

BASKETBALL RULES

Pee Wee

2011

1. A women's sized basketball (28.5) will be used for this league.
2. All games are governed by the latest official Kansas High School basketball rules.
3. The 8 ½ foot goals will be used for this league. Coaches may assist on the court only during timeouts and injuries. Coaches must remain seated on the bench at all times while the clock is running or is stopped except to: request a time-out, rectify a timing or scoring mistake, alternating possession mistake, replaced or remove a disqualified player, rise in front of their seat to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s) and **then immediately return to their seat.**
4. Anything behind the 8½ foot basketball goals will be called out-of-bounds.
5. Each team will be allowed four (4) 60 second time-outs per game.
6. A three-second lane will be enforced.
7. Six minute quarters will be used. The clock will be stopped according to KSHSAA regulation rules. There will be one minute between quarters and five minutes between halves (a 3 minute half time may be used at the gym supervisor's discretion).
8. No will enter the free throw lane until the ball has hit the rim or backboard.
9. During free throws the two players by the basketball goal will line up beginning with the second hash mark from the out-of-bounds line.
10. Teams must set up into their defense immediately.
11. Any defense can be used. When on defense the players cannot pass the three point lines. If they do cross the line, a team warning will be issued. If there is a loose ball the defense can attempt to get the ball. All shots are two points unless shooting a free throw.
12. Teams will be allowed to use half-court press only during the last two minutes of the game unless they are 10 or more points ahead at the two minute mark. Penalty: Teams will be warned and clock will stop. Games that end in a tie will remain a tie. There will be no overtime.
13. Restraining lines will be in effect.
14. Game time is forfeit time. Teams must have at least four players present to start.
15. If coaches or spectators are unruly, they will be given a warning. If the offense occurs a second time, the offender will have two minutes to leave. If they do not leave their team will forfeit the game.
16. Technical Fouls: If a player or coach receives two technical fouls, they will be ejected from the game and must leave the premises within two minutes. A coach/player who is ejected will automatically receive a one game suspension. Three technical fouls in a season will forfeit league participation for the player/coach.
17. No jewelry will be allowed. This includes rings, watches, earrings, necklaces, bracelets, and hats. Coaches are responsible for informing their players and parents.
18. Player Discipline: Players may sit out for disciplinary reasons including non-attendance at practice. The coach must notify the parent(s) and scorekeeper/gym supervisor of the disciplinary action prior to the start of the game.
19. Home town provides practice and game basketballs for visiting teams.