

KINO YOUTH BASKETBALL LEAGUE RULES & REGULATIONS

1. High School rules will be used with the following additions:
2. **TIME:** Two 20 minute halves. The clock will stop in the last 3 minutes of the game. If there is a lead of 20 points or more the clock will continue to run. Half time is 4 minutes.
3. **OVER-TIME:** One 3 minute over-time with the clock stopping in the last minute. One 30 second time-out is available for each team during the OT period. If the game is tied at the end of OT, the game is ruled a tie. (Tournament games will play a 2nd 2 minute OT & Sudden Death if necessary.)
4. **TIME-OUTS:** Two 45 second time-outs per half. Time-outs do not carry over into 2nd half or overtime.
5. **FOULS:** Five allowed personal fouls. Technical fouls count as one of the five.
6. **ROSTERS:** All team players must be signed up on the "Official Team Roster and Liability Form." ONE head coach, ONE assistant, and ONE alternate if desired shall be named on this form. **Only the Head and Assistant coaches may be on the team bench during games.** The Alternate must remain on spectator sidelines except in the absence of the named coaches. Players may be signed up on one team roster only. **Players must play in 3 or more regular season games to be eligible for the tournament.** NEW PLAYERS MAY NOT BE ADDED ON GAME DAYS. Plan ahead to add players.
7. **UNIFORMS:** Players must wear permanently numbered jerseys or T-shirts. No taped numbers or blank shirts. If a player is # 0, that number must appear on the jersey. Specified Home Team must wear an alternate color (for ex. numbered white T-shirts) if there is a color conflict with opposing team. Players must wear shorts/athletic pants w/out pockets, belt loops, or exposed buttons/snaps.
8. **SUBSTITUTION:** Players must report to the score table to sub into the game. Players may enter the game when called in by an official. Substitutions are only allowed during dead balls (after a whistle blown by a referee).
9. **FULL COURT PRESS:** Full court press is not allowed when ahead by 20 points or more. 1 warning will be issued & technical foul thereafter.
10. Team captains shall meet with game officials prior to tip-off for pre-game briefing.
11. No jewelry, hats, or head stockings.
12. Proper shoes must be worn.
13. No gum, food or drink other than water bottles allowed in the gym.
14. Teams are responsible for their spectators. Spectator seating is available on the EAST sideline only. Children, friends, and non-team members are not permitted on team bench. Violation results in: **1) warning, 2) technical foul, 3) forfeit.**
15. Dunking is only allowed during the game. Dunking or pulling on the rim during warm-ups results in a technical foul.
16. Teams must have all players signed in with a name and number prior to game time.
17. Each player must have a number on his jersey. No exceptions.
18. Players must warm up on outdoor courts when games are in session.
19. All toys and balls must remain out of gym during games.
20. Team manger/coach is responsible for informing his team of league rules, game schedules, and updates, including the eligibility status of ejected or suspended team members.

PLAYER/TEAM CONDUCT

All conduct rules apply before, during, and after games, and to all team members, coaches, parents, and team spectators. Coaches are responsible for the conduct of all team affiliates.

1. Profanity or abusive language is prohibited and could result in a technical foul.
2. 2 technical fouls on an individual player for misconduct results in ejection and possible game suspensions.
3. 4 technical fouls on a team during a game result in a forfeit.
4. Fighting (or any other *serious misconduct*) results in any or all of the following:
 - a) Technical foul;
 - b) Ejection;
 - c) 2 Game suspension *minimum*;
 - d) Review by league for eligibility status
5. Any assault on center staff, its officials, or personnel will result in immediate suspension and may be followed with criminal prosecution.
6. Verbal threats of any kind are grounds league suspension and criminal charges.
7. Misconduct during final season tournament play will affect future season eligibility status.

NOTE: Players/coaches do not have the right to question or debate judgment decisions made by officials. Undue wining, complaining, or down talking to league officials, staff, or administrators shall result in suspension of individual or whole team. (Min/1 game, Max/2 seasons)

Ejections: Any participant who has been ejected from a game must exit the gymnasium.

Suspension: Any participant who has been issued a suspension from the league may not return to the community center until his re-instatement date.

Game Clock: Official game clock starts promptly. If a team is late, they shall be penalized 2 points for every 60 seconds which runs off the game clock. The game will be ruled over after the first quarter runs out. Only Kino League staff may operate scoreboard/clock and designate when to officially start the clock. Teams must have 4 players present to start and end the game. If a team drops below 4 players for any reason the game will be stopped for liability purposes.