

KAC Basketball

Peewee Intact Division Rules

1.0 Basics

- 1.1 BASKET HEIGHT - Eight (8) feet.
- 1.2 BALL SIZE - 28.5
- 1.3 PLAYER AGE - Must be 7 or 8 years old by December 31st of the calendar year. The Division Director must approve all exceptions.
- 1.4 MINIMUM PLAYERS - No game can be played with less than five (5) players.

2.0 Games

- 2.1 FORMAT - 5-on-5 full court
- 2.2 SCORING - Score will be kept
- 2.3 DURATION - Four (4) 8-minute quarters. Clock stops for coach or referee timeout. Quarter break is one (1) minute. Half time is two (2) minutes. Clock stops for the last 2 minutes of the game.
- 2.4 TIMEOUTS - Two (2) 30-second timeouts per half. First half timeouts do not carry over to the second half. One (1) 30-second timeout in overtime. Second half timeouts do not carry over to the overtime.
- 2.5 OVERTIME - 2-minute overtime period, running clock. Starts with jump ball, no timeouts allowed. All players are eligible unless they fouled out of the game. No backcourt pressure is allowed until the second half of the season.
- 2.6 SUBSTITUTIONS - Substitutions can be made on any dead ball throughout the entire game. Coaches must report the substitution to the scorer's table, referees and opposing coach.

Players must match up only when substitutions are done at the end of a period and during a time out. Players are responsible for identifying their man in all other substitutions.

- 2.7 DEFENSE - Man to man defense only. Help defense, trapping, and double teaming are allowed.

Players on defense are allowed to pursue on-ball and pass steals, blocks, and loose balls the entire season.

- 2.8 DEFENSE ASSIGNMENTS - At the start of each quarter, overtime, and substitutions only during timeouts, teams must line up and match up players with their defenders to proceed.

- 2.9 BACKCOURT PRESSURE - No backcourt pressure for the first half of the season. Man-to-man backcourt pressure is allowed for the second half of the season. Once a team secures a defensive rebound or inbounds the ball in their backcourt, the defensive team shall not pressure or defend until the ball has passed the “penetration line” in the frontcourt.

The penetration line is a marked line on the court approximately halfway between half court and the top of the key. Holy Nativity: Red line. Kilauea: Green line.

The penetration line:

- Allows the offense to initiate movement without defensive pressure. The offense has 10 seconds to cross the penetration line or lose possession of the ball.
- Only applies on the initial crossing of the line and is not a safe zone for the offense to retreat to. Once the ball crosses the line, the penetration line is no longer active and the defense is allowed to cross and defend.
- Resets only on sideline inbounds to players in the backcourt of the penetration line and teams in defensive to offensive transition.

3.0 Rules

- 3.1 GENERAL - Basic basketball rules will apply. Referees discretion on enforcement. Intent is to keep the game moving without negatively affecting progress. Initial infractions may be a warning only.

- 3.2 PLAYER FOULS - Players are allowed 3 fouls per half. Player committing a third foul in the half will sit out the remainder of that half and may return to the game at the start of the next half.

3.3 SHOOTING FOULS - An offensive player who is fouled in the motion of shooting,

shall shoot one (1) free throw for two (2) points or three (3) points if the foul is committed outside the 3-point arc. Ball is "live" on that one free throw shot. Offensive players fouled in the motion of shooting and making the basket will be awarded an automatic "and one" point. There are no bonus and double bonus free throws. This applies throughout the entire game.

Free throws will be taken from the regulation free throw line or closer at the discretion of the referees.

3.4 MERCY RULE - Only applies when a team is ahead by 15 points or more.

Offense: No fast breaks. The offense must wait until all defenders are back on defense.

Defense: Once a team secures a defensive rebound or inbounds the ball in their backcourt, the defensive team shall not pressure or defend until the ball has passed the "penetration line" in the front court.

The penetration line only applies on the initial crossing of the line and is not a safe zone for the offense to retreat to. Once the ball crosses the line, the defense is allowed to cross and defend. Line resets on sideline inbounds.

Players on defense are not allowed to pursue any on-ball steals or blocks from the opponent. Players are allowed to pursue any loose balls or steal a pass.

Running clock in the last two (2) minutes of the fourth quarter.

Location: Marked line on the court approximately half way between half court and the top of the key. Kilauea: Green line.

3.5 DEFENSIVE MODIFICATION - Not applicable

3.6 OFFENSIVE MODIFICATION - Travels & double-dribbles will be enforced at referees discretion. Violations will be more heavily enforced in this age division.

4.0 Coach, Player and Spectator Conduct

Excellent sportsmanship and respect of all participants is mandatory at all times and nonnegotiable. KAC Basketball directors reserve the right to warnings, suspension, or

permanent termination of all involvement in this league immediately without refunds. Coaches are responsible for conduct of their players and parents.

5.0 Safety

The safety and well-being of all participants is of utmost importance to KAC Basketball, and everyone is responsible. Please notify league officials of any observed unsafe conditions, situations, or issues and it will be addressed with priority.