



2022 Kingdom Basketball | Pre-K - 5th League Rules

Report Head Coach "concerns" or refereeing to Brian Fisher, Executive Director 832-306-6393

Rule	Clarifications
Games/Practice	KB pays extra gym rent for Saturday practice time
Game + Practice Minutes	Pre-K/K: 60 minutes 1st-5th Grade: 90 minutes
Practice Minutes	If both Head Coaches agree, can request Head Ref to change practice minutes Pre-K/K: 20 minutes; 1st -2nd Grade: 40 minutes; 3rd Grade: 30 minutes 4th-5th Grade: 20 minutes
Mid-week Practices	Coaches Option. Head Coach should get backing of mothers. Many families join KB because they don't like mid-week practices
Game Quarter Minutes	Clock stops on free throws, time outs & last one minute of game. Pre-K/K: 4 minutes; 1st-2nd Grade: 6-7 minutes; 3rd Grade: 8-9 minutes; 4th-5th Grade: 10-12 minutes
Overtime Play Allowed	No overtime play

Playing Time	KBB play is based on Head Coach Integrity to play all players fairly and to demonstrate sportsmanship
Playing Time	Quarter/Half - Head Coach obligated to provide equal playing time unless a player is injured or does not want to play
Team with less than 10 players but playing same player 3 quarters (no player can play 4 quarters)	Head Coach should play each player equally. Head Ref will require such a player to sit 4th Q- unless a player is sick, injured or requests not to play
Losing or winning coach can request turning scoreboard off anytime or Head Referee can turn it if > 20 points at any time unless both coaches want scoreboard left on	Losing or winning coach requests time out asks Head Ref to turn off scoreboard
Coaches/Spectators/Players Expectations	
# Coaches Allowed @Bench all stay in bench area*	PK, K, 1st. can have 1 Head Coach and 2 Asst. Coaches 2nd-5th grades can have 1 Head Coach and 1 Asst. Coach
Head Coach responsible for his own behavior per his signed Head Coach Code of Ethics form.	Head Coach warned once about negative behavior and upon the 2nd violation, the Head Ref will require the Head Coach to leave the gym & play suspended until they leave
Referees/Commissioner Monitor Coach/Spectator for Negative Behavior	Head Ref issues "first" warning and on the 2nd violation the spectator or coach must leave gym immediately
Head Coach responsible for negative behavior of Assistant	Head Ref will warn the Head Coach and negative Assistant Coach and on 2nd warning the Assistant Coach must leave the gym immediately
In Pre-K, K, 1st and 2nd grade leagues, Head Ref must explain to coaches/players expectations on calling the game and rules to be taught and reinforced	If Head Ref does not mention, Head Coaches should request

Opposing Head Coaches in agreement can request Head Ref to officiate “soft” or “hard” before any quarter	
Head Coach can request “time out” (uncharged) - to ask Head Ref to clarify a call or show players what they did wrong	
Only “registered” players can play	Yes
Can older player play “down” with younger player league	No
Can younger player play “up” with older players	Yes
Can KB registered player on another team in the same league sub if a team needs more players	Yes, however “Sub” cannot play unless less than 5 “ <u>regular</u> ” players on a team
Defense	Set up area, type defense
Type Defense	Man coverage within 6 ft & with intent to cover man For 4th-5th: Girls – man; Boys – man or zone
Defense sets up in Head Ref designated area Head Coaches can affect	Pre-K/K-3rd: Yes; 4th Grade Girls: Yes, 4th Grade Boys: ½ Court; 5th Grade – ½ court
Can defense “reach over” designated area line	Pre-K/K-3rd Grade: No - Allows K-3rd to run their plays 4th-5th Grade: Yes
Can anyone “defense” a player who has beaten their “man” in the “designated set up area?”	Yes - All can cover an “open” player in the designated area

"Full Court" press	No
Pre-K/K player ignores repeated attempts to not run with the ball	Pre-K/K: Loses Ball, all other grades N/A Must take ball away to get the attention and focus of younger children
Offense dribbling, passing and shooting	
Team Time Outs per Half	All Grades: 2 Only Head Coach of Team with Ball Can Call Time Out but must be to Head Ref
Team must not "stall" with ball outside of their designated area	Called if > 20 seconds Stalling team loses possession of ball if greater than 20 secs
"1 on 1" player offense with all on opposite side of court	Pre-K/K-2nd Grade: No; 3rd-5th Grade: Yes Prevents dominating offensive player from controlling the game
Setting "Man to Man Picks" & "Switching Off"	Pre-K/K-2nd Grade: No; 3rd-5th Grade: Yes If "no", after one warning, loses ball.
Double Teaming against "Man to Man" Defense	Pre-K/K-4th Grade GIRLS: No 4th Grade BOYS: YES; 5th Grade ALL: Yes Must show intent to cover "man" staying within 6 feet (lose ball after 1 warning)
Shoot 3 Point Shots	No
Equipment Specs	
Ball Size	Pre-K/K – 1st Grade: 27.5; 2nd-5th Grade: 28.5

Goal Height (feet)	Pre-K/K ALL : 6; 1st Grade ALL: 8; 2nd-3rd Grade ALL: 8 4th Grade ALL: 10; 5th Grade ALL: 10
Wristbands Worn	Pre-K/K-2nd Grade: Yes; 3rd-5th Grade: No Head Coaches should match up best 2 team dribblers with the same color
Game Rules	
Shooting free throw at half-time*	Yes - Team with less players takes same # of shots by a player missing their shot
Free throw shooting location	Pre-K/K-3rd Grade: Coaches Agree 4th Grade: ½ way to free throw line 5th Grade GIRLS: Coaches agree, BOYS: Free throw line
Free throw shooting violation	Pre-K/K-1st Grade: Teach; 2nd-5th Grade: Called
# Fouls to Foul Out	Pre-K/K: N/A; 1st-5th Grade: 5
Per half, shoot "1 on 1" once 7 team fouls or more	Pre-K/K-1st Grade: No 2nd-5th Grade: Yes
Jump Ball	Game Start
Tie Ball	AP-Alternate Possession
Can any player try to get a loose ball anywhere on court	Pre-K/K: No 1 st -5 th Grade: Yes

Ball Stealing	Pk-K: No; 1 st : Weeks 1-3, No; Weeks 4-7, Yes 2 nd -5 th : Yes
10 sec. to cross mid-court	Pre-K/K-2 nd Grade: Teach; 3 rd -5 th Grade: Call If called, ball loss
5 sec. throw-in	Pre-K/K-2 nd Grade: Teach; 3 rd -5 th Grade: Call If called, ball loss
3 sec. in lane/paint	Pre-K/K-2 nd Grade: Teach; 3 rd -5 th Grade: Call If called, ball loss
Double Dribbling/Running	Pre-K/K: Teach (1); 1 st Grade: Teach/Call (2); 3 rd -5 th Grade: Call (1) Loss of ball if repeatedly running without dribbling (2) Teach in first 3 games but called in last 4 games
Shooting fouls called	Pre-K/K: Teach (1); 1 st Grade: Yes (1) 2 nd -5 th Grade: Foul line (1) Reshoot from spot of foul with all players still & hands down
Technical Foul – 2 free throws & ball loss	Pre-K/K-1 st Grade: Teach 2 nd -5 th Grade: Call Language, behavior, fighting, disrespect
Intentional Foul	Pre-K/K-1 st Grade: Teach 2 nd -5 th Grade: Call 2 free throws & ball loss

<p>Foul Language/ Taunting</p>	<p>Pre-K/K-1st Grade: Teach 2nd-5th Grade: Call 2 free throws & ball loss</p>
<p>Foul-Roughness</p>	<p>Pre-K/K-1st Grade: Teach 2nd-5th Grade: Call 2 free throws & ball loss</p>
<p>Foul-Defensive Player touching or pushing.</p>	<p>Pre-K/K-1st Grade: Teach 2nd-5th Grade: Call 2 free throws & ball loss</p>
<p>Foul "In the face defense" bumping and not backed off to 2-3 feet</p>	<p>Pre-K/K-1st Grade: Warn 2nd-5th Grade: Call If called after repeated warnings, - 1 free throw & keep ball</p>



2022 Kingdom Basketball | 6th - 12th League Rules

Report Head Coach "concerns" or refereeing to Brian Fisher, Executive Director 832-306-6393

Rule	Clarifications
KB Game Priority	Fun and Sportsmanship
Devotional Time	4-5 Minutes
Standings Kept	No
Parent coach who signed Zero Tolerance Agreement On Bench	Required - Cannot start game unless the adult parent coach who signed Zero Tolerance Agreement is present on the bench
Zero Tolerance Form Required	HS Only - Turn in before 1st game-signatures by parent coach & all players
Re-schedule "Called Off" Game?	No - Coaches must contact League & other coach if not playing
Ball Size	28.5 - Girls/29.5 - Boys
Scheduled Minutes*	55 (6th-8th Girls); 60 (6th-12th Boys) - Plus 5 Minutes warm up
Warm Up Minutes	5 Minutes - All 6th-12th Grade players

Pre-Game Practice Minutes*	0 (6 th -8 th Girls); 0 (6 th -12 th Boys)
Quarter Minutes	1-12 (head referee option per qtr. depending on scheduled end) Clock stops on free throws, time outs & last 1 min of game.
Head Coach options on split of warm- up/practice and playing time	Yes - Opposing coaches can request to head ref how much warm-up/practice and how playing time they agree to want-can commit all to playing time if they desire
Time Outs Per half	1
Time Out Minutes	1
Between Quarter Minutes	1
Half Time Minutes	1
Running Clock	Yes except when shooting free throws and last 1 minutes of half
Overtime Play Allowed	ONLY EXCEPTION: IF the Game runs over allotted game time, 'overtime' allowed will not occur. "1" overtime with 2 minute running clock except stops when shooting free throws – no time-outs
Player Quarters Per Game	2 - If 10 players or less, minimum of 1 quarter in 1st half and 1 in 2nd half or if more than 10 players, balanced between players
Scoreboard Turned Off Option	Yes - In 2nd half, if team is losing by 20 points or more, head referee with losing head coach agreement, can turn it off
Shooting Free Throw @ End of Each Half	No

Team Fouls Per Half – On 7th Fouls, Shoot “1 on 1”	Yes
# Player Fouls to Foul Out	5 - Includes Technical Foul count
# Technical Fouls Per Player	2 - Expulsed from game on 2nd
# Tech Fouls Per Team Per Game	3 - Game suspended if 4th called on either team
# Technicals per Season for a Coach	2 - If a coach has 2 Technicals for a season, coach is suspended
Behavioral Violations	
Monitor Coach/Player/Spectator for Negative Behavior	Yes - 2 warnings then expulsed on 3rd instance and game restarts once expulsed party leaves gym
Player Negativity, Disrespectful Dress, Attitude or Action	Expulsed Immediately - No prior warning and suspended for the season on the 3rd violation for a season
# Games Suspended Limit by a Team	2 - After 2nd game suspended by a team, team is suspended for the season
Rules Violations	
Shoot 3 Point Shots	Yes - If gym floor has a marked 3 point shot line
Defense Set-up	6th-12th Boys – based on score spread - full court if below 10 points or 1/2Court if 10 points or more 6th-8th Girls – ½ court entire game

Jump Balls	Beginning of Each Half
Tied Up Balls	Alternate Possession
Double Dribbling/Running	Called
Free Throw Lane Violation	Called
10 sec. to cross mid-court	Called, Ball loss
5 sec. throw-in	Called, Ball loss
3 sec. in lane/paint	Called, Ball lose
Technical Foul	Called, 2 free throws & ball loss
Technical Foul-Intentional	Called, 2 free throws & ball loss
Tech Foul- Dunking/Hanging on Rim	Called, 2 free throws & ball loss
Tech Foul-Hollering at Shooter	Called, 2 free throws & ball loss
Tech Foul Language/Taunting	Called, If occurs, expelled from the game
Tech Foul-Roughness/Pushing	Called, If occurs , expelled from the game
Tech Foul-Fighting	Called, If occurs, suspended for the season

Tech Foul-Delaying Game Play	Called, 2 free throws & ball loss
Tech Foul-Disrespectful Play	Called, If occurs, expelled from the game
Tech Foul-Derogatory Comments	Called, If occurs, expelled from the game



Winning Coach “Teachable Moment”

Coach – please use this situation as a “teachable moment” to teach sportsmanship

As a Christian program whose focus is on fun balanced with competitiveness and sportsmanship, we ask each coach to consider the feelings of children on an opposing team that cannot compete while your team continues to score and increasingly embarrass the opposing team players. Such undermines hope, self-confidence and a positive self-image.



“Winning Coach”- Sportsmanship Moment

A “winning” coach can do the following to allow the losing team to be more competitive and “fun filled.” Please do not wait for the referees to request as they will when the score is “increasingly and embarrassingly lop-sided.”

- Sportsmanship Defensive Strategies
- Direct your players to set up in the “lane” to allow the other team to shoot more easily from the outside.
- Direct your players to play “loose” defense – do not raise their arms/hands or press
- Reassign your worse defensive players to cover their best offensive players.
- Sportsmanship Offense Strategies
- Shoot from the outside (take “long” shots)
- Direct your worse offensive players to shoot the ball first when they bring it down the court
- Play your worse players as much as you can and to bring down the ball down the court
- Do not fast break.
- Pass the ball 3 times before shooting



“Losing Coach” - Sportsmanship Moment

- Losing Coach asks to stop the game to speak to the Head Referee and requests that the scoreboard be turned off.
- Head Referee meets with both coaches advising both that the scoreboard will be turned off and asking the “Winning Coach” to direct his players to show sportsmanship offensively and defensively as directed above.
- Turn off scoreboard.