



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

BUILDING SKILLS DEVELOPING CHARACTER

Intermediate Basketball
6U – 12U
GREATER WICHITA YMCA

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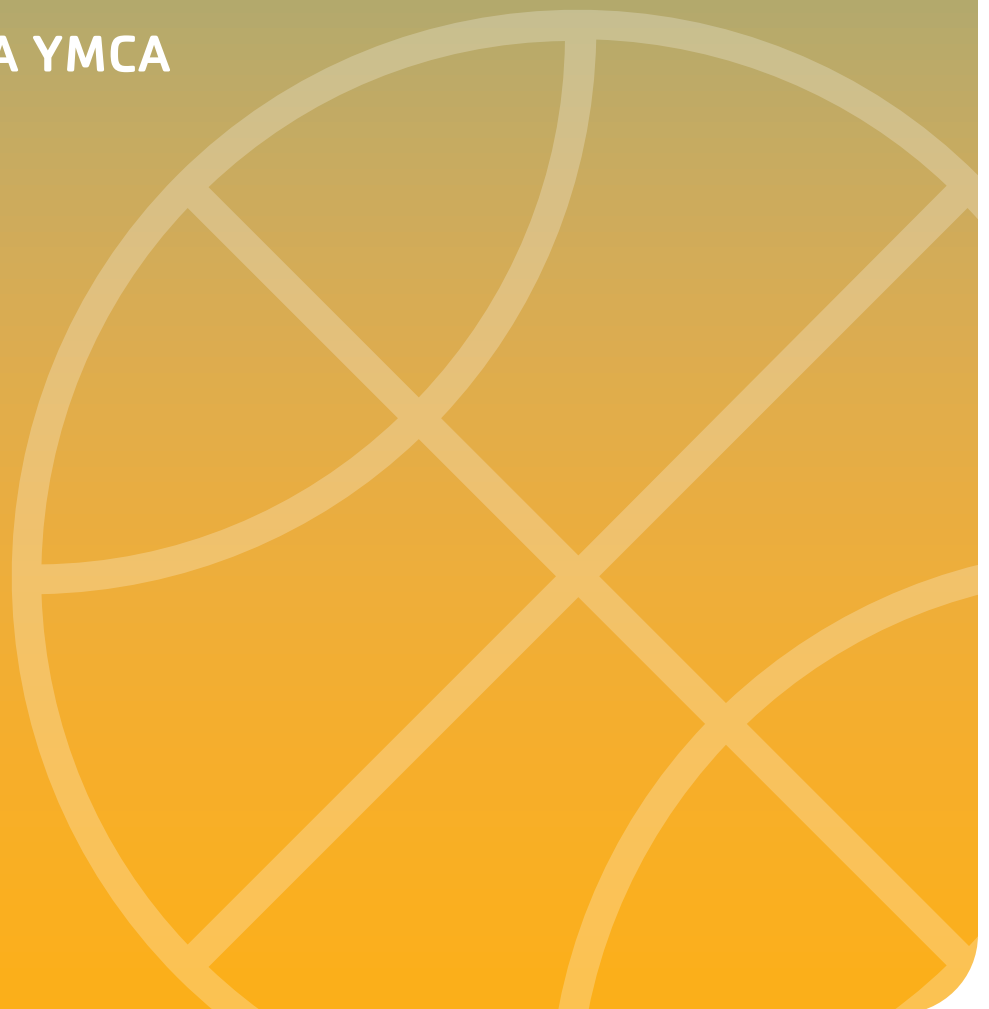


TABLE OF CONTENTS

YMCA INFORMATION	PAGE(S)
Sports Pledge	3
Youth Sports Mission	3
YMCA Staff & Codes of Conduct	4
Parent Information	5
General League Rules	6-7
Age-Specific Rules	7-10

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: <https://www.teamsideline.com/sites/ymcawichita/home>

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 Information

- Each team will play seven (7) season games.
- Each team, ages 6u and above will be provided with one (1) hour practice each week.
- Score and Standings will be kept

League Criteria – factors that determine a team’s eligibility in that current league.

- If a team has an undefeated season
- If a team has the best record two consecutive seasons.
- If a team’s average margin of victory is 20 points.
- Note: A team that moves down a league (advanced to intermediate or intermediate to recreation) may be require to play up one age division.

Team Rosters

- a. 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.
- b. 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.
- c. All team rosters will be verified and maintained through Team Sideline. It is the coaches’ responsibility to ensure their team roster is correct.
- d. 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
- e. Any player on the roster not of the correct age will be dismissed from the team and result in a team forfeit.
- f. All rosters will be locked by the date given by the date given.
- g. Players cannot switch teams once roster period has been locked.

Game Day Operations

- Each team will provide one adult table volunteer to keep score or the clock.
 - Home (Light Jersey) team = Book | Visiting (Dark Jersey) Team = Clock
- YMCA Sports Pledge will be read by of officials or player volunteer before every game.

Equipment

- All players are required to wear the YMCA reversible jersey for games or a team selected jersey. All jerseys must matching, and have a number on the front and/or back.
- Athletic shorts and court/tennis shoes are recommended.
- No jewelry can be worn or taped

Gameplay

- **Timeouts**
 - Each team will receive four (1) minute timeouts per game.
 - The first whistle will be blown at the 45-second mark.
 - The second whistle will be at 1-minute.
 - Teams need to be ready to play at the second whistle.

- **Halftime**
 - 3 minutes in length
- **Substitutions**
 - Each player will play a minimum of 10 minutes of every game
 - Free substitutions
 - Players must check in at the scorer's table and wait to be called in by an official.
- **Coaching Protocol**
 - Head Coach
 - One head coach and one assistant coach will be allowed on the bench during games.
 - The head coach may stand in the designated coach's box during the game. If at any time the officials and/or staff feel that the privilege to stand has been misused the coaches' box will be taken away and the head coach must be seated.
 - Head coach is the only coach allowed to address the officials before, during, or after the game.
 - Assistant Coach
 - May confer with players and table personnel during dead ball situations
 - Must remain seated during the game.
 - Officials will call coaches on the floor for injuries when necessary.
 - Under no circumstances shall any coach confer with another player, coach, or parent unexpectedly.
- **Technical Fouls**
 - Player
 - Upon receiving one (1) technical foul, the player will sit out the remainder of the game.
 - Coach
 - 1st technical results in a meeting with the Sports Director and Branch Director to discuss his/her actions.
 - 2nd technical results in suspension. Suspension to be determined by the Branch Director.
- **Overtime**
 - At the end of regulation play, if the score is tied, overtime will be played as follows.
 - First Overtime = 2 minutes, stop clock.
 - Second Overtime and following = 1 minute, stop clock
 - Overtime will be played until a winner is declared
- **Free Throw Administration**
 - Players in marked spaces may enter the lane upon the shooters release of the ball. The Shooter and players beyond the 3-point arc may not enter the lane until the ball hits the rim.

AGE SPECIFIC RULES

6U & 7U

- Ball Size: Junior (27.0)
- Goal Height: 8ft
- Officials: YMCA Game Officials
- Clock: Two (2) 15 minute halves (running clock)
 - If the score is 10 points or less, the clock will stop in the 2nd half only, under 1 minute for all whistles.
 - Fouls: Free Throws: teams will shoot 2 shots on the 7th team foul.
 - Clock will be stopped during the admission of free throws. Once the ball is live, the clock will resume.
- Tip Off: All games will begin with a tip off in center court.

Offensive Regulations

- Throw in: 5 seconds
- Backcourt: Violations do apply. A player will have 10 seconds to cross half court and may not return to the back court unless team possession is lost and re-established. A player is established in front court when both feet and the ball have crossed the line.
- Free throws will be shot (12 foot free throw line).
- Traveling/Double dribble: Violations will be called
 - Players must be attempting dribble with movement
- Stealing is allowed

Defensive Regulations

- Any type of half-court defense allowed

8U & 9U

- Ball Size: Women's (28.5)
- Goal Height: 8' 6" (8u); 9ft (9u)
- Officials: YMCA
- Clock: Two (2) 20 minute halves (running clock)
 - If the score is 10 points or less, the clock will stop in the 2nd half only, under 1 minute for all whistles.
 - Fouls: Free Throws: teams will shoot 2 shots on the 7th team foul.
- Stealing is allowed

Offensive Regulations

- Throw in: 5 seconds
- Backcourt: 10 seconds. Over and back will be called.
- Free throws will be shot (12 foot free throw line).
- Lane violations: 5 seconds

Defensive Regulations

- Any type of defense is allowed. Teams may full court press until there is a 15 point lead and then must fall back to half court press. Once the lead is below 15 points the full court press may resume.

10U, 11U, & 12U

- Ball Size: Women's (28.5)
- Goal Height: 10 feet
- Court Size: 10u – Small / 11u, 12u – Big
- Free Throw Line: 12ft (10u); 15ft (11u, 12u)
- Clock: Two (2) 20-minute halves (running clock)
 - If the score is 10 points or less, the clock will stop in the 2nd half only, under 1 minute for all whistles.
 - Fouls: Free Throws: teams will shoot 2 shots on the 7th team foul.

Offensive Regulations

- Throw in: 5 seconds
- Closely guarded: 5 seconds
- Backcourt: 10 seconds. Over and back will be called.
- Lane violations: 3 seconds

Defensive Regulations

- Any type of defense is allowed. Teams may full court press until there is a 20 point lead and then must fall back to half court press. Once the lead is below 20 points the full court press may resume.

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 p
 - **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.