

PenMet Parks – Recreational Basketball

Rules - Summary

Kinder/1st Grade Boys and Girls

PenMet Youth Basketball is recreational with a focus on creating a safe environment for kids to develop skills and have fun learning the game of basketball. Parents and coaches are always expected to maintain a positive and supportive attitude. *Always be a good sport, be a good sport all ways.* – Bob Robertson

Equipment:

Division	Basket Height	Ball Size	Game Length
K/1 Girls	8'	27.5	(4) 8-min. quarters
K/1 Boys	8'	27.5	(4) 8-min. quarters

Game Length:

ALL leagues will play with a running clock except:

- The final 2 minutes of a game.
- During an official's time out.
- During a team time out.
- During overtime
- Half-Time: There will be a 3-minute halftime period.
- Overtime- There will be no overtime for Kinder/1st Grade

Playing Time:

- All players are expected to play a similar amount of time in each half. Officials will stop play and substitutions will be made every 5 minutes.

Fouls:

- **Technical Fouls** (Article II, Section 3)
- At the Kinder/1st grade levels, shooting fouls will result in one point and the offensive team maintaining possession.
- Technical on a spectator is assessed to the Coach of the respective team.
- 2 technical fouls in one game = Disqualification
- Disqualified coaches and spectators must leave the building.
- Fighting = Flagrant Foul = Disqualification.
- In the event of disqualification: Any Coach, player, or parent that's disqualified from a game must meet with league administrators before returning to any PenMet games or practices.

Time Outs:

- 2 time-outs per half- 1 minute each. Unused time-outs do not carry over to the 2nd half.

Bench Rules:

- The head coach is allowed on the court to help instruct players during games.
- Only the head coach may confer with game officials during a game.
- The head coach is responsible for the actions of their assistant coaches, players, and parents.

Defense:

Revised 12/18/24

- Player to Player Defense only (no Zone defense)
- No Back-Court Defense or Full-Court Defense is allowed. Warnings will be issued to each team for violations.
- Defensive players can guard the ball after the ball crosses the mid-court line.
- No stealing is allowed on the dribble or when the offensive player has control of the ball. Stealing a pass is allowed including any accidental mishandling of the ball by the offensive player.
- No Double-Teaming is allowed.
- Teams have 10 seconds to bring the ball across the half court line: *There is no over and back violations* however, a team cannot stall the ball in the backcourt. Penalty: Technical Foul

Possession Arrow: Jump Balls & Alternating Possession

- The game begins with a **Jump Ball**; thereafter all jump ball situations are determined by alternating possessions with use of the **Possession Arrow**. Possession to begin the 2nd half is determined by the possession arrow.

Officials:

- They are representatives of the league and are authorized and required to enforce all rules.
- Have the authority to order a player, coach or fan to do or refrain from an action, which effects the administering of these rules, and to enforce the prescribed penalties.
- Have the authority to disqualify any player, coach or fan for objecting to the decisions, for unsportsmanlike conduct, or inappropriate language and to remove such person from the building.
- Have authority to rule on any point not specifically covered in these rules.
- No team has the right to refuse any official assigned to their game.

Site Supervisors:

- They are representatives of the league and PenMet Parks and are authorized and required to enforce all rules.
- Have the authority to order a player, coach or fan to do or refrain from an action, which effects the administering of these rules, and to enforce the prescribed penalties.
- Have the authority to disqualify any player, coach or fan for objecting to the decisions, for unsportsmanlike conduct, or inappropriate language and to remove such person from the building.
- Have authority to rule on any point not specifically covered in these rules.

Each team must provide a scorekeeper or individual to run the game clock.