



## WEST SEDGWICK COUNTY

### YOUTH BASKETBALL LEAGUE

The league's purpose is to provide the member communities a youth basketball league that seeks to implant the youth of the community's ideals of good sportsmanship, respect, honesty, and loyalty, which will help them grow and learn life lessons and the game of basketball in a healthy and safe environment.

## League Rules

### General Rules

1. KSHSAA rules apply if not stated in league rules.
2. League Representatives have By-Laws for additional league information.
3. Goals shall be 8-½ ft. for girls and boys in grades 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup>.
4. Goals shall be 10 ft. for girls and boys in 5<sup>th</sup> grade & 6<sup>th</sup> grade.
5. The balls shall be the intermediate or girls high school size (28.5"). Ball size for 2<sup>nd</sup> grade will be 27.5 or size 6.
6. League standings and tournament seeding are based on the league record & win percentage. In case of a tie, seeding will be based on head-to-head competition, then a coin flip. Scores are not used to determine seeding; they are just informational.
7. Tournament rules shall be the same as regular season rules. (\*See overtime exception) Higher seed is the home team (#1 is home over #2).
8. Fees of \$50.00 for each team will be submitted to the treasurer of the league at the November league meeting. League representatives will be responsible for submitting fees.
9. Coaches must be at least a current junior in high school or older. If a coach is still in high school that person must be accompanied on the bench by an adult at all games and practices.
10. Filing a complaint: The coaches and parents should notify their town representative. If they are unable to resolve the problem, the town representative will notify the president of the league.
11. Players must remove all jewelry. No hard/metal objects in hair pieces. No exceptions.

### Officials

12. Officials must be 14 year or older. Home teams must provide two (2) officials to begin the game. (14 yr olds should start in 2<sup>nd</sup>/3<sup>rd</sup> grade games only)
13. Official's decisions are final! **Officials are the authority during a game, please give them the respect you wish to receive too. Yelling at officials is not acceptable. Technical fouls and ejections may be given. See Code of Conduct.**

### Time

14. Quarters will be eight (8) minutes in length with a continuous game clock.  
**Game Clock Stop Rules:** game clock will be stopped for the following situations only.
  - a. Team time-outs and Official's time-outs.
  - b. All dead ball situations in the final **two (2) minutes of the fourth (4<sup>th</sup>) quarter**. If the losing team is twenty(20) or more points behind at any point during the 2<sup>nd</sup> half, the clock will continuously run, regardless if the difference falls back below twenty(20).
  - c. Game clock will stop when free throw foul situation occurs. **\*Exception see rule 14b on 20-point lead.**
  - d. When the game clock has 0.3 or less seconds left, only a tap is allowed. Teams cannot catch and get a shot off.
15. Times – outs: Four (4) per game lasting 60 seconds in length. All remaining time outs will be carried over if overtime results. In addition, the team will be given one (1) more time out for the overtime. (Time outs may be carried over from one quarter to the next, not to exceed four.) or in case of OT no more than (5).
  - a. A horn shall be sounded 15 seconds before play is ready to resume. A second horn will then blow once that time has expired. Coaches must immediately break from team huddle and have team ready to play.
16. Breaks after the first (1<sup>st</sup>) and third (3<sup>rd</sup>) quarters shall be one (1) minute in length.
17. Half time break will be (3) minutes in length.
18. For games resulting in a tie at the end of regulation, the teams will play as many two (2) minute periods as needed until the game has been decided – no ties. Each applicable period's clock shall run like the last 2 minutes of regulation.
19. Players must play in the town they attend school or live in.
20. Players may play in a higher division if approved by the town representative.
21. Players can only play on 1 roster per age group. This includes substituting in a higher age division.
22. A 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> or 5<sup>th</sup> grade player may advance to an upper division game only in hardship cases, see rule #39.

23. Players in divisions 2<sup>nd</sup> – 4<sup>th</sup> grades **must** play one (1) full quarter per game from start to finish. Rule is void if the player becomes injured, fouls out or is disqualified/ejected from the game. Failure of the coach to comply with this rule will result in the team forfeiting the game regardless of the final score. At halftime and 3<sup>rd</sup> quarter, please check with the official scorebook. **For the 5<sup>th</sup>/6<sup>th</sup> grade division this season the substitution rule will be that each player must enter in each quarter and play. The amount of time each player gets in each quarter is ultimately up to the coaches.**
24. Player substitutions can be made in any dead ball situations. Players must report to the scorer's table before entering the game.
25. If a player shows up late to the game, they can still play but still must play the 1 quarter per rule for grades 2<sup>nd</sup>-4<sup>th</sup>. If a player shows up late in the 5<sup>th</sup>/6<sup>th</sup> grade divisions, they must enter in each quarter that they were at the game.

### Scoring

26. (3) point field goals are allowed for all age groups.
27. Free throw is worth one (1) point. 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> boys and girls shoot from 14 feet. 5<sup>th</sup> & 6<sup>th</sup> boys and girls will shoot at 15 feet.

### Pressure Defense

28. *Boys & Girls 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> Grade:* Half-court defense is allowed. Full court pressure is only allowed in the final 2 minutes of the game. Teams with a 20-point lead or more, must “fallback” behind the three-point shooting line. If the ball becomes a loose ball, the defense can attempt to recover it. Officials will use their judgement to determine if it was a loose ball.
29. *Boys & Girls 5<sup>th</sup> & 6<sup>th</sup> Grade:* Full court pressure is allowed for boys and girls in the 5<sup>th</sup> and 6<sup>th</sup> grade divisions. Teams with a **20-point** lead or more must defend behind the half court line. If the ball becomes a loose ball, the defense can attempt to recover it. Officials will use their judgement to determine if it was a loose ball.
30. Violation of the pressure defense rule will result in one (1) warning **per quarter** given to the offending team's coach. A technical foul will be assessed if the team does not comply after the warning. This technical foul does not count towards team fouls or coach.

### Fouls/Violations

31. **Five (5) team fouls per quarter will result in a two-shot bonus for all common fouls. Team fouls reset at the beginning of each quarter of play.**
32. A player technical foul will result in player leaving the game for two (2) minutes playing time. All Technical foul penalties: 2 free throws, plus the ball taken out at half court. A Player Technical foul counts towards player fouls and team fouls.
33. If a game results in a forfeit (rule #23, etc.) and time is remaining on the clock, the game will be played out with the remaining time on the clock, but the score will be shut off.
34. A player or coach's second technical foul will result in them having two (2) minutes to leave the premises. If they do not leave in a sportsmanlike manner in the timeframe their team will forfeit the game. (See League Code of Conduct)
35. Once a player fouls out (5 fouls) the coach has 15 seconds to replace the player.
36. Lane violation will be called after **five (5) seconds in the lane**. Both feet must be completely out of the lane.
37. **Gyms with Restraining Lines:** thin red line 3 feet parallel to the main out of bounds line. Used during throw-ins. Same rules are applied as if throwing the ball in bounds with main out of bound's lines. All players except the inbounds player may not be inside the restraining area during the throw-in. As soon as the ball is touched by a player in the court of play, the restraining line rules no longer apply and the main out of bounds lines are then used. \*1 warning per quarter will be given. Then penalty: If offense violates, then ball will be awarded to the other team. If defense violates will be a technical foul.
38. **All assistant coaches must remain seated on bench at all times**-exception: to call timeout, talk to scorekeeper, or when cheering for an outstanding play in a positive manner. Coaches are to coach the kids & not complain to the officials, technical fouls will be given as needed. Sportsmanship is a required! Assistant coaches must be seated and are not allowed to make comments to officials. **(Only a max of 3 coaches can be on the bench during a game)**
39. Teams must play scheduled games as long as 4 roster players are available. If a team has less than 5 players, they may get player(s) already signed up in the league in a lower age division and play up onto the team, teams can fill up to a maximum of 5 to play. Ex. If you have 4 5<sup>th</sup> graders, you can get 1 4<sup>th</sup> grader. The added player(s) is responsible to their original team first and must participate in their own scheduled game(s) before playing on the team needing a player. No games will be rescheduled due to a coach being absent. Less than 5 players available is considered a hardship case. **Teams may play 4 players only and still count the game as long as the 4 players are roster players.**
40. **DO NOT ATTEND** a practice or game if you are sick or are showing symptoms. Please help all of our communities to remain safe and keep the kids in school and playing sports.

# Code of Conduct

- 1. RESPECT & SPORTSMANSHIP IS REQUIRED BY EVERYONE AT ALL OF THE TIME.**
2. In order to help in the promotion of a better sports environment, the use of tobacco, smoking/vaping, alcohol, drugs or foul or profane language by anyone in or around a practice or game is prohibited.
- 3. Any derogatory remarks to officials, coaches or players of the other team by anyone will be avoided. Violation of this rule, in the opinion of the official and/or town representative, may result in suspension from or forfeiture of the game. Violators may be ejected without warning due to improper behavior.**
4. Officials may eject players and/or coaches from any game in accordance with the official rules.
5. Anyone engaging in fights or any other flagrant unsportsmanlike conduct before, during or after a practice and/or game will be suspended indefinitely. This applies from the time the person enters the facility area until the time the person leaves the facility area. This shall cover all unsportsmanlike conduct such as obscene or profane language and/or appearing at the facility under the influence of alcohol or illegal drugs.
6. Anyone ejected **for unsportsmanlike conduct** by the officials or supervisor **MUST** leave the facility within two (2) minutes. Failure to comply with the above rule will subject the team of which the offender(s) is(are) members, to a forfeiture of the game by the official. **Anyone who receives two (2) technical fouls in a game will be ejected.** Violators (persons ejected) **of this rule will be assessed a minimum suspension from participation in the next two (2) games.** (Such games shall not include exhibition and/or practice games.)
7. It is the responsibility of each coach to be familiar with the rules, policies and guidelines stated under the general playing rules of his/her particular league and **pass this information onto his/her team and parents.**

**EVERYONE CHEER FOR ALL THE KIDS &  
PROVIDE A POSITIVE ATMOSPHERE**

**Setting A Good Example for kids is far more  
important than winning a youth sport game!**

# **Code of Conduct** **(Short Version)**

- 1. Respect & Sportsmanship is required at all times.**
- 2. No alcohol, tobacco, smoking/vaping, or drugs are allowed.**
- 3. No negative or derogatory remarks are to be made to anyone at anytime.**
- 4. If you do not follow the code of conduct you will be asked to leave the facility within two (2) minutes or the game will be forfeited.**
- 5. Any act seen as unsportsmanlike conduct by anyone at anytime will be dealt with and that person(s) may be ejected &/or suspended for the next game or the entire season if seen necessary.**

**Setting A Good Example for kids is far more important than winning a youth sport game!**