



SALINA PARKS & RECREATION HIGH SCHOOL BASKETBALL LEAGUE RULES 2021-22

All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Athletic Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation High School Basketball League.

- 1. Player Eligibility:** This program is open to any boys or girls in the 9th, 10th, 11th and 12th grade. Any player participating in an organized school district team will not be allowed to participate in the league.
- 2. Registration & Consent:** Each player must register through the Salina Parks & Recreation and at least one parent must sign a consent form giving permission to play.
- 3. Team Roster:** Teams will play 5 on 5. Each team will have a minimum of seven (7) and maximum of ten (10) players on their roster. Only registered SP&R participants will be allowed to play. Any team that plays an ineligible player will forfeit those games. Any additional players added must contact the Athletic Supervisor for team placement.
- 4. Game Time:** Each team needs four (4) players to start the game. A team will be given five (5) minutes after game time to meet the requirements to start a game. After five (5) minutes, the game will be ruled a forfeit.
- 5. Equipment**
 - a) **Jewelry Ruling:** No jewelry, rings, watches, earrings, necklaces, wrist or ankle bracelets, beads, metal hair clips, etc. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
 - b) **Shirts:** Teams will be provided Salina Parks & Recreation High School Basketball League shirts. Shirts may not be altered in anyway and must be tucked in at all times.
 - c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
 - d) **Basketball:** A men's regulation basketball will be used.
- 6. Players playing time:** All players must play at least ten (10) minutes. Violations of this rule will result in forfeiture of game(s) and a 1 game suspension for the coach.

- 7. Regulation Game:** All KSHSAA rules apply with the following exceptions:
- Game Length:** Two (20) minute halves. (3) Minutes in between halves.
 - Continuous Clock:** The clock will run continuously with the following exceptions: injury, time outs and all dead balls in the last minute of the first half, second half and overtime period. If a team is ahead by 20 or more points, the clock will run continuously.
 - Time-outs:** Two (2) 60 second time-outs per half, with no carry over.
 - Overtime:** One (3) minute period. Each team will be assessed with one (1) time-out, with no carry over. **Team and player fouls carry over into overtime and sudden victory periods.**
 - Sudden Victory:** If the score is still tied at the end of overtime, the game will go into sudden victory. The team scoring first will win the game. No time will be kept.
 - Halftime:** Three (3) minutes between halves.
 - Free Throws:** 1-and-1 on the seventh (7) team foul of each half. Two shots on 10th foul of each half. Player control fouls are not included. During a free throw, only 6 players may occupy a free throw lane. Players may not enter lane until ball has been released by free thrower.
 - Player Fouls:** Five (5) fouls, disqualification. Technical fouls counts as team and personal fouls.
- 8. Defense:**
- Styles:** Either man-to-man and/or zone defenses are allowed.
 - Press:** Teams may play full court press as long as the team is not ahead by 20 or more points.
- 9. Coaches:** It is mandatory every team must have at least 1 coach (an adult 21 years of age or older who has passed a background check) at every practice and/or game. Failure to abide by this rule will result in a forfeit. Each team is allowed a maximum of two (2) coaches on the bench. Coaches are responsible to give the line-up to the scorekeeper 5 minutes before the game. The line-up must contain player's first initial, last name and jersey number. The coaches are responsible for their players, assistant coach and spectators.
- 10. Bench Decorum:** Only coaches and players officially listed on the roster are allowed in the bench area during games. All coaches must remain seated. The **ONLY** exceptions are:
- During a charged time-out or during intermissions.
 - Stand to signal players to request a time-out.
 - Confer with the score table.
 - Attend to an injured player after being beckoned onto the floor by an official.
 - While within the confines of the bench, replace or remove a player during a substitution.
 - A spontaneously reaction to an outstanding play by a player of their team.
 - To acknowledge a player that has been substituted for.
- Any person on the bench is subject to the bench rule and is the coach's responsibility. Only head coaches are allowed off the bench to be compliant with the articles above, but must immediately return to their seat. Coaches failing to adhere to this rule will be assessed a direct technical foul. A second infraction will result in a 2nd direct technical foul and the offending coach will be ejected from the game and facility.
- 11. Protests:** Protests are not allowed in the Salina Parks & Recreation High School Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The official's decision is final. Protests must be submitted to Recreation office no later than 24 hours after alleged violation (except Saturday games, which must be submitted Monday). Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The supervisor and scorekeeper must be notified that the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game.

12. Grievances: All protests, grievances and rule interpretations must be submitted in writing to the Athletic Supervisor (judgment calls are not to be construed as a rule interpretation).

13. Gym Supervisors: The gym supervisors are in charge of the facilities and games at all time. Gym supervisors may not overrule any rule decision made by an official during a game, nor may they infringe upon an official's jurisdiction, but may be used for advice or a rule interpretation when asked upon. The gym supervisor will act to stop unsportsmanlike conduct by spectators, coaches and/or players.

SPECIAL PLAYER/COACH RULES

14. No Dunking: There shall be NO attempted dunking, **intentional grabbing of the net/rim and/or slapping of the backboard** before, during or after the game. The first offense will result in a technical foul and ejection from the game.

15. No Half Court Shots: No shots may be taken half court and beyond throughout the game (Offense: Technical Foul). Exceptions:

- a) **Either team may take a last second(s) half court shot in the first half.**
- b) **Only the team behind in score may take a take a last second(s) half court shot in the second half.**

16. Assault: Anyone assaulting an official or SP&R representative will be banned from further league play and may be banned from participation in all Recreation Department activities, and will be prosecuted to the fullest extent through all legal channels.

17. Officials' Judgment: Although coaches and captains are allowed to ask an official for a rule clarification, questioning an official's call will not be tolerated and is grounds for a technical foul. Any coach or player questioning a call is subject to a technical foul and/or ejection from the game.

18. Conduct & Language: Staff, players, coaches and spectators are expected to act in a proper and professional manner and promote good sportsmanship before, during and after the game. Inappropriate behavior and/or profanity are not acceptable. The gym supervisor will report any and all unsportsmanlike acts by a player, coach and/or spectator to the Athletic Supervisor. The gym supervisor has the authority to ask anyone to leave the facility, due to any unsportsmanlike behavior. The gym supervisor may ask the coaches to help in the event their team's supporters are acting in an unsportsmanlike manor.

19. Disciplinary Technical Foul & Ejection Progression: Depending on the severity, staff or the officials have the right to issue a warning, technical foul or ejection.

- a) **1st Technical Foul:** The opposing team will shoot 2 free throws and possession of the ball at half court.
- a) **2nd Technical Foul in the Same Game/1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1st week of the following playing session/season.
- b) **3rd Technical Foul for the Season:** Technical fouls are tracked and carry throughout the entire season. Three technical fouls can occur with one being assessed in three separate games. Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1st week of the following playing session/season.
- c) **2nd Ejection:** Results in a suspension for the remainder of the season from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not be a spectator at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.

d) **Ejections:**

- 1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.
- 2) Once a youth player has been ejected from the game, he/she shall be restricted to the bench with coach supervision or released to a parent/guardian.
- 3) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

20. League Tie Breaker Procedure: The procedure for teams who are tied in league/division is as follows:

- a) League/Division win/loss record
- b) Head to head games
- c) Non-division win/loss record
- d) Points given up in head to head games
- e) Points scored in head to head games
- f) Coin Flip

21. Inclement Weather: Any games postponed or canceled due to inclement weather will be received by text/e-mail by subscribing to RecZone at www.salina-ks.gov/parksandrecreation. Coaches, players, spectators and staff shall follow weather policies/procedures established by the Salina Parks & Recreation.

FACILITY

1. **Location:** League games will be played at the Salina Fieldhouse--140 N 5th—unless otherwise specified.
2. **Personal Belongings:** The SP&R will not be responsible for valuables, personal effects, or injuries to participants.
3. **Supervision:** NO KIDS WILL BE LEFT UNSUPERVISED IN GYM OR HALLWAY!
4. **Beverages & Food:**
 - a. No food on the court.
 - b. Only a water bottle with a lid is allowed on the court.