

KIWANIS CLUB OF MISSOULA  
GRADE SCHOOL BASKETBALL PROGRAM

**Official Game Rules for Kiwanis Basketball**

1. First game on any evening will start at scheduled time. Second and third games will start approximately 15 minutes after the end of the previous game. Consequently, teams playing second and third games should arrive at the gym at least 30 minutes before the time indicated on the game schedule. Teams will be allowed a 10-15 minute warm-up before game starts.
2. Players must wear their Kiwanis shirt and gym shoes. Game shoes should be carried to the gym to insure that they are clean and dry and that the soles are free of debris. Coaches must stay off playing area unless they wear clean rubber soled shoes.
3. Coaches must monitor player conduct in rest rooms. Any damage should be reported to a Kiwanis referee or official.
4. Clothing, shoes, basketballs and other personal items should be left under the team bench or with parents.
5. School district rules prohibit food or drink in the gym; however teams may bring in personal water bottles with caps.
6. Coaches must submit to Kiwanis scorekeeper a Pre-game Information list of all players by increasing shirt number at least 10 minutes before game.
7. Only those players meeting all eligibility requirements, including a completed permission slip on file with the Kiwanis Club, will be allowed to play. Permission slips will not be accepted at the gym prior to the game after the first week of the season.
8. If a team has less than 4 players at game time, it must forfeit. A team may play with 4 players, but the opposing team may use 5 players.
9. Teams with more than 10 players must play each member at least 1 quarter. Teams of 10 or less members must play each member at least 2 quarters. No member may play more than 3 quarters unless seven or fewer players are available. The goal is to provide equal or nearly equal playing time for each team member.
10. Coaches must confine themselves to the area immediately in front of the team but not within 6 feet of the half-court line or in front of the scorer's table.

**Official Game Rules for Kiwanis Basketball (cont'd)**

11. Games consist of four 6-minute quarters with a 1 minute break following the 1<sup>st</sup> and 3<sup>rd</sup> quarters and a 3 minute break at halftime
12. . The game clock stops only for team time-outs, Official's time-outs, free throws and between periods.
13. Each team is allowed one 30-second time-out per half.
14. Substitutions are allowed only at the start of a quarter. No substitutions are allowed during time-outs unless to replace an injured or ejected player.
15. A jump ball will start the game, or any overtime period, otherwise the possession arrow will determine jump ball situation.
16. Following a score or turnover, the defensive team must immediately retreat beyond half-court. No defense is allowed on the ball until it crosses the half-court line. Chronic disregard of this rule will result in technical fouls.
17. The 1 & 1 free throw rule will take effect on the 7<sup>th</sup> team foul. Shooting fouls and intentional fouls will result in two free throws.
18. A player will be ejected after a 5<sup>th</sup> personal foul.
19. Referees will assess 2 shot technical fouls for rule violations and unsportsmanlike conduct. Any player or coach assessed a 2<sup>nd</sup> technical foul during a game is ejected and must leave the gym.
20. If the score is tied at the end of the 4<sup>th</sup> quarter, 3 minute overtime periods will be played to determine a winner. There will be a 1 minute break before each overtime period; but no time-outs during overtime.
21. The 20-point rule: Once a team has a 20 point advantage, they must allow the offense to advance the ball beyond the free throw line before they may play defense against an opponent. This will be similar to the "No back court defense" rule which is currently in place. Also, no fast breaks will be allowed for the team which holds the 20 point advantage. This rule should allow the team that is behind 20 points or more opportunities to score, thus minimizing the imbalance in scoring margin.