

Weber County Youth Competitive Basketball – League Rules

GENERAL RULES:

- 1 - It is the coach's responsibility to know the rules and understand them. *See Utah High School Basketball rulebook.
- 2 – Official ball –3rd, 4TH and 5th grade boys and all girls' leagues will use the 28.5 basketball. 6th- 9th grade boys will use the standard size basketball.
- 3 - Time outs are one minute (four time outs per game per team for regulation). Unused time outs from regulation will be carried over to any overtime period(s). One additional time-out is given per team per overtime period.
- 4 – Boys and girls in all leagues will shoot foul shots from the regulation foul shot line.
- 5 – 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.
- 6 - 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.
- 7 - 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.

CLOCK:

- 8 - Games will consist of 2-18 minute halves with a 3-minute half time. The clock will run continuously other than when timeout is called. The clock will stop for each dead ball the last TWO minutes of each half. Extra periods (overtime) shall be 3 minutes long until there is a winner.
- 9 – The game clock will begin at the precise scheduled game time (unless the previous game is running behind schedule or goes into overtime, then there will be a five minute “warm-up” period between the conclusion of that game and the start of the next game). Teams must have at least 4 players on court for the game to begin. If a team has less than 4 players on the court and the game clock has run for 5 minutes (showing 13 minutes remaining on clock), that team will forfeit (see forfeit details below). 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 5th player must be present at team bench before half time starts. If 5th player doesn't arrive by the end of the first half, 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.

ATTIRE:

- 10 - All players must have a number. No duplicate or taped on numbers.
- 11 - **No pockets on shorts. No taped pockets.**
- 12 - No wrist or arm braces may be worn (See page 25, articles 1 & 2 of NFHS Rule Book).
- 13 – **Jerseys:** Teams are required to have two different colored jerseys with a dark and a light color (reversible). 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, light or dark. Two dark colored or two light colored sides will not be acceptable. You must have a distinguishable light color and a distinguishable dark color. Acceptable examples: white/red, light blue/dark blue, white/black, white/green, LIGHT grey/red, etc. Unacceptable examples: black/blue, green/black, red/black, red/blue, white/baby blue, etc. Numbers *should* be legal numbers according to high school rules but at this time, not a requirement. If you have any questions on colors and or/numbers for your jerseys, please call us before you order your jerseys.
Home team must provide noticeably light-colored jersey or will wear light colored pennies (provided by home team). Away team must provide noticeably dark-colored jersey or will wear dark colored pennies (provided by Away team). If the two teams' jerseys are not a distinguishable light and dark color and neither team has another color or pennies, whichever team doesn't have the correct jersey and didn't

provide pennies will be subject to a possible forfeit*.

*If both teams can agree to switch home/away status in order for jerseys to meet this rule or one team is willing to switch their reversible to make colors distinguishable, that is acceptable. Night supervisor needs to be notified and teams need to switch to appropriate home/away benches. Game time will not be delayed (See Rule #8).

14 - No jewelry.

15 - Player's jersey must be tucked in when he/she comes off the bench. Technical will be called when they step on the court if jersey is not tucked in.

SCHEDULES / REQUESTS / FORFEITS:

16 - It is the team's and coach's responsibility to notify Weber County Recreation Supervisor of any schedule conflicts for the season and submit all requests **BEFORE** the end of late registration. It is best to submit your requests while you are 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 schedules have been started, any late request result in 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' participation in tournaments, other sporting events, school functions, vacations, illness, etc. Please check team's availability when registering and submit requests accordingly before the end of registration. 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.

In the event that a team is unable to make their game and team requests that we try to move games to avoid a forfeit, this will result in a \$25 (considered a late request).

17 - **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.

**ANY TEAM THAT NO SHOWS TO A SCHEDULED GAME WILL BE REQUIRED TO PAY A \$50 FORFEIT FEE PRIOR TO THEIR NEXT SCHEDULED GAME.* If you cannot make it to your game or do not plan on playing, 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. This does not apply to teams that have a partial team show up for the game. This only applies to those 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.

A - Forfeit at half time due to 4 player rule: If a game is forfeit due to a shortage of LEGAL players (see above rule), scorebook will be kept until half time (forfeit time). After half time has ended and a 5th 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 and fouls). *If the team that has extra players chooses to let a player play for 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 the end of game time. See item B.

B - Forfeit due to ILLEGAL player: If a team tries 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 County employees. They must be off the court when game clock expires. Clock will run continuously. *If this game is the 9:00 game (or 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.

18 - 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.

RELEASE FORMS / LEGAL & ILLEGAL PLAYERS:

19 - 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 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. 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.

20 - No player can play for more than one team in the same league, there will be NO EXCEPTIONS to this rule, even as a sub player. If a team plays an illegal player, the game will be forfeited, the game WILL NOT be officiated and score will not be kept. If there are two leagues, one at Weber County and one at another facility, 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.) Weber County, nor the overflow facilities, will hold up a game waiting on players from another facility.

21 – **Standings:** Standings are available online and are usually updated the next business day. In the event of a tie in standings in league play, whichever team beat the other team (head-to-head) will be declared the winner. If those two teams involved don't play each other during the season (if there are more than 9 teams in the league), both teams will be declared winners (tied). In the event of a three-way tie (team 1 beat 2, team 2 beat 3 and team 3 beat 1) and a winner cannot be declared by head-to-head, whichever team has the highest point percentage (points for/points against) will be declared the winner. **New as of 01/04/21 –Only the games that involve the three teams associated with the head-to-head tie, not all games within the season, will be counted when doing a point percentage to figure out a three-way tie. This will discourage teams from running the score up against other teams.*

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.

FOULS / TECHNICAL FOUNDS / CODE OF CONDUCT:

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 choose to use profane or abusive language, intentional roughness, fighting (on or off the court), harassing the officials, approaching a referee on court in a threatening manner, disrupting game play by running on court, harassing scorekeepers, supervisor or players, coaches or spectators from another team 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 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 will be banned 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 reason for ejection, a multiple game suspension may be given (see rule 24).