



City of Kent Parks, Recreation & Community Services
BOYS HIGH SCHOOL & MIDDLE SCHOOL BASKETBALL
LEAGUE RULES
2023

I. PRACTICE

- A. All participants **must** be properly registered through Kent Parks, Recreation and Community Services. Rosters are limited to no more than ten (10) players.
- B. Player may be added to teams with less than ten (10) players on or before **February 2, 2023**. No player additions after **February 2, 2023**.
- C. No more than three practice sessions (or a total of three hours) of practice per week scheduled through gym coordinator.

II. EQUIPMENT/GYM SET-UP

- A. Kent Parks, Recreation and Community Services will furnish the scorekeepers, game balls, game clock, and possession arrow. In the event of a 'no-show' by the scorekeeper, both teams will elect a person to help keep score and time.
- B. The regulation size basketball will be used for boys.
- C. Both coaches are to put away chairs and clean up after the final game. **NO POP, JUICES, OR FOOD IN THE GYM!**

III. START OF GAME

- A. **No grace period.** A team must start if they have at least **four (4)** players. (Failure results in forfeiture.) If at any time players are disqualified or injured so that a team has less than four (4) players, the game is forfeited to the opponents.
- B. Coaches are asked to print team name, both the first and last name of each player, and uniform number on the scoresheet. Players are to be listed in numerical order (i.e.: 1-10). Kent Parks Scorekeepers will take the scoresheets at the end of the game and turn them in to the Recreation Office.
- C. Before each game, coaches should meet with officials to discuss the floor rules.

IV. LENGTH OF GAME

- A. Games will consist of four (4) - ten (10) minute running-clock quarters. Stop clock will be used the last one (1) minute of each quarter. A five (5) minute half-time intermission and a one (1) minute intermission between each quarter will be observed. In the event of a tie, a two (2) minute overtime period with stop clock will be played. Clock will be stopped during technical foul shots and re-started when ball is put into play on throw-in.

IV. LENGTH OF GAME (continued)

- B. Each team will be allowed four (4) time-outs per game and one extra time-out per overtime period. (Any unused timeouts from regulation are carried over in overtime.)

V. PARTICIPATION GUIDELINES

- A. All eligible players must play one full quarter from beginning to end without interruption, and appear in both halves. That does not allow for five (5) minutes in one quarter and five (5) minutes in another. It is also not mandatory in Middle School Basketball Rules that a player sit out one full quarter.
- B. Any player leaving the game due to an injury must meet participation requirements upon return. Coaches must clear exceptions with opposing coach and officials if the player cannot return.
- C. Failure to comply with participation rules may result in game forfeiture. Coaches must notify the Program Coordinator (before the game), opposing coach and referees before tip-off of any players not being allowed to play a full quarter (disciplinary actions, injury, etc.) if player is present at the game.
- D. Any player(s) making the school team is ineligible to participate in the Kent Parks, Recreation and Community Services High School & Middle School Basketball program. If any player(s) attempts to make the team but is cut or quits before the **first game**, that player is eligible to participate. (Rosters with players' names from High School & Middle School teams will be on file.)

VI. PLAYING RULES AND PROCEDURES

- A. Boys have 10 seconds to bring the ball past the mid-court line. Over and back will be called if they cross back over the mid-court line. Officials will determine the over and back line before the start of the game.
- B. Zone Defense is allowed.
- C. Full court press is legal. **No** press allowed if team leads by 15 or more points. A technical foul will be called after one warning.
- D. During the first six (6) personal fouls on a team, the ball will be taken out of bounds nearest the infraction. The 7th, 8th, and 9th team fouls are one and one. Beginning with the 10th team foul, the offended player is awarded a second free throw whether or not the first one is successful. All fouls in the act of shooting (intentional or flagrant) will be awarded two (2) free throws.
- E. 3 Point Rule: All shots attempted beyond the three (3) point line will count 3 points if successful. Any foul on a three point shot will be one free throw if the try is successful and three if the try is not.

VI. PLAYING RULES AND PROCEDURES (continued)

- F. All technical fouls will be two (2) shots. Player(s) must shoot the free throws. (Remember ... any player(s) in the game or on the bench can shoot technical foul shots). Clock is stopped during the shooting of free throws for technical fouls. Two technical fouls in one game result in game expulsion and suspension of next game. (Player/Coach are subject to ejection after one technical).
- G. Alternating Possession: After the initial jump ball, possession will alternate on each tie-up and quarter throughout the entire game.

Example: Team A wins 1st quarter tip. Team B would then get possession on next tie-up, or quarter, etc.

VII. Player/Coach/Spectator Conduct:

- A. Any person(s) who is confrontational, threatens or is verbally/physically abusive, in any way towards a referee, player, coach, parent, spectator, city employee or anybody before, during or after the game will be suspended for a minimum of two (2) games to a maximum expulsion from all Kent Parks programs and will require the Program Coordinator's permission for reinstatement.
- B. Only the head coach can talk with the official before and during the game. Coaches, players, parents or spectators **are not** allowed to discuss, review or talk with the officials once the game is over. This may result in a minimum one (1) game suspension. After the game, congratulate the kids for playing a great game and enjoy the post game snack.
- C. Two (2) technical fouls in one game shall result in an automatic ejection and minimum one game suspension.
- D. A player/coach/spectator who is ejected will be suspended a minimum of one (1) game. League Coordinators will decide on length of suspension.
- E. Players/Coaches/Spectators ejected from the game will leave the gym immediately or automatically forfeit the game and face possible expulsion from the league. Players must be accompanied by an adult.
- F. Any person that is suspended cannot accompany the team to any scheduled games during the length of their suspension.
- G. Coaches are responsible for the actions of their spectators. Unsportsmanlike conduct by a spectator(s) will result in immediate removal from the field or the team will automatically forfeit the game.
- H. ***Any participant that is suspended from school is ineligible to partake in practices or games until their suspension has been completed.***
- I. Players/spectators/coaches are not to cheer against the opposing team. Everybody is encouraged to cheer for the kids, regardless of which team they are on, so that their playing experience is a joyous one. **Good sportsmanship is contagious.**

VII. Player/Coach/Spectator Conduct: (continued)

- J. **Casual Profanity:** Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but is uttered by a player out of frustration. This is penalized by a technical foul against the offending player. **Any profanity, inappropriate name-calling, or unsportsmanlike language directed to an official, player, coach or spectator may result in Technical Foul and automatic expulsion from the game.**
- K. **Tobacco Policy:** No person's (coaches/volunteers/spectators/staff) may use tobacco (smoke, chew, etc.) on City of Kent Parks, Recreation and Community Services or Kent School District playing facilities while practice/games are in session. This applies to **everyone**, spectators, coaches and participants.
- L. ***For all suspensions the individual(s) must have the Program Coordinator's permission for reinstatement. Penalty for non-compliance to league rules will be decided by the League Coordinator.***
- M. ***The City of Kent Parks, Recreation and Community Services Program Coordinators have the authority to make rulings on all dealings regarding this league. All decisions are final.***

VIII. MISCELLANEOUS

- A. Do not yell at or "ride" the officials. Remember ... you set the tone for players and parents.
- B. Coaches: **DO NOT LEAVE GYMS UNTIL ALL BOYS HAVE BEEN PICKED-UP. NOTIFY THE CUSTODIAN THAT YOU ARE LEAVING THE FACILITY.**
- C. For cancellation information due to severe weather conditions, call Kent Parks, Recreation and Community Services SNOW-OUT Line (after 4:00 p.m.) at (253) 856-5020.
- D. Winning coach calls in the score at (253) 856-5021.

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