INTRODUCTION
The following rules, supplemented by the national federation of state high school associations, shall govern play and conduct at all Olathe youth basketball games. These rules have been drawn in accordance with the purposes and aims of OPRD, and have as their basis the development and teaching of the elements of good sportsmanship and fair play. The OPRD shall be the interpreter of these rules.

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or a team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the law will be considered as well as the letter of the law.

Rule 1. Players
A. Teams are formed by grade or age with the cutoff date of July 31st of the current year. Olathe Parks currently offer divisions for players in grades Kindergarten through 6th grade.
B. Players may only play on 1 team in the league and it must be the team of which they are rostered. Players must be registered through Olathe Parks and Rec prior to playing in any game or practice. No guest players are allowed. Any use of illegal players (non rostered players) will result in forfeit of that game. OPRD has the right to implement any rules they see fit not covered above regarding the use of illegal players. (See rule 10 for protests).

Rule 2. SPORTSMANSHIP
A. Sportsmanship shall be a top priority. All coaches, players, parents and spectators shall observe good sportsmanship. The referees and staff will have complete authority to enforce good sportsmanship.
B. Head coaches will be responsible for the conduct of their assistant coaches, players and spectators.
C. There will be a zero tolerance policy on swearing for all players, coaches and spectators.
D. Tobacco and alcohol are not allowed on the premises for youth play.
E. Coaches are encouraged to hold a team meeting with parents and players to discuss their conduct, the rules and player responsibilities.
F. Coaches who abuse the rules, or who fail to demonstrate proper conduct and sportsmanship, will be subject to a disciplinary hearing in front of the advisory council which could result in immediate suspension.

Rule 3. GYM CONDUCT
A. The Olathe School District has allowed our basketball program to use their gyms. It is your responsibility, as players, parents and coaches to take care of the gyms and schools. When in the schools, players and other children should be supervised at all times.
B. Players are not allowed to roam the schools and must remain in the gym.
C. Do not allow players to dribble basketballs in the hallways.
D. Any child causing damage to school property will result in the parents being charged for repairs.

Rule 4. PRACTICES
A. Practices will begin the first week of November (Grades 2-6) and in December (Grades K-1).
B. A coach may sign up for practices after the team roster is at 8 registered players.
C. Once games begin, only one practice per week is recommended. Players must be supervised at all times. Parents should not drop off their child and leave until they know a coach is present; nor
should a coach leave when players are still waiting to be picked up. No player should be unattended.

D. Siblings or friends of players should not attend practices unless parental supervision is available.

Rule 5. GAMES
A. Games will not begin prior to the scheduled game time. Officials may not start games early. This is to allow the spectators to view games at the regularly scheduled times.
B. There may be no more than three (3) adults sitting on the bench or near the bench area. Pursuant to Federation rules, only the head coach may stand during play.
C. There will be at least a 5-minute warm-up time between games, even if the games are running behind at a specific gym.
D. Games will consist of four 10-minute quarters. The clock will not stop except for the last two minutes of the game, injury, and time outs. In the final two minutes of the game if either team is leading by 15 or more points the clock will not stop.
E. Halftime will be 3 minutes in length.
F. A first overtime will be 2 minutes with the clock stopping on all whistles. The second overtime will be a 2 minute sudden death (first basket made wins). If no basket is made in 2 minutes the game ends in a tie during league play. For post season play the game will continue to another sudden death overtime until a winner is determined to advance a team.
G. A player may be on the roster for only one team.
H. Only players are allowed on the court during time-outs and at half-time. All others must stay off the court.

Rule 6. EQUIPMENT/UNIFORMS
A. The home team will wear a colored jersey other than white, visitors will wear White.
B. Team jerseys will be provided.
C. Players wishing to wear a t-shirt under their jersey must wear either a color matching the game day jersey color or white. Jerseys must be tucked inside shorts.
D. Shorts may be Black, White, or the predominant jersey color.
E. No jewelry, watches, rings, bracelets, berets, hard headbands, or earrings, etc. are allowed to be worn by players. Tape placed over earrings is not acceptable, they must be removed. In addition, no splints or casts may be worn, even if padded.
F. Each team is responsible for providing their own game and practice basketballs. K-1 will use the 27” junior size and grades 2nd thru 6th will use the 28.5 intermediate basketball.

Rule 7. SCOREKEEPING (Grades 2-6)
A. The home team is responsible for providing one scorekeeper at the official scorer’s table to maintain the score sheet.
B. The visiting team is responsible for providing one scorekeeper at the official scorer’s table to operate the scoreboard.
C. Scorekeepers are also game officials and should be treated with the same courtesy and respect as an official.
D. When finished, the home team scorekeeper will give the completed score sheet to the gym supervisor with each coach receiving a copy.

Rule 8. FORFEITS (GRADES 2-6)
A. Game time is forfeit time. No forfeit can be called without consultation from the gym supervisor.
B. A team must start a game with 5 players. A forfeit will be called if a team has less than 5 players at game time.
Rule 9. TROPHY DISTRIBUTION POLICY

A. Regular Season
   1. In grades 2-6, individual awards will be given to each player on the top two teams in each league.
   2. All Kindergarten and first grade players will receive a participation award.

B. Ties
   1. If multiple teams are tied for first place, all teams will receive a first place trophy and there will be no second place trophy awarded in that league.
   2. If one team is in first place and multiple teams are tied for second place, the first place team and all teams tied for second will be given an award.

Rule 10. PROTESTS

A. Grade K-1: Protests are not allowed.
B. Grade 2-6: Protests are allowed.
   1. Only protests regarding player eligibility are allowed. Coaches must indicate during the game to the gym supervisor if they wish to protest. If a protest occurs the head coach must notify the OPRD League office by the following Monday. The officials and coaches should attempt to resolve the problem to avoid protests.
   2. If the protest is upheld, the other team will automatically forfeit the game.
   3. If the protest is not upheld, the game will stand as played.

Rule 11. INTERACTION WITH OFFICIALS

A. Coaches are encouraged to speak with the officials only during time-outs or at halftime and only regarding a rule clarification.
B. Should a coach address the officials at any other time, an unsportsmanlike technical could be assessed.

Rule 12. TECHNICALS AND EJECTIONS

A. There are two types of technical fouls: administrative and unsportsmanlike. Administrative technical fouls will be assessed against the team for infractions on the bench, too many players on the court, illegal uniforms, etc.
B. All technical fouls are two shot fouls plus loss of possession.
C. Listed below are the penalties for a coach who receives an unsportsmanlike technical foul:
   1. One technical will result in a warning from OPRD staff plus that coach must remain seated for the remainder of the game.
   2. Two in a game will result in an immediate ejection from that game in addition to suspension from the next practice and game. If ejected from a game, the coach must leave the building and may not return during or after the game. If the coach fails to comply, his/her team will forfeit the game from which the coach was ejected.
   3. Two in a season will result in suspension from the next practice and game. An appearance before the Youth Sports Advisory Committee may be required.
   4. A third technical in a season will result in an indefinite suspension from practices and games until a required appearance before the Advisory Committee.
D. Listed below are the penalties for a player who receives an unsportsmanlike technical foul:
   1. One technical will result in the player sitting out 20 minutes. If the technical occurs in the second half, the 20 minute penalty will carry over to the next game.
   2. Two in a game will result in an immediate ejection from that game. If ejected from a game, the player must leave the building and may not return during or after the game. If the player fails to comply, his/her team will forfeit the game from which the player was ejected.
3. Two in a season will result in an indefinite suspension until a required appearance before the Advisory Committee.

E. Coaches are responsible for their spectators. Any spectator ejected by an official from a game must leave the building and will result in suspension from the next game. An appearance before the Advisory Committee may be required.

F. Fighting will result in immediate ejection, indefinite suspension, and a review by the Advisory Committee. Players and coaches will be ejected for raising their fist, even if they do not swing or throw a punch.

G. Abusive language before, during or after a game toward an official or opposing coach will result in automatic suspension for the next game and possible expulsion from the program.

H. Penalties may be adjusted by the Advisory Committee should the situation warrant.

Rule 13. PLAYING TIME

PLAYING TIME - This program is designed so that all participants will have the opportunity to learn and have fun, regardless of experience or ability.

A. In Grades 2-6 every player who dresses for a game and is eligible must play a minimum of 20 minutes (not necessarily continuously), except for health, injury or discipline exceptions. These exceptions must be brought to the attention of the opposing head coach prior to game time. If a team has more than 10 players present, each player must play a minimum of 15 minutes. The opposing coach, score keepers and gym supervisor must be notified prior to each game of an ongoing health problem that limits a participant’s playing time. Parents of a player suspended for disciplinary problems and the Sports Manager must be notified of the suspension and the reasons for the suspension prior to the game from which the player will be suspended.

B. In Grades K-1, coaches are expected to play each of their players at two quarters. Should a coach witness another coach violating the playing time rule to an extreme, he/she should notify the OPRD Sports Department.

Rule 14. GENERAL RULES SPECIFIC TO KINDERGARTEN & FIRST GRADES

A. Practices will be scheduled start in December and will be one-hour in length.

B. Games will be scheduled in January and February. Each game will consist of four 8-minute quarters. The clock will run continuously, stopping every 4 minutes for substitutions. You may only make substitutions at this point, unless to replace an injured player.

C. Teams will have two time outs per game.

D. The height of the basketball goal will be eight feet.

E. No free throws will be shot; shooting fouls will be given to the team out of bounds.

F. Defense may only play half-court man to man. Full-court and zone defenses will not be permitted.

G. Man to man defense is defined as guarding within 6 feet of a player.

H. Defensive players can not steal the dribble

I. Defensive double teaming is only allowed when the offensive player with the ball is in the lane.

J. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and the offensive player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.

K. No three second lane violations will be called.

L. The home team is responsible to provide one person to run the clock.

Rule 15. GENERAL RULES (Grades 2-3)

A. The goal height will be 8 feet for 2nd grade and 9 feet for 3rd.

B. The free throw line will be 10 feet.
C. Defense may only play half-court, man to man. Full-court and zone defenses are not permitted. If an illegal zone is called, the first violation is a warning and subsequent violations will be a technical.

D. Defensive position (guarding any offensive player in the front court) may not be established between the 10 foot restraining line (volleyball court attack line) and the center line until the offensive player with the ball has crossed the volleyball line.

E. Man to man defense is defined as guarding within 6 feet of the player.

F. Lane violations will be called at five seconds instead of three.

G. Defensive double teaming is only allowed when the offensive player with the ball is in the lane. If defensive double teaming occurs outside of the lane, the first two violations are warnings and subsequent violations will be a technical.

H. If a team is ahead by 20 points at any point in the game, the score will no longer be put up on the scoreboard.

I. Each team will receive two 30 sec time outs per half, with no carry-over from the first half to the second half. There will be one additional time-out for overtime periods in addition to any remaining time-outs not used in the second half.

J. Man to man offensives must be set up in a normal five man pattern. Stacking or spreading players to the corners is not allowed. If an illegal offense is called, the first violation is a warning and subsequent violations will be a technical foul.

K. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and the offensive player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.

L. Coaches are allowed 20 seconds for a line-up, but to move the game along, the frequency of the line-up should be kept to a minimum.

Rule 16. GENERAL RULES (Grades 4-6)

A. The goal height will be 10 feet.

B. The free throw line will be 12 feet for 4th grade and 15 feet for grades 5-6.

C. 4th Grade boys Division 1 Teams will be allowed to full court press by the rules in 16.F

D. 4th Grade boys division 2/3 and 4th grade girls there will no full court press allowed unless agreed upon by both coaches at the pregame meeting.

E. FULL COURT PRESS (Grades 5-6) – A full court press is allowed until 10 or more points separates the two teams. At that time, no defense is allowed in the back-court by the team in the lead. If a team illegally full court presses, a warning will be issued for the first violation and a technical foul for each additional violation. When it is illegal to full court press and once a player gains control of the basketball in the back court, that team must be allowed to pass or dribble the ball into the front court.

F. The volleyball attack line (grades 2-3) is not a rule that applies to grades 4-6.

G. All other regular basketball rules apply. Examples of what is allowed = zone defense, double teams, half court traps, 4 corner offense, etc.

Rule 17. Post Season Playoffs (Grades 2-6)

A. All teams in the 2-6 grade divisions will advance to a post season playoff.

B. Brackets will vary depending on the number of teams per grade.

C. Teams may be moved up and down divisions based on regular season play. The recreation staff will determine playoff division placement.

D. For the purpose of seeding the following tie breakers will be used:
   1. Win – Loss Record
   2. Head to Head (not applicable if more that 2 teams are tied)
   3. Record against next higher seed in your division
4. Points allowed
5. Score differential min/max + or – 10 points
6. Coin Flip