



SOUTH METRO SPORTS LEAGUE – YOUTH COMP BASKETBALL

2015 RULES

- A) SPORTSMANSHIP
- B) TEAM RESPONSIBILITIES
- C) ROSTERS
- D) ELIGIBILITY/PROTESTS
- E) GENERAL GAME RULES
- F) INCLEMENT WEATHER INFORMATION

A) SPORTSMANSHIP

- **Sportsmanship Policy:** As a league, we encourage positive reinforcement from coaches, officials, parents and teammates for every player. Harassing, shouting or engaging in any sort of emotional or physical harm to an opposing coach, league official/referee, or any player will not be permitted. Individuals who fail to comply with this policy will be asked to leave the game or, at the discretion of the league manager, will be removed from the league. We thank you for your cooperation with this matter as we strive to provide a safe and fun environment for the children in our communities to learn the game of basketball.
- **Player conduct:** Players receiving a technical foul must sit out a minimum of 4 minutes (measured by the game clock) before returning to the game. If a 2nd technical is earned, the player will be ejected from the current game and will be suspended for the next scheduled game.
- **Coaches Conduct:** coaches receiving a technical foul must sit on the bench for the remainder of the game. (Exception: calling a timeout). If a 2nd technical is earned, the coach will be ejected and will serve a 1 game suspension at the next scheduled game.

B) TEAM RESPONSIBILITIES

- Teams supply their own uniforms; they must be similarly colored with a legible, identifying number on either the front or back of the jersey. Numbers on a team will not be duplicated. Players not in proper uniform will not play; this includes gym shoes and no jewelry.
- Home teams will be responsible for operating the scoreboard on game days. A scorekeeper will be provided by the league. Home teams are also responsible for providing the game ball.
- Coaches must have team line-ups in the scorebook prior to the scheduled game time.
- Players must report to the scorekeeper and may not enter the game until instructed to do so by an official.

C) ROSTERS

- Each team must have an official roster on file with the league manager. Maximum number of players per team is 12.
- Rosters shall be composed of players currently in the grade of the division or younger. No player can drop down to play in a lower division.

- No player that plays in any form of school organized basketball will play in this league. This includes Parochial and MSHSAA leagues.
- No player is allowed to play on more than 1 team per season.
- Changes to a team's roster may be made prior to the team's 3rd league game. Changes must be submitted to the league manager before the start of a game and not to a game official.

D) ELIGIBILITY/PROTESTS

- Team managers may only question the eligibility of a player dressed in uniform to the league manager prior to the start of either half of a game or during a time-out. If it is determined by the league manager that the player is ineligible, that game will be forfeited by the offending team and that player will not be allowed to participate in the program.
- No protests will be allowed. All officials' decisions are final. All South Metro Competitive basketball league officials will be certified by the Missouri State High School Activities Association (MSHSAA).

E) GENERAL GAME RULES

- The National Federation High School Rules will govern all other rules not covered in the general game rules.
- Goal Height: 10 feet
- Basketball Size: 28.5 for all girls divisions and boys 6th grade and below. 29.5 for boys 7th-8th grade divisions
- Defense: Teams will be allowed to play any style of defense. If a team is leading by 20 points or more, teams will not be allowed to play backcourt defense.
- Game Clock: Each game shall consist of two 20 minute halves with a continuous clock. The clock will stop on all dead-ball whistles in the last minute of each half and for all time-outs.
- Mercy Rule: If a team is winning by more than 20 points, the clock will continue to run during the last minute of the 2nd half.
- Forfeits: Game time will be forfeit time. Each team must have at least 5 players to start a game.
- Timeouts: Each team will have 2 timeouts per half and 1 timeout per overtime period; timeouts cannot be accumulated and do not carry over.
- Overtime: In the event of a tie at the end of regulation, an overtime period of 2 minutes will ensue. The clock will stop during dead-ball whistles in the last minute of the overtime. The game is still tied at the end of the overtime period there will be a 1 minute sudden death double overtime period. Games that are still tied after the 2nd overtime period will be recorded as a tie game.
- Awards: Individual awards will be given to first place in each division. Tie-breakers for standings in this league will be determined by:
 - Head to Head Results
 - Point Differential Between Tied Teams
 - Point Differential Among All Teams in the Division
 - Total Points Scored
 - Coin Flip

F) INCLEMENT WEATHER INFORMATION

In the event of snow or ice, each individual community will decide if games will be played. If the school district has canceled school for the day, games will be played that evening. Please use the following weather lines:

- Belton (816) 348-7400 ext. 7474
- Pleasant Hill (913) 791-2600
- Raymore (816) 892-3131