

4 & 5 year olds

General

- The team listed first for each game will be designated as the home team and the second team listed will be the visitors. Each team will warm-up on the opposite side they are sitting on.
- “Junior size” game ball
- 7 ft. goals

Game Length

- 8 minutes quarters (4 quarters)
- 5 minute warm-up before each game
- 3 minute half-time
- No games will start before scheduled time. Game time is forfeit time

Game Clock

- Stop for mid-quarter substitutions and timeouts only
 - If a player is injured it will be up to the discretion of the referee to stop the clock

Timeouts

- Each team will be given 1 timeout per half

Scoring

- Score will not be taken for this age group

Defense

- Man-to-Man
 - Colored wristbands will be provided for each player to designate the player they are to defend
 - No double-teams
- No full court press

Fouls

- All fouls will result in the other team receiving the ball out of bounds
 - No foul-shots

Substitutions

- Allowed during mid-quarter substitution unless a player is injured

Extra

- Calls such as walking, double dribbling, etc. will be called lightly during the beginning of the league and more at the end of the league
 - One coach is allowed on the floor during play to explain or set up his/her players
- Ejections
 - If a player or coach is ejected from any game for any reason = one game suspension, which disqualifies that player or coach from participating in their next scheduled game
 - Ejected players or coaches have to leave the building for the remainder of the day
- **All players must play at least half of the game**
- All remaining rules will be according to KHSAA

6 & 7 year olds

General

- The team listed first for each game will be designated as the home team and the second team listed will be the visitors. Each team will warm-up on the opposite side they are sitting on.
- "Junior size" game ball
- 8 ft. goals

Game Length

- 8 minutes quarters (4 quarters)
- 5 minute warm-up before each game
- 3 minute half time
- No games will start before scheduled time. Game time is forfeit time

Game Clock

- Stop for mid-quarter substitutions and timeouts only
 - If a player is injured it will be up to the discretion of the referee to stop the clock.

Timeouts

- Each team will be given 1 timeout per half

Scoring

- Score will not be taken for this age group

Fouls

- Shooting: player will receive one free throw as opposed to two.

Defense

- Man-to-Man
 - Colored wristbands will be provided for each player to designate the player they are to defend.
- No full court press

Extra

- Calls such as walking, double dribbling, etc. will be called lightly during the beginning of the league and more at the end of the league.
 - One coach is allowed on the floor during play to explain or set up his/her players.
- Ejections
 - If a player or coach is ejected from any game for any reason = one game suspension, which disqualifies that player or coach from participating in their next scheduled game.
 - Ejected players or coaches have to leave the building for the remainder of the day.
- **All players must play at least half of the game**
- All remaining rules will be according to KHSAA.

8/9 and 10-12 year olds

General

- The team listed first for each game will be designated as the home team and the second team listed will be the visitors. Each team will warm-up on the opposite side they are sitting on.
- 28.5 (women's size) game ball
- 8/9 on 9 ft. goal and 10-12 on 10 ft. goal

Game Length

- 8 minutes quarters (4 quarters)
 - 2 minute overtime period
- 5 minute warm-up before each game
- 3 minute half time
- No games will start before scheduled time. Game time is forfeit time

Game Clock

- Stop for fouls, timeouts and dead balls in the last 2 minutes in the 2nd and 4th quarters only
 - If a player is injured it will be up to the discretion of the referee to stop the clock

Timeouts

- 2 full timeouts and 2 twenty-second timeouts per game

Scoring

- Score will be kept for this age group

Fouls

- 5 personal fouls and player is disqualified from game
- 7 team fouls per half = 1-and-1 foul shot situation
- 10 team fouls per half = 2 foul shots
- Shooting fouls = free throws will be awarded
 - Clock will not stop unless during the last 2 minutes of the 2nd and 4th quarters

Defense

- Man-to-man or zone defense
- Full court press is allowed during the last 2 minutes of the 2nd and 4th quarters of the game until a 20 point lead

Substitutions

- May substitute on any dead ball

Extra

• Ejections

- If a player or coach is ejected from any game for any reason = one game suspension, which disqualifies that player or coach from participating in their next scheduled game.
- Ejected players or coaches have to leave the building for the remainder of the day
- **All players must play at least half of the game**

All remaining rules will be according to KHSAA