

Attachment I: **GAME RULES FOR GRANBURY BASKETBALL ASSOCIATION**  
**Kindergarten, First Grade, and Second Grade Divisions**

ALL UIL BASKETBALL RULES APPLY WITH EXCEPTIONS LISTED BELOW:

1. Each player must play one (1) full quarter and must start another quarter and then play at least two (2) consecutive minutes of that quarter. This is to promote each player participating the same length of time. Each player must play one (1) full quarter from beginning to end.

Before the second quarter of play begins, each coach will designate up to three (3) players off the opponent's team as a "bench" player for the second quarter. Those players so designated will be prohibited from playing in the second quarter only. Any player may be chosen, even if he/she has not played in the first quarter. If either team does not have eight (8) players present, each team will sit out an equal number of players. In the event where there are no available substitutes and an injury to a non-"bench" player occurs, the opposing coaches will each choose one player from the other team that can be re-inserted into the game. *(Note: The intent of this rule is to promote an even balance of playing time among all players of each team.)*

PENALTY: Not abiding by this rule will result in the following:

1st Offense: Forfeiture of game.

2nd Offense: Appearance before the Board of Directors for possible suspension.

2. Playing time limits will normally be one (1) hour per game.
3. A Zone Defense shall not be permitted! A Zone Defense shall be called when:
  - A. A defensive player plays the ball as opposed to guarding an offensive player.
  - B. A defensive player guards an area of the court as opposed to guarding an offensive player.

PENALTY: NO PENALTY FOR FIRST VIOLATION.  
SUBSEQUENT VIOLATIONS WILL RECEIVE  
TECHNICAL FOULS.

*(The intent of this rule is to prevent the "chaser" defense where one or more players chase the offensive player having the ball and the traditional zone defense where one or more players' primary responsibility is protecting an*

*area of the court. This rule does not prohibit a defensive team from double teaming, trapping, switching or sagging. The defender must return to his/her offensive player after a double team, trap, or switch and not follow the ball.)*

4. Second Grade Divisions: Defending a dribbler or a lateral/backward pass in the backcourt is prohibited at all times. *(The intent of this rule is to allow the offense to advance the ball down court. However, it shall not be interpreted as allowing the offense a free outlet pass in order to start a fast break.)*

For Kindergarten and First Grade Divisions: Stealing the ball from a dribbler is prohibited. The opposing team is permitted to steal the ball on passes and in loose ball situations.

Note: In the case of a mixed grade Division, the rules of the higher grade apply.

PENALTY: NO PENALTY FOR FIRST VIOLATION.  
SUBSEQUENT VIOLATIONS WILL RECEIVE  
TECHNICAL FOULS.

5. In Kindergarten and First Grade Divisions, Each player will wear a colored wristband which corresponds with the wristband color of a player on the opposing team to designate which opponent they will guard in their man-to-man defense. At the beginning of the game and each quarter in which the score is tied, the home team will take the court first and identify the wristband color that each of its player will wear in that quarter. In subsequent quarters, the team that is in the lead will take the court first and identify the wristband color that each of its player will wear in that quarter. Wristbands may ONLY be changed during timeouts, substitutions, or injuries at that time teams will follow rules as set forth above. This is to promote fair play. *(Note: The team listed first in the published game schedule is designated as the "home" team.)*
6. Six (6) minutes per quarter.
7. The Clock will run continuously in all quarters except for:
  - A. Technical Foul(s) or Free Throws
  - B. Timeouts
  - C. At the discretion of the referee
  - D. For Second Grade Only: the clock will stop on every whistle in the final minute of the game.
8. Time Outs: Two (2) one (1) minute timeouts per half, with no carry over from first half or overtime.

9. Half time will last three (3) minutes.
10. Time between quarters is two (2) minutes.
11. Overtime Games will not be played at this age level.
12. No three (3) point baskets.
13. In Kinder the basket shall be approximately 8' from the floor, the free throw line shall be approximately 7.5" from the plane of the face of the backboard.  
1<sup>st</sup> and 2<sup>nd</sup> grades the basket shall be approximately 8' 6" from the floor, the free throw line shall be approximately 12' from the plane of the face of the backboard.
14. One and one free throws will be shot starting with the 7th team foul and all subsequent team fouls in each half.
15. Ten (10) minute grace period from scheduled start of game will be allowed before a forfeit shall be called. We cannot hold your game; there are games after you.
16. All calls by the officials are final.
17. All technical foul violations are two (2) free throws and the ball out of bounds.
18. Jump balls will be utilized only at the beginning of the game. Alternate possession will be utilized on all subsequent tie ball and start of quarter situations.
19. All coaches will be required to hand in a roster to the scorekeeper prior to the start of his/her game.
20. During games only two coaches will be allowed on the bench. Only one coach will be allowed to stand during game play.
21. A regulation NCAA intermediate or women's basketball (28.5" circumference) will be used for competition in all divisions.
22. Teams must begin the game with a minimum of four players. If a team has less than that then that team must forfeit. It is at the opposing coach's discretion to play 5v4 or 4v4.