



I. TEAM ROSTER/PRACTICE

- A. All participants **must** be properly registered through the Kent Parks, Recreation and Community Services. For the Kindergarten League, All participants must be currently enrolled in kindergarten or turn 5 years of age by August 31, 2021. Rosters are limited to no more than 10 players.
- B. All participants must play in the grade that they are in for the 2022-2023 school year and can not play up or down a grade level. Any misrepresentation of grade or age will result in immediate withdrawal from the program and will require permission from Kent Parks to continue participation in any future programs.
- C. Players may be added to teams with less than 10 players on or before **January 14, 2023**. No player additions after that date.
- D. **Jewelry Policy:** Participants are not allowed to wear any jewelry (necklaces, earrings, studs, bracelets, etc.) while playing. Those participants that have medical I.D. bracelets may wear a wristband over the bracelet. Hair control devices may be worn if made of soft material and not for adornment.

II. EQUIPMENT/GYM SET-UP

- A. Kent Parks will furnish the game ball, clock, and possession arrow.
- B. A junior size basketball will be used for all league games.
- C. **NO POP, JUICES, COFFEE OR FOOD ALLOWED IN ANY GYM!**
- D. Both coaches/teams are to help put away chairs and clean up after the final game.

III. START OF GAME

- A. Home team is responsible for the possession arrow and the visiting team is responsible for handling the time for the game.
- B. Before each game, coaches should meet with the gym supervisor to discuss the floor and gym/school rules.

IV. LENGTH OF GAME

- A. **Length of Game:** Games will consist of six (6) - five (5) minute running-clock periods with a five (5) minute halftime after the 3rd period. There is a one (1) minute break between all other periods.
- B. **Time Outs:** Each team will be allowed four (4) time-outs per game. A coach may orally or visually request a time-out.

V. PARTICIPATION GUIDELINES

- A. Every eligible player must play in a minimum of 3 periods.
- B. Every eligible player must play an entire period from start to finish.
- C. Every eligible player must sit out an entire period from start to finish as our goal is for everyone to participate evenly.
- D. Any player leaving the game due to an injury must meet participation requirements upon return. Coaches must clear exceptions with opposing coach/officials if the player cannot return.
- E. Coaches must notify Program Coordinator prior to the game and the opposing coach before tip-off of any player(s) that may not or will not play a full quarter (disciplinary actions, injury, medical conditions, etc.)

VI. GAME INFORMATION

- A.** Our expectations are that the kids learn the game of basketball and have fun. Coaches are responsible for themselves and the conduct of their parents/team. This will be a positive environment encouraging fundamentals, teamwork and sportsmanship. Coaches are expected to work together with each other while officiating/coaching.
- B.** Each team is required to supply a game official.
1. Officials will call the fouls and violations
 2. Officials can aid their players as long as the coaching does not interfere with the flow of the game. **Example: Player A is lost, the official can direct him/her to the player they are supposed to be guarding.** If two or more players seem to be lost, then the officials will blow the whistle and match the players back up.
- C.** Only two coaches and the players are allowed on the bench. No spectators, parents or siblings allowed in the team seating area. The coaches at the bench must remain on their team's sideline.
- D. Pre-game / half-time warm-ups:** Although time is limited and may not be available for every game, teams are to warm-up on the basket opposite of their team bench before the start of the game as this will be their basket in the first half. Half-time warm-ups are on the opposite end so that teams will be playing offense in the second half are on the same side as their team bench.
- E. 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 get possession on next jump-ball situation or start of next period, etc.
- F. Fouls:** No records of fouls are kept. For all fouls, the ball will be taken out of bounds nearest the infraction. If a shot was made, the defensive team will take the ball out at the endline. No Free Throws will be shot.
- G.** Players have 10 seconds to bring the ball to the mid-court line. Over and back is in effect.
- H.** The three-point rule is not in effect.
- I. Offense Guidelines:** All players must attempt to be continually involved in offensive plays. It is the coach's responsibility to make sure that no player is excluded from participating on offense.
- J. Defense Regulations:**
1. **Wristbands:** Person to person defense only. Players are to guard the player on the opposing team with the same color of wristband.
 2. Double teaming is not allowed. When this occurs the officials will blow the whistle and have the players match back up with the player they are guarding.
- K. Back Court Defense:** Backcourt defense is **not** permitted. Officials will verbally notify defenders in the backcourt to return to their side of the court. If a turnover occurs, play will stop and offensive team takes ball out-of-bounds nearest the infraction.
- L.** When a team is dominating the opposing team, they must use one or more of the following (This will allow your team, as well as your opponent's team to improve their basketball skills):
1. Rotate player's positions so that different players get a chance to handle the ball.
 2. Have your team make three (3) or four (4) passes before they can shoot the ball.
 3. Only allow those that typically don't the score to shoot the ball.
- M.** For game cancellation information due to severe weather conditions, call (253) 856-5020.

VII. Player/Coach/Spectator Conduct:

- A. Any person(s) who is confrontational, threatens or is verbally abusive, in any way towards an official, player, coach, parent, spectator, city employee or anybody else before, during or after the game will be suspended for a minimum of two (2) games and as much as expulsion from the league and future Kent Parks programs. Person(s) must have Program Coordinators permission to be reinstated.
- B. Players/Coaches/Spectators are to follow all league and school rules/policies. The Gym Supervisor on duty has the authority to eject any persons with negative or unruly behavior from the game and they must leave the gym/school immediately or automatically forfeit the game. Non-compliance can lead the individual(s) to be expelled from further participation from the league. Minors must be accompanied by an adult.
- C. A player/coach/spectator who is ejected will be suspended a minimum of one (1) game. League Coordinators will decide the length of the suspension.
- D. Coaches are responsible for the actions of their players and spectators. Unsportsmanlike conduct by a player(s) or spectator(s) will result in immediate removal from the site or the team will automatically forfeit the game. Person(s) will face possible suspension from further games as well as possible expulsion from the league and future Kent parks programs. Person(s) must have Program Coordinator's permission to be reinstated.
- E. Any person(s) that is on suspension cannot accompany the team to any scheduled games during the length of their suspension. If they do they face possible expulsion from the league and future Kent Parks programs. It is the coach's responsibility to ensure that any assistant coach(s), parent or spectators that are suspended not attend the game(s) during their suspension.
- F. Any person(s) that is on suspension cannot attend any Kent Parks programs/activities during the length of their suspension. Failure to comply may result in possible expulsion from the league and future Kent Parks programs.
- G. It is the coach's responsibility to ensure that any assistant coach(es), parents or spectators that are suspended not attend game(s) during their suspension.
- H. **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 the player being removed from the game for the rest of the period. **Any profanity, inappropriate name-calling, or unsportsmanlike language directed to an official, player, coach or spectator will result in automatic expulsion from the game.**
- I. Any participant that is suspended from school is ineligible to partake in practices or games until their suspension has been competed.
- J. 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.**
- 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. After the game, congratulate the kids for playing a great game, enjoy the post game snack and the rest of your day.
- M. 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.
- N. 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.

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