

Westy Futures

23-24 Basketball League Rules

Athletics Website: www.westyathletics.com

Thank you for choosing the Westy Futures basketball program! In this packet you will find our code of conduct, general rules and responsibilities. Our goal is to offer a high-quality youth basketball league in a family, recreation environment.

The Westy Futures basketball league will run in accordance with the current CHSAA boy's basketball rules, as administered by the game officials and modified as follows in the rest of this packet.

Code of Conduct

All players will abide by the officials' decision. The referees or league officials have the authority to give out warnings, eject or remove players/coaches/spectators at any time due to inappropriate behavior

To effectively maintain a fun and enjoyable experience for the children, the league coordinator and game officials will strictly enforce proper behavior by spectators in our youth league. Parents/spectators will be immediately removed from the facility for the following actions: foul language, obscene gestures, verbal/physical intimidation towards league officials, other spectators, coaches and/or players. Loud & continuous complaints regarding official's calls will also NOT be tolerated & that parent or coach will be removed from the gym for the remainder of that game.

Parents/spectators who are dismissed from the gym must meet with the league coordinator in person prior to the next scheduled game to discuss the situation.

Coach Responsibilities

Coaches will receive a copy of these rules and code of conduct prior to the start of the season.

All coaches are responsible for:

- Making all team members aware of the league rules and code of conduct.
- The conduct of their team and spectators.
- Keeping the players bench clear of all persons except players and those who are directly associated with the team.

Please reiterate: All players participating in this program should understand that participating in our futures sports programs is a privilege and by taking part in our programs they agree to abide by league rules and regulations while being held to a standard expected of a student athlete both on and off the court.

Equipment

- **Uniforms**
 - Reversible jerseys or colored performance tee's will be provided by the league.
 - All players must wear appropriate gym attire in order to participate.
- **Basketballs**
 - Kindergarten will utilize a 25" ball.
 - 1st/2nd grades will utilize a 27.5 ball.
 - 3rd-5th grades will utilize a 28.5 ball.
 - 6th/7th/8th grade girls will utilize a 28.5 ball.
 - 6th grade boys will utilize a 28.5 ball
 - /7th/8th grade boys will utilize a 29.5 ball
- **Rim Height**

- Rim height for Kindergarten & 1st/2nd will be set at 8ft
- Rim height for all other divisions will be set at 10ft

Game Logistics

• Time

- Kindergarten will mostly be instructional but as the season progresses we will run 20-minute games consisting of two 10-minute halves.
- 1st/2nd Will consist of 4 8-minute quarters
- 3rd-8th Grade games will consist of four, 10-minute quarters.
- Halftime will be 2 minutes
- 3rd-8th Grade teams should be present ten (10) minutes before game time to allow for warm up.
- Teams will receive 2 – 1 minute timeouts per half
- 5th-8th grade the clock will stop on every whistle in the last 2 minutes of the game as long as the difference between the teams is 10 point's or less
- Once the lead is extended beyond 10 points clock will start at the next live ball and continue running until the deficit is below 10 and a whistle is blown.
- The only time the clock will stop during regulation will be for timeouts, an official timeout, or the last two minutes of the 2nd half.

• Game Play

- Playing time per game: Each player is required to play the equivalent of HALF of each game or 20 minutes.
- K-4th will be timed substitutions to ensure equal playing time.
- 5th-8th grade will be “free substitutions”. Coaches may sub players in at any stoppage in play. There will not be an official substitution timeout. Coaches must send players to the table to be called in by officials during a stoppage in play.
- Teams may start with a minimum of 4 players
- The “3 second” lane violation rule will be in effect for 6th – 8th grade divisions.
- The 10-second rule for offensive teams to advance the ball past half court will be in effect during all games for 5th - 8th grade divisions.
- One (1) Coach may stand during the game but must remain on the sideline. All other coaches must remain seated on the sideline during game play, except during substitutions
- Kindergarten games, coaches may be on the court during game time to help guide and coach kids
- All coaches and assistants must submit background check prior to working with the kids.

• Defense

- Full Court Press is not allowed at any grade level
- Zone defense and man to man is allowed for grades 3rd – 8th
- Only man to man is allowed for Kindergarten & 1st/2nd grade and players must match up with the opponent wearing similar color wristband
- Only man to man is allowed for 3rd/4th grade, colored wristbands are not used in this division but may be implemented if needed
- For K, & 1st/2nd division, In the event someone wearing a different color wristband interferes with the player in possession of the ball they will be instructed to find the player they are supposed to be matched up with. If a turnover occurs during this instance then possession will be awarded back to the team that was just on offense.

• Fouls

- 5th-8th Grade divisions, each player gets 5 individual fouls per game, players foul out on the 5th individual foul.
- 5th-8th Grade divisions, on the 5th Team Foul in a quarter, all fouls will result in a 2 free throws for the player the foul was committed against. .
- All team fouls will reset each quarter.
- All 2nd half team fouls will carry on to any overtime or sudden death periods

• Free throws

- On the release players may enter the key to rebound, exception being the shooter who has to wait for the ball to hit rim.
- 1st/2nd Grade will not shoot free throws, in the event of a foul the offending team will be called for a foul and team on offense will maintain possession and inbound the ball to resume play
- 3rd/4th Grade – Shooters may jump over the line when attempting free throws but may not move from their landing spot to attempt to rebound until the ball hits rim.

- **Technical Fouls:**
 - Technical fouls count towards personal fouls
 - Technical fouls result in an automatic 2 points awarded and the ball given to the opposing team.
 - 2 technical's for any player will result in being ejected from the game.
 - ANY player or coach ejected from a game will received a minimum of a 1-game suspension from all league activities (games and practices). The league reserves the right to levy longer suspensions or bans at their discretion.
- **Overtime**
 - A (2) two-minute overtime period will be played at the end of regulation.
 - If there is a tie at the end of the overtime period, the game will go to a sudden death play. Game will end after one team makes a first basket.
 - All personal fouls and 2nd half team fouls carry over to any overtime or sudden death periods
 - Sudden death can end on a free throw
 - For the Overtime Period, Coaches will be given ONE additional time-out.
 - Overtime and sudden death period will begin with a jump ball at half court

Elastic Power

Any and all situations not specifically covered in the rule book shall be acted upon by the league officials and all such action taken shall be permanent.

Contacts

Gabe Trujillo – District AD

Gtrujillo@westminsterpublicschools.org

Sheryl McCoy – Athletics Admin Assistant

SMcCoy@westminsterpublicschools.org

720-542-5351

Daniel Garcia – Athletics Admin Assistant

Dgarcia@westminsterpublicschools.org

720-542-4903

