



## **SALINA PARKS & RECREATION YOUTH BASKETBALL LEAGUE RULES 2018-19**

**All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Athletic Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation Youth Basketball League.**

- 1. Player Eligibility:** Teams are formed by the participants' grade, not age. All players will play in their grade division, not age group. Grade divisions may be combined depending upon enrollment numbers.
- 2. Registration & Consent:** Each player must register through the SP&R and at least one parent must sign a consent form giving permission to play.
- 3. Team Roster:** Teams will play 5 on 5. Each team will have a minimum of seven (7) players on their roster. Only registered SP&R participants will be allowed to play. Any team that plays an ineligible player will forfeit those games. Any additional players added must contact the Athletic Supervisor for team placement.
- 4. Game Time:** Each team needs four (4) players to start the game. A team will be given five (5) minutes after game time to meet the requirements to start a game. After five (5) minutes, the game will be ruled a forfeit.
- 5. Equipment**
  - a) **Jewelry Ruling:** No jewelry, rings, watches, earrings, necklaces, wrist or ankle bracelets, beads, metal hair clips, etc. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
  - b) **Shirts:** Teams will be provided Salina Parks & Recreation Youth Basketball League Shirts. Shirts may not be altered in anyway and must be tucked in at all times.
  - c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
  - d) **Basketball:** The women's new international 28.5 basketball will be used.
- 6. Players playing time:** All players must play in each quarter. Each player must start either the 1<sup>st</sup> or 3<sup>rd</sup> quarter. Each player must sit on the bench for (2) continuous minutes (if six or more players are present), at least once during the game. Violations of this rule will result in forfeiture of game(s) and a 1 game suspension for the coach.

- 7. Regulation Game:** All KSHSAA rules apply with the following exceptions:
- a) Home team (as listed on game schedule) provides scorekeeper and visiting team provides clock manager.
  - b) **Game Length:** Four (10) minute quarters. (1) Minute in between quarters.
  - c) **Continuous Clock:** The clock will run continuously with the following exceptions: injury, time outs and all dead balls in the last minute of the first half, second half and overtime period. If a team is ahead by 20 or more points, the clock will run continuously.
  - d) **Time-outs:** Two (2) 60 second & (1) 30 second time-outs per half, with no carry over.
  - e) **Overtime:** one (3) minute period. Each team will be assessed with one (1) time-out, with no carry over. **Team and player fouls carry over into overtime and sudden victory periods.**
  - f) **Sudden Victory:** If the score is still tied at the end of overtime, the game will go into sudden victory. The team scoring first will win the game. No time will be kept.
  - g) **Halftime:** Three (3) minutes between halves.
  - h) **Free Throws:** 1-and-1 on the seventh (7) team foul of each half. Two shots on 10<sup>th</sup> foul of each half. Player control fouls are not included. 4<sup>th</sup> & 5<sup>th</sup> grade girls will be allowed to shoot 12 foot free throws, rather than the regulated 15 foot free throw. During a free throw, only 6 players may occupy a free throw lane. Players may not enter lane until ball has been **released by free thrower**.
  - i) **Player Fouls:** Five (5) fouls, disqualification. Technical fouls counts as team and personal fouls.
- 8. Violations:** All fouls and traveling, three (3) seconds in the lane, double dribble, over and back, throw-in violations, etc. will be called; however, officials may be lenient on some fouls and violations depending on the situation, grade level and spirit of the game.
- 9. Defense:**
- a) **4<sup>th</sup> & 5<sup>th</sup> Grade:** Only man-to-man or “sagging” man-to-man defenses are allowed. No trapping or double-teaming defense will be allowed outside the offensive lane. 4<sup>th</sup> & 5<sup>th</sup> grade division will play half (1/2) court man-to-man. Only in the last minute of the first half, second half and overtime a team may press and play full court man-to-man as long as the team is not ahead by 20 or more points.
  - b) **6<sup>th</sup> - 8<sup>th</sup> grade:** Either man-to-man and/or zone defenses are allowed. 6<sup>th</sup>-8<sup>th</sup> grade division will be allowed to play full court man-to-man or zone defense the entire game, as long as the team is not ahead by 20 or more points.
- 10. Coaches:** Each team is allowed a maximum of two (2) coaches on the bench. Coaches are responsible to give the line-up to the scorekeeper 5 minutes before the game. The line-up must contain player’s first initial, last name and jersey number. The coaches are responsible for their players, assistant coach and spectators.
- 11. Coaches Box:** All coaches must remain seated or stand behind their team bench. The **ONLY** exceptions are:
- a) During a charged time-out or during intermissions.
  - b) Stand to signal players to request a time-out.
  - c) Confer with the score table.
  - d) Attend to an injured player after being beckoned onto the floor by an official.
  - e) While within the confines of the bench, replace or remove a player during a substitution.
  - f) A spontaneously react to an outstanding play by a player of their team or to acknowledge a player that has been substituted for. Any person on the bench is subject to the bench rule and is the coach’s responsibility.
- Only head coaches are allowed off the bench to be compliant with the articles above, but must immediately return to their seat or standing position.

Coaches failing to adhere to this rule will be assessed a direct technical foul. A second infraction will result in a 2<sup>nd</sup> direct technical foul and the offending coach will be ejected from the game and facility.

- 12. Protests:** Protests are not allowed in the Salina Parks & Recreation Youth Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The official's decision is final. Protests must be submitted to Salina Fieldhouse no later than 24 hours after alleged violation (except Saturday games, which must be submitted Monday). Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The supervisor and scorekeeper must be notified that the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game.
- 13. Grievances:** All protests, grievances and rule interpretations must be submitted in writing to the Athletic Supervisor (Judgment calls are not to be construed as a rule interpretation).
- 14. Gym Supervisors:** The gym supervisors are in charge of the facilities and games at all time. Gym supervisors may not overrule any rule decision made by an official during a game, nor may they infringe upon an official's jurisdiction, but may be used for advice or a rule interpretation when asked upon. The gym supervisor will act to stop unsportsmanlike conduct by spectators, coaches and/or players.
- 15. Conduct & Language:** Staff, players, coaches and spectators is expected to act in a proper and professional manner and promote good sportsmanship before, during and after the game. Inappropriate behavior and/or profanity are not acceptable. The gym supervisor will report any and all unsportsmanlike acts by a player, coach and/or spectator to the Athletic Supervisor. The gym supervisor has the authority to ask anyone to leave the facility, due to any unsportsmanlike behavior. The gym supervisor may ask the coaches to help in the event their team's supporters are acting in an unsportsmanlike manor.
- 16. Disciplinary Technical Foul & Ejection Progression:** Depending on the severity, staff or the officials have the right to issue a warning, technical foul or ejection.
- a) **1<sup>st</sup> Technical Foul:** The opposing team will shoot two free throws and possession of the ball at half court.
  - a) **2<sup>nd</sup> Technical Foul in the Same Game/1<sup>st</sup> Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1<sup>st</sup> week of the following playing session/season.
  - b) **3<sup>rd</sup> Technical Foul for the Season:** Technical fouls are tracked and carry throughout the entire season. Three technical fouls can occur with one being assessed in three separate games. Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1<sup>st</sup> week of the following playing session/season.
  - c) **2<sup>nd</sup> Ejection:** Results in a suspension for the remainder of the season from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not be a spectator at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.
  - d) **Ejections:**
    - 1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.

- 2) Once a youth player has been ejected from the game, he/she shall be restricted to the bench with coach supervision or released to a parent/guardian.
- 3) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

**17. League Tie Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:

- a) League/Division win/loss record
- b) Head to head games
- c) Non-division win/loss record
- d) Points given up in head to head games
- e) Points scored in head to head games
- f) Coin Flip

**18. Inclement Weather:** Any games postponed or canceled due to inclement weather will be **received by text/e-mail by subscribing to RecZone at [www.salina-ks.gov/parksandrecreation](http://www.salina-ks.gov/parksandrecreation)**. Coaches, players, spectators and staff shall follow weather policies/procedures established by the Salina Parks & Recreation.

**19. PAYS Program:** The Salina Area Youth Sports Initiative (SAYSI) has established the Parents Association for Youth Sports (PAYS) program. The Salina Parks & Recreation is in agreement with the mission of this organization. The Salina Parks & Recreation would like at least one parent (not counting the coaches) to be a PAYS member. The PAYS program is designed to stop negative parent behaviors before they happen. PAYS educates parents on their role and responsibilities. It enhances parent/league relationships and holds parents accountable for their actions to a *Parent's Code of Ethics*. PAYS uses innovative materials and sources to promote positive youth sports.

### **SPORTSMANSHIP - A GOAL FOR EVERYONE!**

- 1) Be courteous to opponents, fans, coaches, and officials.
- 2) Respect and abide by the official's decisions.
- 3) Exercise self-control at all times; encourage the officials, coaches and players.
- 4) Learn to win with character and lose with dignity.