not a shot blocker. Our referee will do his/her best to interpret these rules fairly and consistently.

Coaches are reminded that this league is a developmental league. We build Y Youth Programs around competition, sportsmanship, and the "Y" core values of Caring, Honesty, Respect and Responsibility.

The referee decisions are final and will not be overruled.

Any questions during the season should be directed to Tim Allen or Rob Miller at the Y.