

Branson Parks & Recreation
Kindergarten, 1st & 2nd Grade - Basketball Rules

1. National Federation of State High Schools (NFHS) and Missouri State High School Athletic Association (MSHSAA) rules, with exception for certain modifications made in this rule sheet, will be followed.
2. Players must be in the Kindergarten to participate in the Kindergarten division. Players must be in 1st or 2nd grade of the given school year to participate in the 1st & 2nd grade division. Those in kindergarten may play in the 1st & 2nd grade division with parent approval. Players may only play on one team in the league. Players may not play down a division.
 - a. The Kindergarten division will be a co-ed division. 1st & 2nd grade will be separated into separate boys and girls divisions.
3. All players must have on team shirt to play. Jewelry must be removed for the safety. Earrings must be removed prior to the contest. NO EXCEPTIONS.
4. Kindergarten: Basketball Size: Junior Ball (27.5 in – Ultralight) Goal Height: 8 feet
1st & 2nd Grade: Basketball Size: Junior Ball (27.5 in) Goal Height: 8 ½ feet
5. Games will consist of a 10 minute warm-up period and four 8 minute quarters with a 3 minute halftime. Each team will receive two-one minute- time-outs per half with no carry over. Substitutes must report to the score table to sub in. Substitutions may be made at a dead ball only. There will be no overtime.
6. The game will start with a coin flip to determine who gets the ball first.
7. All players are required to play at least 8 minutes of each half. No players can play the entire game unless only 5 players are present. Players who attend practice regularly may see more playing time than those who do not attend practice.
 - a. To be eligible to participate in a game, a player must attend at least one practice during the week prior to that game. If any player has a valid reason (as determined by the program supervisor) for missing a practice, then he/she must be played in accordance to this rule.
8. Teams may start a game with as few as four players.
 - a. If a team starts a game with four players, late-arriving teammates may enter during any dead ball period. Once the game begins, a team can continue to play with as few as three players (if players are injured or foul out, for example).
9. Clock runs continuously during the game and only stops for time outs, half time or injuries.
10. Coaches must remain in the team bench area. Coaches may not position themselves on the baseline or on any other area outside of the team bench area. Only one coach may be standing per MSHSAA rules.
11. There is no 3 second violation for standing in the lane.
12. Free throws are given on shooting, bonus fouls and technical fouls. Free Throw line is at 10 feet. Coaches may enter the floor to quickly help line kids up for foul shot-then quickly step back off the floor. There is a 5 foul limit per player.
13. No more than a 10 point difference will show on the score board. Teaching fundamentals, rules of the game and teamwork must be stressed by coaches, officials and parents at all times. Game officials may assist in rules explanation.

14. No half-court or full-court pressing is allowed. Players are not permitted to play defense outside of the top of the key EXTENDED. Once a team is up by ten points, they must play defense inside the 3 point line until the ball enters the 3 point arc. Once a team has established possession in their back-court the ball cannot be stolen until the player crosses their top of the key extended.
 - a. **NOTE:** Offensive teams may not attempt to stall or delay to circumvent this rule. It will be referee judgment if this is happening and the ball may be awarded to the defensive team.
15. It is recommended for safety's sake that each player carry their playing shoes into the gymnasium and put them on once inside. Tennis shoes must be worn. No boots or street shoes will be allowed. Players will not be allowed to play in stocking or bare feet.
16. Players who conduct themselves in an unsportsmanlike manner or receive a technical foul will be required to sit the rest of the game on the bench. A second individual technical will result in ejection from the facilities and possible suspension from the program.
17. Coaches and spectators who conduct themselves in an unsportsmanlike manner will result in a technical foul for their team. If a second technical foul is received, he or she will be ejected from the facility immediately and face possible suspension from the program.
18. As a coach, you are responsible for your team's crowd and their actions. If a problem occurs in your team's crowd, you will be given a warning to take care of the situation. If the problem persists, the coach will once again be notified and the referee will issue a technical foul against the offending crowd's team. Further problems will result in forfeit of the game and possible suspensions of team, coaches or fans.
19. The Branson Parks and Recreation Department requires that players, parents and coaches sign a "Code of Conduct" prior to the season starting that relates to behavior and sportsmanship to which ALL will be held accountable. Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and suspension from future games at the discretion of the Parks Staff.
20. The program supervisor reserves the right to move a team across divisions if it is the best interest of the youth.
21. The program supervisor will make final determination on any rules or interpretation that may arise throughout the season.