

EAST CENTRAL KANSAS YOUTH BASKETBALL LEAGUE



GENERAL

1. National Federation of State High Schools (NFHS) and Kansas State High School Activities Association (KSHSAA) rules, with exception for certain modifications made in this rule sheet, will be followed.
2. It is recommended for safety's sake that each player carry their playing shoes into the gymnasium and put them on once inside. Tennis shoes must be worn. No boots or street shoes will be allowed. Players will not be allowed to play in stocking or bare feet.
3. Players are not allowed to wear any jewelry. This includes, but not limited to watches, necklaces and earrings. Hair bands and clips should be made of a rubberized material. This will be enforced as it is for the safety of all participants. Band aids/Tape not allowed to cover piercing.
4. Players who conduct themselves in an unsportsmanlike manner or receive a technical foul will be required to sit the rest of the game on the bench. A second individual technical will result in ejection from the facilities and possible suspension from the program.
5. Any coach who receives a technical foul will be ejected from the game and will receive a two-game suspension.
6. Coaches and spectators who conduct themselves in an unsportsmanlike manner will result in a technical foul for their team and he or she will be ejected from the facility immediately and face possible suspension from the program.
7. As a coach, you are responsible for your team's crowd and their actions. If a problem occurs in your team's crowd, you will be given a warning to take care of the situation. If the problem persists, the coach will once again be notified and the referee will issue a technical foul against the offending crowd's team. Further problems will result in forfeit of the game and possible suspensions of team, coaches or fans.
8. Players may only play on one team in the league.
9. Teams may start a game with as few as four players. If a player is lost due to injury or disqualification (foul out, technical foul) teams may play with as few as three players. If a team cannot field three players, the game shall end.
10. The East Central Kansas Youth Basketball League requires that players, parents and coaches sign a "Code of Conduct" prior to the season starting that relates to behavior and sportsmanship to which ALL will be held accountable. Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and suspension from future games at the discretion of the Staff.
11. The program supervisor reserves the right to move a team across divisions if it is the best interest of the youth.
12. The program supervisor will make final determination on any rules or interpretation that may arise throughout the season.

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3rd & 4th GRADE, 5th & 6th GRADE RULES

- Games will consist of a 5-minute warm-up period and two 16-minute halves with a 3-minute halftime. Each team will receive two- one minute- timeouts per half with no carry over. Substitutes must report to the score table to sub in. Substitutions may be made at a dead ball only.
 - Players must always report to the scorer's table before entering the game. Following on team warning, each player who enters the game without checking in with the scorer, a technical foul will be called and two free throws awarded to the opposing team.
- All players are required to play at least 8 minutes of each half. No players can play the entire game unless only 5 players are present. Players who attend practice regularly may see more play time than those who do not attend practice.
 - To be eligible to participate in a game, a player must attend at least one practice during the week prior to that game. If any player has a valid reason (as determined by the program supervisor) for missing a practice, then he/she must be played in accordance to this rule.
- Clock runs continuously during the game, stopping only time outs and injuries, until the last 2 minutes of the game, in which the clock will stop for all dead balls. If the game is tied at the end of regulation, the game will be declared a draw. There shall not be an overtime period played.
 - If a team is up by 20 points with two minutes remaining, the clock shall not stop.
- No more than a 20-point difference will show on the score board; however, the official score will be kept in the scorebook.
- Basketball size: Women's Ball (28.5 in)
 - The goal height for 3rd & 4th grade will be set at 9 ft.
 - The goal height for 5th & 6th grade will be set at 10 ft.
- All players must have on team shirt to play. Jewelry must be removed for the safety. Earrings must be removed prior to the contest.
- Game time is forfeit time. A team must have at least four players present at game time, or a forfeit will result. If game time arrives and each team has at least four players, then the game will begin.
 - If a team starts a game with four players, late-arriving teammates may enter during any dead ball period. Once the game begins, a team can continue to play with as few as three players (if players are injured or foul out, for example).
- Lane violations:
 - In 3rd and 4th grade, a 5 second lane violation shall be called.
 - In 5th and 6th grade, a 3 second lane violation shall be called.
- There is a 5-foul limit per player. After the 5th foul, the player is considered to have fouled out.
- Free throws are given on shooting, bonus fouls and technical fouls.
 - In 3rd and 4th Grade, free throws will be shot from the 12 ft. line.
 - In 5th and 6th Grade, free throws will be shot from the free throw line.
- Pressing is not allowed in 3rd-6th grade basketball. Players may pick up at half court.
 - Once a team is ahead by 15 points, players (of the team who is ahead) may not play defense beyond the top of the key extended.
- Court Size:
 - 3rd & 4th Grade: Games will be played on short sided courts.
 - 5th & 6th Grade will be played on regulation courts.
- Mercy Rule:
 - If a team is up by 15 points or more at any time during the last two minutes of the 2nd half, the clock will run continuous.

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14. Coaches must position themselves within the team bench. Coaches may not go outside of the bench area unless there is an injured player or play has stopped. A maximum of three coaches may be on the bench, including the head coach.

3-ON-3 MODIFICATIONS – ALL DIVISIONS

COVID-19 has caused issues with recreational entities being able to play youth basketball across the state and region. As such, the following modifications will go into effect whenever teams cannot play a normal 5-on-5 game due to COVID-19 causing the removal of eligible players. All 3-on-3 modifications must be jointly approved by all town representatives prior to being enacted.

1. Game times, basketball sizes, and goal heights will remain the same according to normal division rules.
2. There will be no overtime periods.
3. Free throws will not be shot.
4. Defense may only play half court man to man. Full court and zone defenses are not permitted. Man to man defense is defined as guarding within 6 feet of a player.
5. Defensive double teaming is only allowed when the offensive player, with the ball, is in the lane.
6. Players may steal a pass only; not off the dribble or from the opponent with the ball in their hands.
7. Fast breaks are not allowed. Teams are required to make one pass after the half court line has been crossed before a shot is taken.
8. Handoffs will not count as the first pass of a possession in the front court.
9. One-man or stack offenses are not allowed.
10. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and an opposing player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.

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COVID-19 PLAY MODIFICATIONS

The following protocols will be enacted for all Basketball practices and games:

- Spectators will be limited to household members only, not to exceed two adults per household. Each household will be given two pass cards that will be required to be shown to staff for entry to the facility.
- Spectators are required to wear a mask at all times while attending sanctioned games or events.
- Coaches are required to wear a mask while conducting practices and games. Players will not be required to wear masks while participating in practices or games. However, players who are not playing in the game (Example: players on the bench) must wear a mask.
- Teams will be allowed one additional 60 second time out per half to allow for proper hand hygiene. Hand sanitizer will be provided on each team bench area.
- Additional basketballs will be provided to each team for practice. Additional game balls will be rotated each stoppage in play. Basketballs will be disinfected as often as possible.
- Players will not be allowed to remove and re-insert mouthguards.
- Teams will be required to have players socially distanced while in the team bench area.
- Referees will use electronic whistles instead of traditional whistles.
- Practices and games will be conducted with a 15-minute barrier between scheduled activities.
- A scorekeeper will be provided by the league to run the game clock and keep the score sheet. Coaches will be required to place a lineup on the score table with players and numbers, in a contactless manner, prior to each game.
- There will be no jump ball for any divisions. Visiting team listed on the schedule will be awarded first possession to start a game.
- Sportsmanship will be conducted in a touchless manner.