

Weber County Youth Competitive Basketball – League Rules

GENERAL RULES:

- 1 It is the coach's responsibility to know and follow the League Rules and Code of Conduct and to understand them. Teams must abide by player participation rules and regulations set forth in the Utah High School Activities Handbook ("UHSAAH") which is hereby incorporated by reference. The UHSAAH is available by visiting the Utah High School Activities Association website at uhsaa.org/uhsaa-handbook/. Coaches shall be individually responsible for verifying each player's eligibility in accordance with the UHSAA eligibility standards and any eligibility rules established by the Weber County Parks & Recreation Department. Weber County Parks & Recreation reserves the right to review any and all documentation obtained by a coach pertaining to a player's eligibility including, but not limited to, a birth certificate, school identification card, or other appropriate form of eligibility documentation. The Weber County Parks & Recreation Department reserves the right to suspend any team and/or coach from participating in any sports activities if that coach fails to abide by eligibility rules and requirements or refuses to provide proof of eligibility documents.
- 2 Official ball size:
 - 3rd, 4th, and 5th grade boys leagues and all girls' leagues will use the 28.5 basketball.
 - 6th - 9th grade boys leagues will use the standard 29.5 basketball.
- 3 Boys and girls in all leagues will shoot foul shots from the regulation foul shot line.
- 4 The West bench is the Home-team bench. Second team listed on schedule is designated home team. The East bench is the Away-team bench. First team listed on schedule is designated away team.
- 5 Girls are not allowed to play on a boys' team and boys are not allowed to play on a girls' team. We have leagues available for each.
- 6 Players must play in their current grade or may play up to a higher grade. A player may not play down a grade, no matter their age. Any player in violation of this rule will be disqualified from all remaining games for that session and may affect eligibility to play in future leagues.
- 7 Coaches are not allowed to switch game times with other teams. All game changes must be approved and administered by Weber County Recreation Supervisor. No exceptions. If any team switches game times with another team without going through Weber County to administer the game change, the team that initiated the change will be given a forfeit for that game.

GAME CLOCK:

- 8 Games will consist of 4 9-minute quarters. There will be a 1-minute break between quarters with the exception of a 3-minute halftime. The clock will run continuously other than:
 - A. The clock will stop with each dead ball the last *minute of each quarter including any overtime period*.
 - B. The clock will stop when a timeout is called. In the event that a time out is called during a foul shot and not within the last minute of the quarter, the clock will resume **when the ball is given to the shooter**.

***FREE THROW SHOOTER IS ALLOWED NO MORE THAN 10 SECONDS PER FREE THROW** . Any violation will result in the free throw not counting and the ball being turned over to the other team.
- 9 Extra periods (overtime) shall be 3 minutes long until there is a winner.
- 10 Time outs are one minute. Each team will receive three time outs per game for regulation. Any unused time out(s) from regulation will be carried over to any overtime period(s). Each team will receive one additional time-out per overtime period.

ATTIRE:

- 11 All players must have a number. No duplicate numbers. 0 and 00 is considered a duplicate number due to scoreboard restrictions. 0 must be entered as 00 when a foul is shown on the scoreboard. Teams are responsible for providing their own tape for a jersey/number. The league will not supply any tape.
- 12 **No pockets on shorts.**
- 13 No casts, even if wrapped. Soft braces are acceptable.
- 14 **Jerseys:**
Teams are required to have two different colored jerseys with a dark and a light color. If you have two separate Home/Away jerseys instead of reversible, you must bring appropriate jersey according to your schedule. First team listed is away/dark, second team listed is home/light. If you do not have two different colors, one being LIGHT

and one being DARK, you will be required to provide your own pennies for whichever color you don't have.

15 No jewelry. If a player has new piercing (studs only) that cannot be removed, they may cover them with tape. The league WILL NOT provide tape.

RELEASE FORMS / LEGAL & ILLEGAL PLAYERS:

16 Each player must have a parent/legal guardian sign the team's release form before they may participate. **Completed Release Forms are due PRIOR to game time at your first scheduled game.** If a parent/legal guardian has not signed the release form for a player, he/she is considered ineligible/illegal and is not allowed to play ball until parent/legal guardian has signed. No coach or other parent may sign for a player they are not legally responsible for. If a player is found to have an illegal signature, that player will be disqualified for the next scheduled game and will not be allowed to play until there is a LEGAL signature. If no parent/legal guardian will be present for team's first scheduled game, it is the coach's responsibility to make sure the signature is collected ahead of time or the parent emails a signed release form to the Recreation Department prior to 4:00 PM the day of the scheduled game. Otherwise, player is not eligible to play. Night Supervisor and scorekeepers reserve the right to verify signatures for any player that looks forged or similar to another player or coach.

17 Teams may add to their release forms/rosters anytime during the season **AS LONG AS** the new player has a parent/legal guardian sign the team's release form prior to them stepping on the court. If you need to add a player, please talk to the night supervisor prior to your game. Release forms are kept at the gym.

18 No player can play for more than one team in the same league, there will be **NO EXCEPTIONS** to this rule at any time, even as a sub player. If there are two leagues, a player may play for **ONE** team in each of those leagues. (If the other team is on your schedule, they are in your league.) If a team plays an illegal player, any game he/she played in will be a forfeit for both teams that have the player on their roster. The illegal player will be disqualified from the next scheduled game for their original team and not allowed to continue with other team. Any repeat offenders will be disqualified for the remainder of the season and it may affect participation in future leagues. This goes for the illegal player and team(s) involved. Once a player has signed one team's roster, that player may not switch to another team in the same league during the season.

19 Teams must have at least 4 players on court at game time. If a team has less than 4 players on the court and the game clock has run for 5 minutes, that team will forfeit. The game clock will not be restarted due to teams being late or not ready to play. No more than 5 minutes will be allowed to run off the clock before the game is considered a forfeit. Your fifth player must be present at team bench before the end of halftime or team will forfeit. Certain situations may hold up a game for a few minutes: weather, traffic conditions, etc. Night Supervisor will be in contact with Recreation Supervisor as well as coaches if this problem arises. Each situation will be addressed accordingly. Fifth player must be present by the end of half time to continue the game. (see Rule 21 A). Teams that start a game with five or more eligible players and have an injury or player(s) that foul out and no substitutes player(s) is available to replace injured or ineligible player(s), the team may continue with fewer than five players. This does not pertain to an ejected player (see Rule 29 for ejected player). Teams must have at least **TWO** players on the court to continue game; one to inbound the ball and one to receive the ball. If at any time a team gets down to only one player, the game will be over by forfeit with the win going to the opposing team.

SCHEDULES / REQUESTS:

20 It is the responsibility of the team manager or coach to notify Weber County Recreation Supervisor of any schedule conflicts and submit requests **BEFORE** the end of registration. It is best to submit your requests while registering. Due to the overwhelming amount of requests and time it takes to do schedules to accommodate so many requests, a team's first request is free (if made during registration). Any additional requests made **DURING REGISTRATION** will be **\$10 PER REQUEST** (double headers or 6:00 games is considered one request). Once registration has ended, any late request result is a **\$25 PER REQUEST** fee to cover the time associated with redoing schedules. Weber County is not responsible for making up forfeited games due to players/teams participation in tournaments, other sporting events, school activities, vacations, illness, etc. Please check team's availability when registering and submit requests accordingly. Teams may find substitute players as long as players do not play for another team in the same league and have a parent/guardian sign the release form prior to the game.

FORFEITS:

21 **Weber County is not responsible to make-up or reschedule a forfeited game**, though we will do our best to move games around to avoid a forfeit (see rule 20 and associated fee). If you cannot make it to your game, you are required to call the Recreation Office prior to 4:00 PM that day (please give us as much notice as possible) so

we can notify the other team as well as employees. ***ANY TEAM THAT NO SHOWS TO A SCHEDULED GAME WILL BE REQUIRED TO PAY A \$50 FORFEIT FEE PRIOR TO THEIR NEXT SCHEDULED GAME.** This does not apply to teams that have a partial team show up for the game. This only applies to teams that have an entire time no show. If the no-show/forfeit is the last game of the season, that \$50 fee will be applied to any future league the team/coach/club participates in. Please be respectful to the employees and team you play against and call if you do not plan on coming to your game. Games will not be delayed due to waiting on players from another facility/league.

- A. Forfeit at halftime due to 4 player rule (only 4 players present at game time): If a game is forfeited due to a shortage of **LEGAL** players (see rule 17), scorebook will be kept until halftime. At the end of halftime, if a fifth player has not yet arrived, teams may choose to continue (though a forfeit). Score will not be kept, no player, may change teams, officials will still officiate the game and still run the time clock as usual (without score). *If the team that has extra players chooses to share players with the other team once game has been declared a forfeit, teams may do so as a scrimmage only. There will be no employees working the remainder of the game but teams may use the court until game time has ended.
- B. Forfeit due to **ILLEGAL** player: If a team attempts to play an illegal player, game will not be officiated, score will not be kept by book or on scoreboard. If teams choose to use their forfeited game time to scrimmage, they may do so without use of employees. They must be off the court when game clock expires. Clock will run continuously. *If this game is the last game of the night and there is no game running on the other court, scrimmage will not be allowed as employees will be closing the gym.

COACHES:

- 22 Coach must stay in the coach's box.
- 23 Only one coach may stand while the game is in progress. All other coaches must remain on the bench. No exceptions.
- 24 Only coaches and players listed on the signed release form may be on the bench. No other children/spectators may be on the bench.

TECHNICAL FOULS / EJECTIONS / CODE OF CONDUCT VIOLATIONS:

- 24 Coaches are responsible for their fans and their conduct. Conduct of players, coaches and all spectators must be consistent with Weber County's Code of Conduct Policy listed on registration form. Any player, coach or spectator that does not follow the Code of Conduct and chooses to use profane or abusive language, intentional roughness, fighting (on or off the court), harassing employees or any player, coach or spectator from an opposing team, approaching a referee on court in a threatening manner, disrupting game play by running on court, will be cause for removal from the game and facility. Depending on severity and number of infractions, coach, player or spectator could be given a multiple game suspension or banned from the league and facility and a forfeit can be called on violator's team. *See Code of Conduct Form on Registration Form for further information.
- 25 Anyone who threatens or touches any person in a violent or threatening manner will be suspended from the league.
- 26 If a coach (head coach or assistant coach) or spectator is given a technical, all coaches must remain sitting for the remainder of the game. No exceptions.
- 27 Anyone who gets 2 technical fouls, flagrant foul or is ejected from a game must leave the building immediately and is not allowed to come to the next scheduled game. This applies to players, coaches, and spectators. Depending on the severity of the foul or reason for technical foul or ejection, a multiple game suspension may be given.
- 28 If a team has a disqualified player due to an ejection or a flagrant foul and no substitute player is available to replace disqualified player, rule 21A (forfeit) will apply. Team must finish the game with five **LEGAL** and eligible players.

TEAM FOULS:

- 29 Teams will reach the double bonus (two shots) when the opposing team commits five fouls in each quarter. There is no more 1-and-1. Team fouls (NOT **PLAYER FOULS**) will reset at the end of each quarter with the exception of any overtime period. In the event of an overtime, the team fouls will carry over from the 4th quarter. The clock will continue to run during free throws UNLESS the clock is within the final minute of each quarter. See Rule 3A.

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