

KITSAP PENINSULA PEE WEE LEAGUE

BOYS BASKETBALL RULES 2011

The Kitsap Peninsula Pee Wee League plays under the high school rules with the following exceptions:

RULE 1 - PLAYER ELIGIBILITY:

A. Age limits will be in accordance with Kitsap Peninsula Pee Wee General Rules:

RULE 2 - EQUIPMENT:

A. Free Throw Lines

1. "AA", "A" & "B" level teams will shoot free throws from the regulation (15 foot) free throw line.
2. The free throw line for "C" team games shall be marked with tape or a line (whenever possible) thirteen (13) feet from the face of the backboard or two feet in front of the regulation free throw line.
3. The free throw line for "D" level games shall be marked with tape or a line (whenever possible) eleven (11) feet from the face of the backboard or four feet in front of the regulation free throw line.
4. The free throw line for "E" level games shall be marked with tape or a line (whenever possible) nine (9) feet from the face of the backboard or six feet in front of the regulation free throw line.
5. The 15 foot free throw line shall be the line for all "3 second" key violations. The 11 and 13 foot lines are for free throws ("C" & "D" level) only.
6. "E" level shall play with the lowest level basket possible.
7. "E" level is an instructional league and as such no score will be kept.

B. The official ball for "AA", "A" and "B" level is the BADEN 125 and for "C", "D" and "E" level is the BADEN 115 or equivalent. The "C", "D" levels shall have the option of using the BADEN 120 ball with the concurrence of both teams.

- C. All basketballs at a game site except the one being used in the game shall remain captivated throughout the entire game, including half-time, between quarters and during time-outs.
1. Exception: The competing teams can use as many balls during the routine pre-game and pre-second half warm-ups as they wish.
 2. The home team coach will see that this rule is strictly complied with.
 3. The visiting team coach will cooperate in every way possible with the home team coach in seeing that this rule is complied with.
- D. Teams arriving at a gym where a game is in progress will enter quietly, with a minimum of disturbance, and will remain quietly on the sidelines until the game in progress is completed.
1. The visiting team coach is responsible to see that this rule is complied with.

RULE 3 - LENGTH OF GAME

- A. All games shall be played with a running clock. The "AA", "A" and "B" level games shall have 2 twenty-two (22) minute halves and the "C", "D" and "E" levels shall have 2 twenty (20) minute halves. Except for the last two (2) minutes of each half the clock shall only stop for official timeouts unless the Mercy Rule is in effect. During the last two (2) minutes of each half the clock shall run as per High School Rules (i.e. it will stop on all dead balls such as free throws, out of bounds, etc). The intermission between halves shall be five (5) minutes, (exception: where there is a cheerleading halftime show the halftime intermission may be extended to eight (8) minutes) but may be shortened if games are running late. NOTE: During the last two minutes of each half the clock shall run as defined in High School Rule Book.
- B. Except for "AA", "A" & "B" teams, any time the ball goes out of bounds or if a time-out is called during the last minute of the game, the clock will not be started until the ball crosses the center line.
1. This rule shall apply during the last minute of all timed overtimes, except for "AA", "A" and "B" teams.
- C. All overtimes are five (5) minutes for 'AA', 'A' and 'B' Levels and five (5) minutes for 'C' and 'D' levels.
- D. If a team is ahead by 25 or more points during the last two (2) minutes of the game the last two minutes shall be a running clock also.

RULE 4 - BACK COURT CHECKING

A. "AA", "A", "B" and "C" teams will be allowed to check (defense) full court. "C" level teams must stop backcourt checking when ahead by 15 or more points. When "C" and "D" level teams are not allowed to full court press the following rules will apply.

1. "C", "D" and "E" level: The progress of the ball out of back court shall not be impeded by the defensive players either intentionally or unintentionally.
 - a. "C" & "D" level: The defensive player must allow the offensive player to physically progress completely into the forecourt.
 - b. "E" level: The offensive and defensive player must have both feet in the forecourt. To aid in this no defensive player is allowed in a four (4) foot zone from midcourt until the offensive team has possession of the ball in front court.

PENALTY ("C", "D" & "E" LEVEL):

- c. Unintentional interference with the ball in back court shall result in the ball being given to the offensive team out of bounds.
- d. Intentional interference with the ball in back court is a technical (team) foul - 1 shot and the ball returned to the offensive team. Players are not disqualified for team technical fouls.

NOTE: Intercepting a pass from back court to forecourt by a defensive player in the forecourt is not interference.

RULE 5 - SIDELINE OFFICIALS (TIMEKEEPER & SCOREKEEPER)

A. The timekeeper and scorekeeper may not be the assistant coach to either of the head coaches of the two participating teams.

B. The home team will provide a scorekeeper and a timekeeper.

1. The visiting team has the prerogative of having a timekeeper observer on the official clock.
2. The home team scorebook is the official scorebook.
 - (a) It is recommended that the home and visiting team scorekeepers compare score sheets at the end of each quarter to assure that the score sheets agree.
3. The referee of each Pee Wee game will (when possible) sign the official scorebook at the end of the game.

4. Starting lineups will be made available to the official scorekeeper at a reasonable time prior to the start of the game.
 5. It is mandatory that the home team supply the timekeeper with a noisemaker capable of being heard by the officials to signal with (horn, whistle, etc). **Note: The penalty for failure to comply with this rule is a Team Technical Foul assessed at the beginning of the game resulting in two (2) free throws and award of the ball.**
- C. The home team is responsible for supplying officials if no paid officials are available.

RULE 6 - VISITING "C" & "D" (also applies to "AA", "A" & "B" teams when paid officials not present) **TEAMS WILL HAVE THE OPTION TO PROVIDE A REFEREE TO HELP OFFICIATE GAMES.**

- A. A coach or assistant coach officiating their game due to a lack of volunteers or paid officials may not coach their team while the ball is in play. A time out must be called for the coach to confer with his or her players.

RULE 7 - UNIFORMS

- A. Basketball shorts and numbered jerseys shall be worn by all players (whenever possible). The rules regarding undershirts will be adhered too whenever possible, however leniency is recommended when similar uniform colors force a team that has reversible jerseys to be in color conflict with their undershirts. NOTE: Players are to wear correct uniforms whenever possible but will not be penalized when either the player or club is unable to provide proper uniform. This does not allow ragged "cutoffs", etc.

RULE 8 - All postponed games must be rescheduled (with the vice president) within one week and made up prior to the last scheduled league game. Games not reschedule (by the home team) will be declared a forfeit against the home team. If there are any problems rescheduling a game, contact the vice president.

RULE 9 - The three (3) point shot will be used for 'AA', 'A', and 'B' levels only and only when the gym is properly marked for the three (3) point shot. There is no three (3) point shot in Pee Wee Basket-ball for 'C' and 'D' level.

RULE 10 - In accordance with Kitsap Peninsula Pee Wee General Rules all players in uniform must play. Penalty is forfeiture of the game.

RULE 11 - There shall be five (5) timeouts per game with all five (5) being full time outs.

Notes of Interest:

For the playoffs the higher seeded team will be considered the “home team” and for the Championship game the home team will be determined by the flip of a coin.

If there are any problems with the schedule, games, coaches, referees, etc. contact Don Bratcher (692-1831).

To cancel referees for a game contact either Don Bratcher (692-1831) or if time is short the Referees directly (Fred Rayburn, 698-3072 (H) . 536-1305 (Cell).

All games must be rescheduled within one week with Don Bratcher. Do not contact the referees for a rescheduled game.