

KIM LEAGUE RULES

3rd – 4th GRADE

1. Games will consist of four running clock quarters of 8 minutes each.
2. The clock will stop for official time outs (two timeouts allowed per half) and the last 2 minutes of the 4th quarter on dead ball situations.
3. Each player must play a minimum of two quarters. All players should play equal minutes when possible.
4. 5 FOULS ALLOWED PER PLAYER. (THEN DISQUALIFICATION)
5. Man to man defense is required at all times. SWITCHING AND "HELP" DEFENSE IS CONSIDERED MAN-TO-MAN.
6. Pressing is allowed the last 4 minutes of the 4th quarter IF YOUR TEAM IS TRAILING.
7. There will be one 2-minute overtime period if the game is tied at the end of regulation. If the score is tied after the overtime, the game will end in a tie. Each team will be awarded 1 Timeout for the OT period.
8. 7 fouls/half = 1 and 1; 10 fouls/half = 2 shots
9. Players may shoot from the 12' free throw line and cross the free throw line when shooting the free throw.
10. Game ball will be the 28.5-inch size basketball.

Coaches are reminded that this 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.