

# HAYSVILLE/CLEARWATER/MULVANE YOUTH BASKETBALL RULES

## RULES OF THE GAME 2020-2021

If any rule contained in the Haysville/Clearwater/Mulvane League Rules and Procedures shall appear to be in conflict with the KSHSAA Rules, the Haysville Recreation Department Rules shall be prevailing.

Haysville/Clearwater/Mulvane Basketball Program will follow KSHSAA rules:

- Any decision to play/not play will be made at least one hour prior to game time by the Haysville/Clearwater/Mulvane League Representatives. All coaches will be notified as they are responsible for calling their players.
- All games will begin at the scheduled time.
- Teams not ready to play ten (10) minutes after the scheduled start time will forfeit the game.
- 1-2 Grade division will be co-ed and will be run by the hosting organization.
- 3-4 & 5-6 Grade divisions will play boys and girls separate.
- Teams MUST start with four (4) players, but can finish with less players (at least two).
- If the minimum number of players required (4) at game time is not met, team will forfeit the game.
- Teams must provide a parent to help keep score in Clearwater and Haysville.

### GENERAL RULES

- **Goal Heights**
  - 1-2 Grades: 8 Foot Goals
  - 3-4 Grades: 8.5 Foot Goals
  - 5-6 Grades: 10 Foot Goals
- **Official Game Balls**
  - 1-2 Grades: Youth ball size 27" will be used
  - 3-4/5-6 Grades: Woman's ball size 28.5" will be used
- **Team Defense**
  - 1-2 Grade: (H) Man-to-Man or Zone defenses will be allowed.  
If a ball is passed (in the air, bounce) then any player may steal it.  
1-2 Grade defense must stay inside of 3 point arch.  
(Ball must be allowed to come inside 3pt arch.)
  - 3-4 Grade: Man-to-Man or Zone defenses will be allowed.\*\*  
\*\*ABSOLUTELY NO TRAPS/DOUBLE TEAM by defense outside of 3 point arch.  
(NO Two defenders on ONE offender outside of 3 point arch).  
Last two minutes of the game teams may press and trap. Unless team is ahead by 10 or more points.
  - 5-6 Grade: Man-to-Man or Zone defenses will be allowed.  
\*\*Traps may occur after the half court line.  
When a team is ahead by more than ten (10) points, NO half court traps will be allowed!

NO STALL TACTICS ALLOWED BY OFFENCE.

**\*\*The defense MUST allow the point guard to enter into the front court (both feet and the ball) before they can guard them. A ball that is passed from the back court may be stolen once it has crossed the half court line.**

- **Full Court Press**
  - 1-2 Grade: Teams CAN NOT press at any time.
  - 3-4 Grade: Teams can full-court press ONLY during the last 2 minutes of the game.  
When a team is ahead by more than ten (10) points in last 2 minutes, press MUST be removed.

- The team behind by more than ten (10) points can continue to full-court press.
- 5-6 Grade: Teams can full-court press ONLY during the second half of the game.
  - When a team is ahead by more than ten (10) points in second half, press MUST be removed.
  - The team behind by more than ten (10) points can continue to full-court press.
- **Free Throw Lane**
  - 1-2/3-4 Grades: Five (5) seconds will be allowed in the lane. (no camping in lane)
  - 5-6 Grade: Three (3) seconds will be allowed in the lane.
- **Free Throws**
  - One & One free throws in effect on a team's 7th personal foul in each half.
  - Two free throws are in effect on a team's 10th personal foul in each half.
  - 1-2 Grade: will not shoot free throws
  - 3-4 Grade: May jump over the line while shooting but must start behind the line.
  - 5-6 Grade must stay behind the free throw line while shooting.
  - Shooters (all grades) can NOT attempt to make a play on the ball until the ball hits the rim.
  - Players on the lane blocks may enter the lane on the **shooters' release**.
- **Coaching Duties**
  - 1-2 Grade: Head coaches will be allowed on the court with their players. Coaches may move players around but not interfere with play.
  - 3-4/5-6 Grades: Only the head coach is allowed to stand up in their coaches' box on the sideline while the game is in play. Continued abuse of this rule will result in the violating coaches being removed from the team bench for the rest of the game.
  - **Absolutely NO ASSISTANT COACH will be allowed to stand & coach!**
- **TimeOuts**
  - Two (2) timeouts are allowed per team per half. Timeouts do NOT carry over from half to half.
- **Overtime**
  - 1-2 Grade: No Overtime will be played.
  - 3-4/5-6 Grade: 2-Minute Overtime. Clock stops on all dead balls. 2nd overtime is sudden death.

#### LENGTH OF THE GAMES

- **1-2 Grade:** Teams will play four (4) **8-minute quarters** with a running clock. The clock will stop for injuries or official timeouts.
- **3-4/5-6 Grades:** Teams will play four (4) 8-minute quarters with a running clock. The clock will only stop the last 2 minutes of the 4th quarter on every dead ball if the point spread is less than fifteen (15) points. The clock will also stop for injuries or official timeouts.
- Players will be given two (2) 2-minute quarter breaks and one (1) 5-minute halftime break.

#### SUBSTITUTIONS

Coaches will signal the referee with a request for substitution. Substitutes MUST be beckoned onto the court by a referee. Entry onto the court by a substitute without approval of referee is prohibited.

- Teams may substitute an unlimited number of players between the quarters.
- A team MUST substitute for an injured player who is attended to on the court.
- All substitutions will occur at the half-court line.
- Referees MUST be notified of all substitutions.

#### PENALTIES

**Sportsmanship by coaches and fans is essential in teaching the desirable values of team sports to players of this age. Coaches must emphasize good sportsmanship. Unsportsmanlike conduct by players, fans and coaches will NOT be tolerated for any reason!!**

- If a player or coach receives two technical fouls during the game, they will be ejected AND not allowed to be in attendance the following game. Players will remain on the bench; coach will need to leave the facility. Coach will have 30 seconds to leave the facility. If a player or coach receives 3 total technical fouls within the season, they will be suspended for one game.
- Any player receiving a second technical or a flagrant ejection will be suspended from the current game plus be suspended from playing in the team's following game.

- Any player receiving a fourth technical for the season will be suspended from the league.
- Any spectator determined to be unruly or who is interfering with the play of game may be asked to leave the premises immediately. Gym Supervisor will escort the individual from the facility.
- A "team caution" may be issued for dissent. Dissent is defined as objecting by word of mouth or action to any decision given by the official.

#### UNIFORMS

- Haysville/Clearwater/Mulvane will provide each player with a numbered shirt (players will wear the shirts during their scheduled games, players may NOT cut off the sleeves of their uniforms).
- No player may wear jewelry or any other article of clothing that may injure another player.
- Hair restraints must be made of soft material.
- Glasses may be worn; however, it is recommended that they be secured with an elastic strap.
- No hard casts or any other apparatus may be worn that could cause injury another player.

#### FORFEITS

- A game will be forfeited if an ineligible player is playing or played.
- A game will be forfeited when any team refuses or fails to play.
- A game may be forfeited as a result of unruly behavior by a player, coach or spectator.
- A game may be declared forfeited by official action of the Haysville/Clearwater/Mulvane League.
- A game will be declared forfeited if ALL players did not play.

#### PROTESTS

- Protests of referee judgment will NOT BE ACCEPTED.
- Any team may protest a game.
- The coach MUST register the protest with the referee before leaving the court.
- The referee will immediately notify the Haysville/Clearwater/Mulvane League staff member.
- The referee will submit a written report stating all the facts to Haysville/Clearwater/Mulvane League within forty-eight (48) hours after the game.
- The Haysville/Clearwater/Mulvane League Supervisor will meet with the Recreation Basketball Staff members within one (1) week to examine the protest.
- The Haysville/Clearwater/Mulvane League may request any person to appear before them to testify as to the facts of the protest.
- Written copies of the decision of the Supervisor will be delivered to the coach and referee and will be kept on file with the Haysville/Clearwater/Mulvane League.

#### COMPLAINTS

Any complaints concerning a coach or anything else must be submitted in writing to the Haysville/Clearwater/Mulvane League within one week of the date of the occurrence.

#### STANDINGS

No standings will be kept. Remember, this is a RECREATIONAL league...winning and losing is not what really matters in our leagues...having FUN, developing SKILLS and demonstrating GOOD SPORTSMANSHIP are!!!!

#### ALCOHOL

No alcohol or tobacco products will be allowed on school facilities/grounds.

