



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

BUILDING SKILLS DEVELOPING CHARACTER

Advanced Basketball
6U – 18U
GREATER WICHITA YMCA

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Questions?

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WICHITA YMCA SPORTS PLEDGE

Win or lose, I pledge before GOD...
To play the game as well as I knows how
To obey the rules of the game
To be a good sport at all times; and
To improve myself in Spirit, Mind, and Body

YOUTH SPORTS MISSION STATEMENT

The purpose of the YMCA Youth Sports Program is to provide area kids an opportunity to participate in various physical activities and to:

- Have Fun
- Develop Sportsmanship
- Make New Friends
- Promote Teamwork
- Establish Lifetime Fitness Habits
- Strengthen Self-Confidence
- Learn Skills

YMCA STAFF

YMCA personnel shall be present and visible at all games. If you encounter any problems or have suggestions, please contact the supervisor. If you have a question or suggestion concerning the game or league, please present it before or after the game to the supervisor, not during the game. Site supervisors have the final decision at all sites.

YMCA COACHES' CODE OF CONDUCT

1. MODEL & TEACH THE YMCA CORE VALUES TO YOUR PLAYERS

- **Caring** – YMCA coaches will provide positive support, care and encouragement for all athletes that play YMCA sports.
- **Honesty** – YMCA Coaches will be honest with players, parents, and YMCA officials in all situations.
- **Respect** – YMCA Coaches will respect the game by never cheating. YMCA Coaches will respect the decision of the officials and will never display demeaning or derogatory actions.
- **Responsibility** – YMCA Coaches will be responsible by showing good communication with their parents, players, and YMCA league officials. YMCA Coaches will be organized and follow through with their responsibilities to the end of the season.

2. FOR YOUTH DEVELOPMENT

- Build kids up through positive feedback and support.
- Reward effort not just good outcomes.
- Teach strong fundamentals of the game.
- Playing all kids 10 minutes each game with the intent of trying to play each player 50% of the game overall.
- Continue to learn as a coach.

3. FOR HEALTHY LIVING

- Encourage parent involvement with their child and with the team.
- Encourage healthy snacks

4. FOR SOCIAL RESPONSIBILITY

- Team huddles required every game and practice to talk about core values and sportsmanship.
- YMCA Sports Pledge to be said with players before the game.
- Drinks and Snacks provided to the officials after the game.

PARENT INFORMATION

REGISTRATION: All sport seasons will have a registration begin and end time. Refer to the registration form to see the specific dates/times of each season. Each YMCA will continue to accept registrations until the deadline date given.

WEATHER POLICY: In case of bad weather, we will update this line to inform you of game status. For games, a decision will be made one hour prior to game time. You will receive updates via text through twitter by texting "follow "your branch sport" to 40404. Example: eastysport. You will also receive text & email updates via your playerspace account.

INCOME-BASED PRICING: Calculate your rate online at ymcawichita.org/rates or contact your YMCA for more information.

YMCA WEBSITE: <http://www.ymcawichita.org/locations/>"enter your Y Branch name"
Visit your playerspace team page for rules, standings, and schedules.

REFUND: Participants dropping a class/league prior to the first class/game may request a credit or refund. No credit/refund will be given after the first class/game, unless the class is cancelled. CREDIT MUST BE USED WITHIN ONE YEAR OF REQUEST DATE. Refund will require multiple approvals, available on a limited basis, and may take up to 30 days for processing.

PICTURES: Each YMCA branch will host a picture day for teams to take both team and individual pictures.

GENERAL LEAGUE RULES – All Divisions

League Format

- a. Each team will play eight (8) season games plus post season playoffs.
- b. Score and league standings will be kept. Each coach is encouraged to review final scoresheet to ensure scores are input correctly.
- c. Game Schedule
 - i. Once the season schedule is released, no revisions or reschedules will take place. Coaches must submit all potential schedule conflicts for review with their team registration by the season's registration early bird deadline. Teams will forfeit any scheduled games they are unable to attend. **NO EXCEPTIONS.**
- d. Forfeit Policy
 - i. Teams will be given five (5) minutes after the scheduled game time to arrive. Once that time expires the game will be forfeited. If the team arrives after 5 minutes they can play but only until the next scheduled game time. **Only YMCA Staff may determine a game to be forfeited.**

Team Rosters

- e. All teams must have a YMCA approved head coach. Volunteer background check must be completed. Assistant coaches and team parents must also be approved if they are assisting with the team.
- f. All players must be registered with the Greater Wichita YMCA and listed on the roster. Any player not listed on the roster is not permitted to play. Any player that plays without being rostered will result in a team forfeit for any game and future game.
- g. All team rosters will be verified and maintained through Team Sideline. It is the coaches' responsibility to ensure their team roster is correct.
- h. A player is allowed to play up in age but is not permitted to play down in age. A player may play for more than one team pending the following requirements have been met:
 - i. Registration fee is paid for each team they wish to play on
 - ii. Teams are not in the same age AND skill division
- i. Any player on the roster not of the correct age will be dismissed from the team and result in a team forfeit.
- j. All rosters will be locked by the date given by the date given.
- k. Players cannot switch teams once roster period has been locked.

Game Day Operations

- l. **Volunteers**
 - i. Each team will provide one volunteer score keeper and clock keeper.
- m. **Pre Game and Sports Pledge**
 - i. Officials will conduct a pregame in the center of the court with all team members and coaches prior to the start of the game. A selected team member will recite the sports pledge at the conclusion of the pregame.
- n. **Players**
 - i. A team must have the minimum of four (4) team players to start the game but can finish with less if team players are fouled out. Forfeit policy will be

in effect if the minimum number of players are not met at the start of the game.

- ii. Though encouraged playtime is not required in the advanced basketball league.

o. Timeouts

- i. Teams will be given four (4) time outs per game. Timeouts will be one (1) minute in length and can be used at any time. Timeouts will not carry into overtime. Teams will be given one (1) time out for each overtime. Timeouts will not accumulate for each additional overtime.

p. Substitutions

- i. Free substitutions on all dead ball situations.
- ii. Players must check in with the scorer's table and wait to be called in by the official.

q. Coaches

- i. All teams must have a YMCA approved head coach. Volunteer background check must be completed. Assistant coaches and team parents must also be approved.
- ii. One head coach and one assistant coach will be allowed on the bench during the game. Coaches must stay in the coaches box at all times.
- iii. **Head Coach Rules and Regulation**
 - 1. Permitted to address the official during the game.
 - 2. Permitted to stand while the ball is live.
- iv. **Assistant Coach Rules and Regulations**
 - 1. Assistant coaches are to remain seated during all live ball situations.
 - 2. Assistant coaches who stand up while play is live or direct comments to an official or YMCA may be subject to a technical foul.
 - 3. Assistant coach may confer with players and table personnel only during dead ball situations.
 - 4. Officials will call coaches on the court for injuries when necessary.
 - 5. Under no circumstances shall any coach confer with another coach or player unexpectedly.

r. Equipment

- i. Uniforms
 - 1. Team jersey's must be uniform with all team players, must have a visible number on the front and/or back of the jersey and must be reversible.
 - 2. Coaches must supply their own practice/warm up basketballs. Only game balls will be supplied by the YMCA.
 - 3. No jewelry can be worn or taped.

Technical Fouls and Ejections

- s. See page 11

Fan and Bench Behavior

- t. It is our mission to provide a safe atmosphere for kids to learn and grow, for parents to encourage their kids and for officials to grow in their skill. We all play a part in ensuring that happens. Each head coach is responsible for the actions of their assistant coach, fans, players, and self. A team can receive a technical foul for fan behavior during a game if the officials feel the fans behavior is inappropriate. Fans will be asked to leave for improper behavior by YMCA personnel.
- u. If at any time the officials and/or staff has to remove a spectator

- v. Please see page 11 for more details.

Facility Use

- w. Coaches will be held responsible for the proper care of the facilities we use.
- x. No food or drinks are allowed in the gyms at any time. Water may be used in a non-breakable container.
- y. No tobacco or alcohol products anywhere on YMCA property.
- z. All children must be escorted by an adult whenever they leave the gym area.
- aa. Basketballs are to be used only in the gym, no dribbling or passing in the lobby or during live games.
- bb. Siblings of players may come and watch, but must be under direct adult supervision at all times. They will not be permitted to leave the gym without adult supervision.

AGE SPECIFIC RULES

6U & 7U

Ball Size: Junior (27.5)

Goal Height: 8ft

Court Size: Small Court

Game Clock:

- Two (2) 15 minute halves. If score is differential is less than 20, the clock will stop in last minute of the first and second half. Full court press is allowed until a 20 point lead is reached.
- Half Time: Three (3) minutes or less depending on the official's discretion.
- Overtime: Two (2) minutes. Clock will stop during last minute. 1 minute for each overtime after that. The "Sudden Death" rule will not apply. One timeout is given to each team.
- Clock will stop during the admission of free throws. Clock will resume once the ball is back in play.
- **Free Throws: teams will shoot 2 shots on the 7th team foul.**

8U & 9U

Ball Size: Women's (28.5)

Goal Height: 8' 6" (8u); 9ft (9u)

Court Size: Small Court

Game Clock:

- Two (2) 20 minute halves. If score is differential is less than 20, the clock will stop in last minute of the first and second half. Full court press is allowed until a 20 point lead is reached.
- Half Time: Three (3) minutes or less depending on the official's discretion.
- Overtime: Two (2) minutes. Clock will stop during last minute. 1 minute for each overtime after that. The "Sudden Death" rule will not apply. One timeout is given to each team.
- **Free Throws: teams will shoot 2 shots on the 7th team foul.**

10U - 18U

Ball Size:

Women's Official (28.5) for all girls divisions and 10u – 13u Boys divisions.

Men's Official (29.5) for Age 14U* (if not combined with 13u) -18U

Goal Height: 10'

Court Size: Large Court

Game Clock:

- Two (2) 20 minute halves. If score is differential is less than 20, the clock will stop in last minute of the first and second half. Full court press is allowed until a 20 point lead is reached.
- Half Time: Three (3) minutes or less depending on the official's discretion.
- Overtime: Two (2) minutes. Clock will stop during last minute. 1 minute for each overtime after that. The "Sudden Death" rule will not apply. One timeout is given to each team.
- **Free Throws: teams will shoot 2 shots on the 7th team foul.**
- **HIGH SCHOOL ONLY**
 - **During the second half only, if there is a 20+ point difference in score with 2 minutes or less on the clock, the game will end. The team winning will be declared the winner.**
 - **All registered and rostered players must show physical photo ID to participate in games. Photo ID can be Drivers Licenses/permit, School ID or State issued ID. Electronic photo will not be accepted.**

OFFENSE AND DEFENSE REGULATIONS

- Defensive Regulations
 - Teams may play man-to-man or zone defense.
 - Teams (6u – 9u) can only full court press until there is a 20 point lead.
 - Teams (10u and above) may press until there is a 20 point lead. Once the lead is cut to less than 20 points, full court press may resume.
 - First offense is a warning and second offense results in a technical foul.
- Offensive Regulations
 - Lane violations will be called
 - Players have 5 second to inbound the ball
 - Backcourt violations will be called
 - Closely Guarded will be called

The offensive and defensive regulations listed are limited. Any rules and regulations not specified here, will fall under the KSHSAA (Kansas State High School Activity Association) rules found at (www.kshsaa.org).

TECHNICAL FOULS AND EJECTIONS

Unsportsmanlike conduct

- **Disrespectfully addressing, threatening, and/or gesturing an official, player or coach.**
- **Using Profanity (automatic ejection)**
- **Baiting or taunting a player, coach, official or spectator**
- **Any act towards an official, player, coach or spectator that is perceived as unsportsmanlike**

Any non-administrative technical fouls by the head or assistant coach will go against the head coach. Technical fouls will be accumulative each session. Results are as follows:

- **Head Coach**
 - **1 Technical Foul** = Remain seated for the duration of the game. Report and documentation to Director of Basketball Operations.
 - **2 Technical Fouls in the same game** = immediately ejected from the facility and will serve a two (2) game suspension
 - **2 Technical Fouls in different games combines** = 1 game suspension
 - **3 Technical Fouls in the season** = suspended for the remainder of the season.
- **Assistant Coach**
 - **1 Technical Foul** = removal from the remainder of the game and will serve a one (1) game suspension.
 - **2 Technical Fouls in different games combines** = 2 game suspension
 - **3 Technical Fouls in the season** = suspended for the remainder of the season.
- **Player**
 - **1 Technical Foul** = Remain seated for the duration of the game. Report and documentation to Director of Basketball Operations.
 - **2 Technical Fouls in the same game** = immediately ejected from the facility and will serve a two (2) game suspension. Any Flagrant fouls will serve the same penalty as receiving two (2) technical fouls in one game.
 - **2 Technical Fouls in different games combines** = 1 game suspension
 - **3 Technical Fouls in the season** = suspended for the remainder of the season.
- **Crowd Warnings**
 - Any unsportsmanlike behavior as outlined will result in a crowd warning. Unsportsmanlike behavior that includes but not limited to the "Unsportsmanlike Conduct" description towards YMCA Staff, Game Officials, Players and/or opposing coach is considered unsportsmanlike.
 - Officials and/or staff may issue a crowd warning for unsportsmanlike behavior. Continued behavior may result is a Team Forfeit for the current and following game.