



Kennett Area Park and Recreation Board

P. O. BOX 308 • KENNETT SQUARE, PA. 19348



KENNETT AREA PARK AND RECREATION 2010 JR BASKETBALL PROGRAM RULES

Welcome to the KAPRB Junior Basketball program. As a coach or player, you will be participating in one of Kennett Area's most popular sports, basketball. This program is provided for your fun and enjoyment. Your cooperation, good sportsmanship and communication are important in making this a successful season.

1. Registration

A player must be officially registered with KAPRB JR Basketball and be on a team roster to play in any game. A player will not be allowed to play in the league unless a Registration Form, KAPRB Sports Code of Conduct Form and KAPRB Waiver form are signed. Registration is non-refundable after the start of the practice season.

2. Conduct

All persons directly or indirectly involved in the program are expected to act in an appropriate manner. Occurrences of negative behavior will be monitored closely and will not be tolerated. The following rules will govern poor conduct situations:

- A. Unreasonable harassment of an opponent's player, a referee or spectator will draw a technical foul. Two technical fouls on a coach, player or fan, due to conduct will result in an automatic ejection of that person from the court. A third technical on a team, be it either on a coach, player or fan, for conduct, will result in the automatic suspension of the game and the forfeiture of the game to the opposing team.
- B. Any coach or player ejected from a game due to two technical fouls concerning conduct will be suspended from playing for the next scheduled game whether it is the regular season or playoffs.
- C. If a player is ejected from two games because of poor conduct, that player shall automatically be ejected from the program for the remainder of the season and playoffs.
- D. No coach, manager, player or spectator shall:
 - Threaten an official
 - Lay a hand upon, shove or strike an official
 - Be guilty of objectionable demonstrations of dissent at an official's decision

E. ANY COACH OR PLAYER REMOVED FROM A GAME MUST LEAVE THE COURT AND GYM IMMEDIATELY.

F. Players must wear the official team jersey for the game. Player's shirts must be tucked in at all times. No jewelry, of any kind, may be worn by any player.

G. The League Representative is responsible for the final decision in all matters.

3. Scorekeeper & Timekeeper

Each team must provide either a scorekeeper or timekeeper for each game.

4. Playing Rules

A. Regulation Time: There will be four 8-minute quarters. The first and third quarter clock will run except for the last minute of play whereas the clock will stop for all whistles by the official. The second and fourth quarter clock will run except for the last two minute of play whereas the clock will stop for all whistles by the official.

B. Overtime: If the score is tied at the end of regulation, one 3-minute overtime period will be played. Each team will be awarded one 20-second time out. The overtime will begin with a jump ball. The clock will not stop until the last minute of overtime whereas the clock will stop for all whistles by the official.

C. Double Overtime: If the score is tied after the first overtime, a double overtime period will be played. No time outs are allowed. The double overtime will begin with a jump ball. **THE FIRST TEAM TO SCORE WINS.**

D. Time Outs: Each team is allowed two time-outs per half of 20 seconds each. Unused time-outs can not be used for the second half or overtime periods.

E. Halftime: There will be a 5 minute halftime, unless the game has been delayed and the officials and/or League Representative rules that the game must start sooner.

F. Jump Balls: In all jump ball situations other that the start of the game and each overtime period, the teams will alternate taking the ball out-of-bounds for a throw-in.

G. Defense: Zone defenses are allowed for Divisions 2, 3 & 5. All other Divisions will play man to man only.

H. Pressing: Full court pressing will be allowed for Divisions 3 & 5. If a team is ahead by 20 or more points, no pressing is allowed. Pressing is allowed for Division 1, 2 & 4 in the fourth quarter only by the team that is down.

- I. Playing Time: Division 1 and Division 4 players are required to play a minimum of half the game. You may substitute a player at any time during the game yet the player must participate in approximately 50% of the game.

5. Fouls

- A. Common Fouls: On all common fouls, the offended team will be awarded the ball out-of-bounds at the spot nearest to where the foul occurred.
- B. Flagrant Fouls: Flagrant fouls will result in immediate ejection of the player who committed the foul.
- C. Shooting Fouls: When a player is fouled in the act of shooting, the player is awarded two shots unless the initial shot is scored whereby the player is awarded one shot. On the 7th team foul in a half, the opposing team shoots 1 and 1. On the 10th team foul in each half, the opposing team shoots 2 shots.
- D. Technical Fouls: All technical fouls are two shots with the following possession to the shooting team. When a player receives a technical foul, the player receives a foul along with a team foul.
- E. Player Fouls: A player is ejected from the game when he/she receives their 5th foul.

6. Game Rules

- A. Each team should start each game with five players. If a team does not have five players to start a game, the game may be played if:
 - a. The opposing team decides to play the game with four players.
 - b. The opposing team decides to play the game with five players.
- B. No individuals from the stands or players from another team can substitute for a team to start a game.
- C. Players must check in at the scoring/time table to substitute into a game.
- D. Coaches are to stay in the area of their respective benches during the games.
- E. Three point field goals are allowed in Division 2, 3 and 5.
- F. Game balls for Division 2, 3 and 5 will be the standard official ball size.
- G. Game balls for Division 1 & 4 will be 28.5 official ball size.
- H. Division 1 & 4 will utilize a 9 foot height for the basketball hoop.

7. Miscellaneous

- A. Parents, Grandparents, Aunts, Uncles, friends of players are REQUIRED to sit on the opposite side of the court from the players/coaches.
- B. Parents are responsible for the supervision of their other children during games. Spectators **MUST** remain in the gyms for the games.

ABSOLUTELY NO ROAMING OF THE CORRIDORS OF ANY OF THE SCHOOLS IS ALLOWED. THIS WILL BE ENFORCED.

- C. Keep your benches clean after all games and discard all water bottles.
- D. **DO NOT BRING BASKETBALLS TO THE GYMS ON GAME DAYS.**