

# OLATHE PARKS & RECREATION BASKETBALL

## OFFICIAL RULES AND OVERVIEW



\*All rules will encompass all leagues unless otherwise specified\*

### League Enrollment and Administration

- Only individual registrations will be accepted. Participants will sign up for the grade they will be enrolled in in school for the current academic year
  - All players must currently be registered and only play for one team in the OPRD Basketball program. Using an illegal player will result in forfeiture of the game.
    - There will be no call-ups, guest players or non-rosters fill ins allowed
- Participants will be grouped together based on if they request a particular coach during sign ups as 1<sup>st</sup> priority. Those who do not have a coach prior to signing up will be paired together by proximity.

### Scheduling

- Games will be played at Olathe School District middle and elementary schools as well as the Olathe Community Center. Game locations will be determined by grade level.
- If you have questions about if a game will be held due to inclement weather you will check the rainout line at this [link](#) or by calling (913) 204-0858 Ext 2. The instant that we have made that determination playability that line will be updated.
  - Often our basketball game availability is determined by the school district
  - Coaches will decide if they want to hold practices or not on their own and the rainout line will not be utilized.

### Equipment and Uniforms

- No equipment is provided by the league
- No jewelry, watches, rings, bracelets, berets, hard headbands, or earrings, etc. are allowed to be worn by players. Tape placed over earrings is not acceptable, they must be removed. In addition, no splints or casts may be worn, even if padded. Tape placed over earrings is not acceptable, they must be removed.
- Uniforms are provided by the league for PreK-1<sup>st</sup> grade only. 2<sup>nd</sup> grade and up must provide their own uniforms.
- All jerseys must be two-sided reversible style, one of those sides being white or gray, the other side a color of your choice.
  - The player number must be a clearly visible contrasting color on both sides all sides of the jersey with at least 4 inches on the front of the jersey and 8 inches on the back of the jersey.
  - Players wishing to wear a t-shirt under their jersey must wear either a color matching the game day jersey color or white. Jerseys must be tucked inside shorts.

### Rosters and Play Time

- Players may only play on 1 team in the league, and it must be the team of which they are rostered. Players must be registered through Olathe Parks and Rec prior to playing in any game or practice. No guest players of any

kind are allowed in any scenario. Any use of illegal players (non-rostered players confirmed by the league coordinator) will result in forfeit of that game. OPRD has the right to implement any rules they see fit not covered above regarding the use of illegal players.

- Minimum roster size is 8 players. Maximum is 10 players.
- This program is designed so that all participants will have the opportunity to learn and have fun, regardless of experience or ability.
- Coaches are expected to play each of their players at two quarters aka 50% of the game. Should a coach witness another coach violating the playing time rule to an extreme, he/she should notify the league coordinator.

## **Equipment, Court Specifications and Gym Conduct**

### **Gym Conduct**

- The Olathe School District has allowed our basketball program to use their gyms. It is your responsibility, as players, parents, and coaches, to take care of the gyms and schools. When in schools, players and other children must be supervised at all times.
- Players and other children who are not playing are never allowed to roam the schools and must remain in the gym. Any child causing damage to school property will result in the parents being charged for repairs.
- Do not allow players to dribble basketballs in the hallways or on the side of the court during games.
- Any child causing damage to school property will result in the parents being charged for repairs.
- Parents should not drop off their child and leave until they know a coach is present; nor should a coach leave when players are still waiting to be picked up. No player should be unattended.
- No loitering before or after games and practices.
- Coaches should adhere to any rules on site implemented by the Olathe School District staff. If you have questions or concerns about them, please get through that evening and contact the league coordinator the next day.

### **Grade Specific Equipment and Court Specifications**

<b>K and 1st</b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>	<b>4<sup>th</sup></b>	<b>5<sup>th</sup> and Up</b>
<ul style="list-style-type: none"><li>• League provided uniforms</li><li>• 27.5 in ball</li><li>• 8 ft goal height</li><li>• No Free Throws</li></ul>	<ul style="list-style-type: none"><li>• Team provided uniforms</li><li>• 28.5 in ball</li><li>• 8 ft goal</li><li>• 10 ft Free Throw line</li></ul>	<ul style="list-style-type: none"><li>• Team provided uniforms</li><li>• 28.5 in ball</li><li>• 9 ft goal</li><li>• 10 ft Free Throw line</li></ul>	<ul style="list-style-type: none"><li>• Team provided uniforms</li><li>• 28.5 in ball</li><li>• 10 ft goal (9ft for girls)</li><li>• 12 ft Free Throw line</li></ul>	<ul style="list-style-type: none"><li>• Team provided uniforms</li><li>• 28.5 in ball</li><li>• 10 ft goal</li><li>• Standard 15 ft Free Throw line</li></ul>

# Gameplay

## Game Timing

<b>K and 1<sup>st</sup></b>	<b>2<sup>nd</sup> and Up</b>
<ul style="list-style-type: none"><li>• 4- 8 min quarters</li><li>• 3 min halftime</li><li>• The clock will run continuously, stopping every 4 minutes for substitutions.</li><li>• 2 time outs per game</li></ul>	<ul style="list-style-type: none"><li>• 4- 10 min quarters</li><li>• 3 min halftime</li><li>• Running clock if a team is up 15 points</li><li>• 2 time outs per half</li><li>• 1<sup>st</sup> overtime will be 2 minutes with the clock stopping on all whistles. 2<sup>nd</sup> overtime will be an untimed sudden death (first basket made wins).</li></ul>

## Grade Specific Rules

### **Kindergarten and 1<sup>st</sup> Grade**

- You may only make substitutions during the 4 minute time out, unless to replace an injured player. Teams will line up and match up at half court, there should be no tricks to deceive the opponent on who is guarding who.
- Teams will have two-time outs per game.
- No free throws will be shot; shooting fouls will be given to the team out of bounds. If you have a player being too physical, please coach them so that the problem does not persist.
- Defense may only play half-court man to man. Full-court and zone defenses will not be permitted. Please be proactive in coaching this and explaining it to players if it is becoming an issue for your own team during the games.
- Man to man defense is defined as guarding within 6 feet of a player.
- Defensive players cannot steal the dribble
- Defensive double teaming is only allowed when the offensive player with the ball is in the lane.
- 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 the offensive player reaches in to “tie up” the ball, the coaches should waive off the “jump ball” and award the ball to the defensive team.
- No three second lane violations will be called

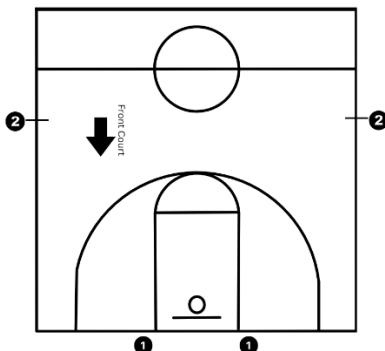
### **2<sup>nd</sup> and 3<sup>rd</sup> Grade**

- Defense may only play half-court, man to man.
- Full-court and zone defenses are not permitted.
  - Officials will work with players the best they can. if they feel this is being taught, they will administer technical fouls after the 1<sup>st</sup> warning.
- Defensive position (guarding any offensive player in the front court) may not be established between the 10 foot restraining line (volleyball court line) until the offensive player with the ball has crossed the volleyball line.
  - Once the ball crosses the volleyball line for the first time that line goes away until the ball is scored, goes out of bounds, or is stolen by the other team.
  - Teams may inbound the ball throwing it from the front court into the backcourt and the volleyball line will return only as the cross into the front court.
  - On the initial pass into the back court the defense can guard that all the way to the half court line, they then must retreat to the volleyball line if the ball goes into the backcourt.
  - Officials will work with players the best they can. if they feel this is being taught, they will administer technical fouls after the 1<sup>st</sup> warning.
- Lane violations will be called at five seconds instead of three. Officials will work with players to try to get them to move in and out of the lane on offense. The ball will be given to the opposing team.
- Defensive double teaming is only allowed when the offensive player with the ball is in the lane.
  - Officials will work with players the best they can. if they feel this is being taught, they will administer technical fouls after the 1<sup>st</sup> warning.

- Help defense is allowed, however it is illegal to place any player in the lane for an extended period of time to block shots, they must follow the player they are guarding. Players must be at least four (**4**) feet from the offensive player they are guarding.
- Man to man **offenses** must be set up in a normal five-player pattern. Stacking or spreading players to the corners to force the defense into one-on-one play due to their restrictions defensively is not allowed.
  - Officials will work with players the best they can. If they feel this is being taught, they will administer technical fouls after the 1<sup>st</sup> warning.
  - Inbounds passes are the only exception to this.
- 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 the offensive player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.
- If the score is six (**6**) points or less and there is **1-minute or less** on the game clock then teams may play full court man to man defense.
  - Double teaming and zone defense are still **not** allowed and are subject to tighter scrutiny on technical fouls.
    - The volleyball line does **not** exist in this scenario.

- **Inbounding**

- Eliminating the one – one for common fouls beginning with the seventh team foul in the half.
- Establishing the NEW bonus as two free throws awarded for a common foul beginning with the team’s fifth foul in each quarter and resets the fouls at the end of each quarter.
- Throw in spots - This rule change updates the procedure for determining the designated throw-in spot following a stoppage of play (not due to the ball going out of bounds) in the frontcourt. Instead of relying on an imaginary line, officials now use existing court markings, specifically the three-point line, to determine the location. Stoppage of play inside the three-point line will use inbound spots #1. Stoppage of play outside of the three-point line will use inbound spots #2.



**The ball will go to one of these four spots for fouls, violations, and timeouts, unless shooting free throws.**

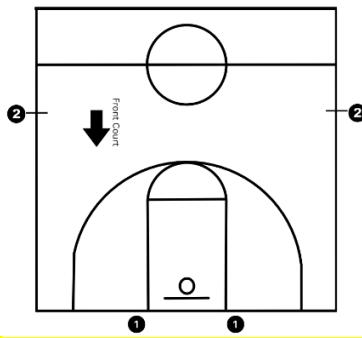
#### **4<sup>th</sup> Grade**

- Any rule not specifically stated falls under normal high school basketball rules.
  - **Division Specific Rules**
    - **DIVISION 1 ONLY- All 5<sup>th</sup> grade basketball rules apply.**
      - Examples of what is allowed = full court press, zone defense, double teams, half court traps, 4 corner offense, etc.
      - A full court press is allowed until 15 or more points separates the two teams. At that time, no defense is allowed in the backcourt by the team in the lead. If a team illegally full court presses, a warning will be issued for the first violation and a technical foul for each additional violation. When it is illegal to full court press and once a player gains control of the basketball in the back court, that team must be allowed to **pass or dribble** the ball into the front court.
    - **DIVISION 2 AND BELOW**
      - There will no full court press allowed during the first 3 quarters of the game.
      - Teams may press in the 4<sup>th</sup> quarter if the point spread is under 15 points.

- Once a game is beyond a 15 point difference there will be no pressing.
- Zone defense is **not** allowed.
- 1<sup>st</sup> violation will be a warning, second violation will be a technical foul.
- Teams are allowed to double team and switch anywhere in the frontcourt.
- 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 the offensive player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.

- Inbounding**

- Eliminating the one – one for common fouls beginning with the seventh team foul in the half.
- Establishing the NEW bonus as two free throws awarded for a common foul beginning with the team’s fifth foul in each quarter and resets the fouls at the end of each quarter.
- Throw in spots - This rule change updates the procedure for determining the designated throw-in spot following a stoppage of play (not due to the ball going out of bounds) in the frontcourt. Instead of relying on an imaginary line, officials now use existing court markings, specifically the three-point line, to determine the location. Stoppage of play inside the three-point line will use inbound spots #1. Stoppage of play outside of the three-point line will use inbound spots #2.



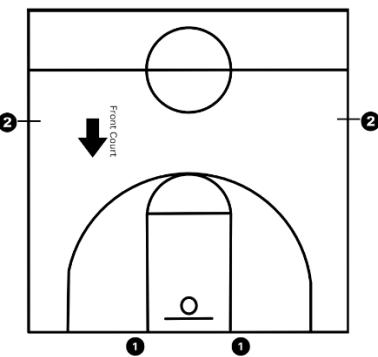
- The ball will go to one of these four spots for fouls, violations, and timeouts, unless shooting free throws.**

## **5<sup>th</sup> Grade and Up**

- Any rule not specifically stated falls under normal high school basketball rules.
  - A full court press is allowed until 15 or more points separates the two teams. At that time, no defense is allowed in the backcourt by the team in the lead. If a team illegally full court presses, a warning will be issued for the first violation and a technical foul for each additional violation. When it is illegal to full court press and once a player gains control of the basketball in the back court, that team must be allowed to **pass or dribble** the ball into the front court.

- **Inbounding**

- Eliminating the one – one for common fouls beginning with the seventh team foul in the half.
- Establishing the NEW bonus as two free throws awarded for a common foul beginning with the team's fifth foul in each quarter and resets the fouls at the end of each quarter.
- Throw in spots - This rule change updates the procedure for determining the designated throw-in spot following a stoppage of play (not due to the ball going out of bounds) in the frontcourt. Instead of relying on an imaginary line, officials now use existing court markings, specifically the three-point line, to determine the location. Stoppage of play inside the three-point line will use inbound spots #1. Stoppage of play outside of the three-point line will use inbound spots #2.



**The ball will go to one of these four spots for fouls, violations, and timeouts, unless shooting free throws.**

## **Scorekeeping**

- Each team is required to have one adult (18+) to keep score. One will operate the paper score sheet and one will operate the game clock.
- Scorekeepers are also game officials and should be treated with the same courtesy and respect as an official.
- Score keepers are not to make comments or gestures about calls made by the officials or coach from the scorer's table. The scorekeeper will be removed at the discretion of the game officials or gym supervisor for unsportsmanlike behavior or coaching.
- If a team is ahead by 20 points at any point in the game, the score will no longer be put up on the scoreboard.
- When finished, the scorekeeper who was using paper will give the completed score sheet to the gym supervisor. Please ensure that both team names or coaches names are on the schedule and that the final score is listed and accurate.

- **Forfeits**

- Game time is forfeit time. No forfeit can be called without consultation from the **gym supervisor**. Forfeits/No shows are not rescheduled.
- A team must start a game with 5 players. A forfeit will be called if a team has less than 5 players at game time. Once a team starts with 5 players they can still play with as little as 3 rostered player

- **Protesting a game**

- Only protests about illegal players participating in a game are allowed. No other protest of any kind will be considered.
- Coaches must indicate during the game to the gym supervisor if they wish to protest. If a protest occurs the head coach must notify the OPRD League office by the following Monday. The officials and coaches should attempt to resolve the problem to avoid protests. Note the protest but continue to play the game.
- If the protest is upheld, the other team will automatically forfeit the game.

- If the protest is not upheld, the game will stand as played.

## **Interaction with Officials and Code of Conduct**

### **Interacting with game officials**

- Head coaches are allowed to speak with the officials only during time-outs or at halftime and only regarding a **rule clarification**. Head coaches may ask officials questions about rules and the way the rules are being interpreted but not make comments or gestures about judgement calls.
- If a head coach disagrees with the way a rule is being applied especially one that is in place to help teach the fundamentals of the game or if the game is too physical in your judgement, then please have someone find the gym supervisor.
- Assistant coaches are not allowed to speak with officials or stand during or after game play unless it is to thank them or tell them good job.
- Any fan or bystander in the crowd who makes unsportsmanlike comments or gestures to an official or staff member is subject to immediate removal from the premises and suspension.
- Should any coach address the officials at any other time unprofessionally, an unsportsmanlike technical could be assessed.

### **Technical Fouls and Ejections**

- There are two types of technical fouls: administrative and unsportsmanlike. Administrative technical fouls will be assessed against the team for infractions on the bench, too many players on the court, illegal uniforms, etc.
- All technical fouls are two shot fouls plus loss of possession.
- Listed below are the penalties for a coach who receives an unsportsmanlike technical foul: All are tracked throughout the season.
  - One technical will result in a warning from OPRD staff plus that coach must remain seated for the remainder of the game.
  - Two in a game will result in an immediate ejection from that game in addition to suspension from the next practice and game. If ejected from a game, the coach must leave the building and may not return during or after the game. If the coach fails to comply, his/her team will forfeit the game from which the coach was ejected.
  - Two in a season will result in a call from the league coordinator and final warning.
  - A third technical in a season will result in an indefinite suspension from practices and games until a required appearance before the Advisory Committee.
  - Listed below are the penalties for a player who receives an unsportsmanlike technical foul:
    - One technical will result in the player sitting out 20 minutes. If the technical occurs in the second half, the 20-minute penalty will carry over to the next game.
    - Two in a game will result in an immediate ejection from that game. If ejected from a game, the player must leave the building and may not return during or after the game. If the player fails to comply, his/her team will forfeit the game from which the player was ejected.
    - Two in a season will result in an indefinite suspension until a required appearance before the Advisory Committee.
- Coaches are responsible for their spectators. Any spectator ejected by an official from a game must leave the building and will result in suspension from the next game. An appearance before the Advisory Committee may be required.
- Fighting will result in immediate ejection, indefinite suspension, and a review by the Advisory Committee. Players and coaches will be ejected for raising their fist, even if they do not swing or throw a punch.
- Abusive language before, during or after a game toward an official or opposing coach will result in automatic suspension for the next game and possible expulsion from the program.
- Penalties may be adjusted by the Advisory Committee should the situation warrant.

## **Code of Conduct**

- Codes of Conduct must be adhered to at all times by coaches, players, parents, and spectators. The umpires and staff will have complete authority to enforce good sportsmanship.
- Head coaches will be responsible for the conduct of their assistant coaches, players, and fans.
- Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team.
- No artificial noise makers will be allowed (i.e. vuvuzelas, cowbells, horns, etc.).

<b><u>Coach Code of Conduct</u></b>	<b><u>Parent Code of Conduct</u></b>
<ol style="list-style-type: none"><li>1) Coach for the love of the game and the love of the athlete.</li><li>2) Treat every member of your team with the same respect, encouragement, and care that you do your own child.</li><li>3) Utilize resources provided by OPRD to grow your coaching repertoire. Such as: attending meetings, taking online classes, obtaining certifications, etc.</li><li>4) Put the welfare of your athletes above winning.</li><li>5) Accept and abide by the judgment of the officials and rules of the game as "mutual agreements" required to play within the spirit of the game.</li><li>6) Reward effort and behavior and not outcome.</li><li>7) View mistakes as teachable moments instead of punishable offenses</li><li>8) Lead with character and by example.</li><li>9) Put the needs of the team ahead of any individual.</li><li>10) Constantly work to improve your knowledge and ability to teach the game and the athletes.</li><li>11) Be willing to confront incorrect behavior or less than all-out effort in a positive and encouraging manner</li><li>12) Encourage multi-sport participation.</li><li>13) Keep the game simple and fun.</li><li>14) Be willing to work with parents for the benefit of the individual athlete.</li><li>15) Develop a positive coaching style.</li><li>16) OPRD has a zero-tolerance policy regarding foul, abusive, or intimidating language as well as threats of any kind made toward players, coaches, or staff. Failure to comply with this can lead to immediate ejection from the activity and further action up to and including a meeting with OPRD administration, Sports Advisory Committee, temporary suspension, and permanent suspension from OPRD activities.</li><li>17) Failure to adhere to any and all of the above guidelines can result in my removal from a game, practice, or other event</li></ol>	<ol style="list-style-type: none"><li>1) I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.</li><li>2) I will place the emotional and physical well-being of my child ahead of a personal desire to win.</li><li>3) I will support a safe and healthy playing environment for all children.</li><li>4) I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.</li><li>5) I will acknowledge all youth sports events are drug, tobacco, and alcohol free environments and I will refrain from their use at all games, practices, and other youth sports events.</li><li>6) I will remember that the game is for youth - not for adults.</li><li>7) I will do my very best to make youth sports fun for my child.</li><li>8) I will help my child enjoy the youth sports experience by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation.</li><li>9) I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.</li><li>10) OPRD has a zero tolerance policy regarding foul, abusive, or intimidating language as well as threats of any kind made toward players, coaches, or staff. Failure to comply with this will lead to immediate ejection from the activity and further action up to and including a meeting with OPRD administration, temporary suspension, and permanent suspension from OPRD activities.</li><li>11) Failure to adhere to any and all of the above guidelines can result in my removal from a game, practice, or other event.</li></ol>