



# KENSTON COMMUNITY EDUCATION BOYS RECREATIONAL BASKETBALL LEAGUE RULES

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### I. Kenston Community Education Mission Statement

The mission of the Kenston Community Education Youth Sports Program is to promote participation by all Kenston School District residents in team and individual sports. Programs are designed to meet participant needs for physical activity, social interaction, fun, and skill development.

### II. Purpose of KCE Youth Basketball

The purpose of KCE Youth Basketball is to provide training in the sport of basketball in an atmosphere of good sportsmanship and fair play with an equal opportunity for growth of individual skills, team play and the true enjoyment of playing basketball.

### III. Registration

All participants must be properly registered through Kenston Community Education.

### IV. Rosters

K-8 grade team rosters will be determined by league officials using a player skills evaluation after all-league practices are held. League officials will attempt to create balanced teams on an age, height and skills basis.

### V. Equipment

- a. Kenston Community Education will furnish game balls, scoring materials and possession arrow.
- b. Game ball sizes and basket heights are listed below:
  - Pre K/K 27.0" 8 feet Gardiner Elementary
  - 1<sup>st</sup> Grade 27.0" 8 feet Gardiner Elementary
  - 2<sup>nd</sup> Grade 27:0" 10 feet Gardiner Elementary/Kenston Intermediate School
  - 3-4 Grade 28.5" 10 feet Kenston Intermediate School
  - 5-6 Grade 28.5" 10 feet Timmons Elementary or Kenston Middle School
  - 7-8 Grade 28.5" 10 feet Timmons Elementary or Kenston Middle School
  - HS Rec League 29.5" 10 feet Timmons Elementary, HS AUX or Kenston Middle School





## VI. Practice

Each team will be permitted one practice session per week, as scheduled by Kenston Community Education.

## VII. Uniforms

PrK- 8<sup>th</sup> grade Kenston Community Education will provide game shirts for each registered player. High School Rec league KCE will provide a reversible jersey for each participant first year participating in the league this jersey will be the players jersey for the every season from then on. If the player needs and additional uniform it can be purchased for \$11.00.

No jewelry is permitted to be worn during practices or games. This includes necklaces, earrings, studs, bracelets, etc. Medical identification bracelets are permitted but should be covered with a wristband or other soft material. Hair control devices may be worn, but must be made of soft material. Newly pierced ears must be covered with tape

## VIII. Participation

- Team lineups must be submitted prior to the start of each game.
- All players present at the start of the game must play equal time.
- Players arriving before the completion of the second quarter must play at least one complete quarter.
- Players arriving at any time after the completion of the second quarter must play at least one half quarter.
- No player can play more than ½ quarter more than any other player, with the exception of late-arriving players (after the completion of the first quarter). This is a per game basis not a cumulative season total.
- Any player that cannot meet participation rules due to injury or illness must be reported to game officials immediately.
- It is the responsibility of each coach to review the lineup of the opposing team for fairness.
- Referees and league officials have the right to stop the game so corrections can be made.
- **Violation of the participation rule will result in a team forfeit and suspension of the coach.**

## IX. Substitutions

a. Substitutions can only occur during the half-quarter increments. The exceptions will be if a player is injured, then a coach must substitute an equal or lesser skilled player.

b. The clock will stop at or around the 4 minute mark of each quarter. Coaches should not use this time as a "time out". For Pre K thru 5<sup>th</sup> grades, 1 minute will be provided to help the boys match up and then the referees will ask the coaches to leave the floor and the clock will start running. For 5<sup>th</sup> – 12<sup>th</sup> grades, coaches need to have their subs waiting by the scorers table near the 4 minute mark.

## X. Sportsmanship and Fair Play

- Every effort must be made by coaches, parents and players to cooperate with officials and league personnel.
  - Players, coaches and spectators will be expected to adhere to the standards of conduct outlined in the Kenston Community Education Youth Sports Policies and Procedures Manual.
  - Technical fouls will be assessed against a team for any unsportsmanlike behavior including the behavior of spectators.
  - Any player, coach or spectator receiving two technical fouls will be immediately ejected from the game and the facility.
  - Prior to and during each game all coaches are required to promote fair play and sportsmanship.
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- Coaches are not permitted on the floor during a game, except in the Pre K/K and the 1-2 Grade leagues. Coaches must remain in front of their team bench.
  - Any player, coach or spectator demonstrating poor sportsmanship resulting in ejection from a game a two game suspension will be assesst, a second ejection will result in expulsion from the league for 1 full calander year from the date of the 2<sup>nd</sup> ejection..





## XI. Scorekeeping and Standings

- Score will be kept in all leagues except for the Pre K/K, 1-2 and 3-4 grade leagues.
- Standings will be kept in the 5-6, 7-8 grade and HS Rec.

## XII. Length of Game

- Games will consist of four 8-minute running quarters.
- Halftime will last for 5 minutes and 1-minute will be provided between each quarter. This may be shortened at the officials discretion if a gym is running behind.
- In the event that the score is tied at the end of regulation, a 2-minute overtime period will be played.
- A running clock will be used with the clock stopping only for free throws. One timeout is awarded for the over time period.
- If after the overtime period, the score remains tied, a tie will be declared.

## XIII. Clock Rules

- For Pre K/K and 1-2 leagues, the clock will only stop for free throws.
- for 3-12 grades, the clock will stop the last 1 minute of each quarter, as all free throws and timeouts.
- The clock will stop for all time outs and whenever the officials direct the timer to do so.
- In the event a team is up by 15 points or more the clock will run be continuous, with no stopping.

## XIV Game Time

- Game time is start time. No grace period is permitted.
- A team may play with a minimum of four players.
- A forfeit will be declared at any time that a team cannot put four eligible players on the court. (If a team begins play with five or more players, they may drop to four players if a player is injured. If the drop to four players is due to an ejection, the game will be forfeited).

## XV. Game Rules

- Coaches and officials should meet prior to each game to discuss participation and playing rules.
- A jump ball will be used to start the game.
- Possession will alternate on each jump ball and at the end of each quarter.
- Shooting fouls are awarded during the entire game. The ball must touch the rim on a missed free throw before it can be considered in play. If a missed free throw does not touch the rim, it is a dead ball and the opposing team will gain possession.
- Players will foul out after committing 5 fouls. An equal or lesser player can replace a fouled out player.
- Each team is allowed 2 full timeouts per half.
- All leagues play under the playing rules of the Ohio High School Athletic Association, with the exceptions listed in the playing rules.
- No protests will be heard. Decisions by referees or league officials stand.
- League officials, including referees, have the right to rule on anything not covered below.
- Pre K/K-4 leagues may "jump the line" on free throws.

## XVI. Playing Rules

### OFFENSE

- All players on offense must attempt to continuously be involved in offensive plays.
- The offensive team shall adhere to the following time limits:
- In-bounds 5 seconds
- Cross mid-court 10 seconds
- 3-Seconds (5-8 Grades only) Pre K/K-4 will be warned and ref can choose to stop play and teach
- If at any time the offensive team is leading the game by 15 points or more, that team shall be required to pass the ball a minimum of 3 times in the front court prior to shooting. Failure to pass
- three times in the front court prior to shooting will result in a turnover to the defensive team. The 3 pass rule **does not** "reset" after an attempted shot. It will be in effect at each new possession.



## DEFENSE

### **Pred K/K, 1-2 & 3-4 Grades**

- Only man-to-man defense is permitted, **except** during fast breaks or while the ball is in the key, at which time double-teaming is permitted.
- Players must stay within five feet of the player they are guarding.
- No zone defense is permitted. Teams will receive one warning. A technical foul will be called for each subsequent violation of this rule.
- No full-court pressing is permitted. Teams will receive one warning. Pressing is defined as closely guarding opponents in areas other than the frontcourt so as to harass them while attempting to cause steals or turnovers.
- No excessive swinging of arms or hands by defensive players during free throws is permitted.

### **(Pre K/K-4th Grade only)**

- After the ball crosses half court the first pass is free, but the pass must be above the foul line or to an outside wing.
- Fast Breaks are allowed on a ball that is stolen out past the foul line after the first pass is completed.

### **5-6 Grade**

- Man-to-man defense must be played in the first half, **except** during fast breaks or while the ball is in the key, at which time double-teaming is permitted.
- Players must stay within five feet of the player they are guarding.
- Zone defense is permitted in the 2<sup>nd</sup> half.
- Coaches must inform the scorers table and referee prior to switching defenses.
- Pressing is permitted during the final four minutes of the game. Any team up by 6 points or more may not press.

### **7-8 Grade**

- Man-to-man defense must be played in the first half, **except** during fast breaks or while the ball is in the key, at which time double-teaming is permitted.
- Pressing is permitted during the second half. Any team up by 6 points or more may not press.

### **HS Rec**

- Any defence at anytime
- Pressing is permitted at all times
- A team may not press if they are up by 15 points