

2012 KEVIN SWANN MINISTRY (KSM) **YOUTH DEVELOPMENT BASKETBALL LEAGUE RULES &** **REGULATIONS**

KSM League Rules have been adapted based on the City of Hampton and City of Newport News Parks and Recreation regulations.

1. League Overview:

- Sportsmanship and Christian conduct are the key principles of the league. *All participants which include coaches, players, fans and representatives of each team will be held accountable for their actions. **Any person that violates these principles shall be escorted from the gym. Coaches and players whose behavior is deemed unacceptable during game play or at the beginning or conclusion of a game will serve a 3 game suspension. If behavior persists after the initial suspension, termination from league participation shall follow.***
- All members of every team must participate in prayer at the **beginning and end** of every game. If a player refuses, he will be disqualified from the league **permanently!**
- It's A GAME NOT WAR
 - A. Skill development, encouragement and fellowship are characteristics that they KSM Administration encourage. Respect of all teammates and opposing teams is what is expected. No Excuses!
 - B. Christian beliefs and principles will be taught during the league. We want to show young people that basketball can be used as a tool to praise God as well as demonstrating civil behavior.
- All teams to make the championship tournament must have had players to play in at minimum, four (4) regular season games in order to play in the tournament.

2. Coaching Rules & Regulations:

- All coaches must respect the ruling on the floor made by all referees. A head coach or assistant coaches can question a call to get a clear explanation of the infraction. At no time shall a team sponsor, pastor or any representative of a church or organization have authority to confront a referee during game play. Any coach that comes onto the basketball court to confront any referee in an aggressive manner **will be ejected from the game and suspended for the remainder of the season.** Each situation will be handled on a case-by-case basis.

- Any coach that holds up progression of the game due to arguing will receive an automatic technical foul which will result in the opposing team shooting two (2) free throws. A continuance of this behavior during the game or season will be considered a “conduct violation” and possible suspension from the league.
- Any coach showing obscene, uncontrollable, insubordinate or detrimental behavior will be ejected from the game and gymnasium. Said coach **will be suspended from the league for the season**. No appeal of the suspension will be reviewed.
- No other persons other than specified coaches of the teams playing shall congregate on or near the team bench during the course of the game. Any violation of this rule will result in a team penalty which will result in a technical foul (2 free throws) and a loss of possession.

3. League Rules/Game Rules & Conduct Regulations:

- The KSM League will be divided into three (3) divisions:
 - A. Midgets (9-12)
 - B. Juniors (13-15)
 - C. Seniors (16-18) **A player may turn 19 years old during the season if they are enrolled and attending high school.**
- KSM will allow **VARSITY OR JUNIOR VARSITY HIGH SCHOOL PLAYERS**, to play in the church league. However, if a player is playing they must not be in violation of the VHSL Rules which means, they can only play in the KSM League once their high school team has officially completed their season (regular season and tournaments). Any team found using an illegal player will forfeit all games said player participated. **Each situation will be handled on a case-by-case basis**
- No *obscene gestures(groping of body parts or signals with your hands), excessive taunting (dancing, fighting, intimidating an opponent, name calling, staring at an opponent or throwing a ball aggressively in the direction of an opponent), foul language, and disrespecting all game officials and any ruling the official makes during the course of the game will absolutely not be tolerated.* Any execution of the above infractions mentioned, will result in one or more of the following:
 - A. **Technical Foul**
 - B. **Ejection from the game**
 - C. **3 game suspension or the number of games remaining in the season, whichever is greater**
- All players’ shirts must be tucked in to start the game. If his/her shirt comes out during the course of the game, the officials will advise them to tuck it back in. One official warning will be given before the game starts. Another warning

may be issued during game play. Behavior deemed as “defiant” by a player who refuses to tuck in their shirt will result in automatic game rejection.

- All players will wear their pants at waist level. At no time shall any under garments be shown. Failure to adhere to this rule will result in an automatic ejection from the game and a 3 game suspension for said player.
- All jewelry must be taken off prior to the start of the game. If a player is found to be wearing jewelry during the game, the player will be required to leave the game until the jewelry is removed. The player should return to the scorer's table and can return to the game during the next stoppage of play.
- All players must check in at the scorers table and wait to be signaled in by the referee. Any player that checks into a game without signing in at the scorers table and/or does not wait to be called in by a referee will receive a technical foul. It is up to the scorers table to notify the referees if any player commits this particular violation.
- Any player that has not been entered in the scorers book prior to game time and enters the game, said team will be assessed a technical and personal foul. This will result in *two (2) technical free throws being shot* by the opposing team. A team foul will be awarded to said team. Said team will keep possession of the ball in such situation. All head coaches MUST provide a roster with player's names and correlating uniform numbers to the scorers table before each game.
- A coach who for disciplinary reasons, feels that a player should not play in a game, must -before the game starts - so dictate to the official scorer, referees, and opposing coach.

4. Technical Fouls

- Intentional Fouls – 2 shots and ball on the side for the opposing team. A second intentional foul against a player will result in disqualification from the game and a 2 game suspension.
- Coach, Team or Bench Violation – 2 shots and ball on the side. Team with the original possession will keep the ball. 2 or more coach or bench technical fouls will result in coach(s) being disqualified from the game and serving a 1 game suspension. If a player on the bench receives the 2nd technical bench foul, said player(s) will serve a 2 game suspension. If a coach receives a technical foul and then someone else on the bench receives a technical foul, the coach will receive a technical and that player as well. If that is the coaches, 2nd technical foul, the coach will be disqualified from the game.
- Double Technical Fouls – Each team shoots 1 shot and the team with original possession will keep possession.

- Scoring/Checking in Violation – 2 shots and the team maintaining original possession will keep possession.

5. **Game Time & Playing Time & Timeouts**

- All teams will be allotted a 5 minute warm up period before each game in the event all of the players do not show up. After the 5 minute warm up time, teams can start a game with no less than four (4) players or they may elect to forfeit the game.

- Midgets:

- Will play two (2) 14 minute halves.
- Halftime will be 5 minutes long.
- Pressing is only allowed during the last 2 minutes of each half. If a team falls behind by 15 points or more, the opposing team will not be allowed to press.
- Overtime period will consist of a 3 minute period.
- In the event of double overtime, the first team to score will win.
- Each team will be given (2), 30-second timeouts per half. The timeouts WILL NOT carry over from the 1st half to the 2nd half. In the event of overtime, each team will be allotted one (1) timeout.

Juniors:

- Two (2) 16 minute halves
- Halftime will be 5 minutes long
- Pressing is only allowed during the last 2 minutes of each half. If a team falls behind by 15 points or more, the opposing team will not be allowed to press.
- Overtime will consist of a 5 minute period
- In the event of double overtime, the first team to score will win.
- Each team will be given (2), 30-second timeouts per half. The timeouts WILL NOT carry over from the 1st half to the 2nd half. In the event of overtime, each team will be allotted one (1) timeout.

Seniors:

- Two (2) 16 minute halves
 - Halftime will be 5 minutes long
 - Pressing will be allowed throughout the entirety of the game. However, coaches will be asked to invoke the “Gentleman Rule” if the opposing team is overmatched.
 - Overtime will consist of a 5 minute period
 - In the event of double overtime, the first team to score will win.
 - Each team will be given (2), 30-second timeouts per half. The timeouts WILL NOT carry over from the 1st half to the 2nd half. In the event of overtime, each team will be allotted one (1) timeout.
- The game clock will stop only for shooting fouls, time outs, jump balls and player injuries. The clock will stop for all violations during the last two minutes of each half for all leagues/divisions.

6. **Miscellaneous Information**

- Team rosters must be submitted no later than the first game of the season. No additional players shall be added after the first game of the season.
- All players must play in at least half of his/her team’s regular season games in order to play in the after season tournament.
- If a player turns an age that would require him/her to play in a higher division before the start of the season, then that player will be required to play with the higher division. (Example: a player playing with the Midget Division turns 13 before the start of the season, that player will be required to play in the Junior Division.
- If there is reason to believe that a player is older than his/her stated age, KSM and its representatives reserve the right to have the player in question refrain from playing in any KSM games until his/her age can be verified.
- If it is found that a player has not played in the required number of games to participate in the playoffs and/or championship game, KSM and its representatives reserve the right to have the player refrain from playing in the playoffs and/or championship game.
- Mercy Rule - If any team is losing by 20 points or more at halftime, the coach of the losing team can request a running clock in the 2nd half of the game. The coach simply needs to inform the referees and the scorer's table that they want a running clock BEFORE the start of the 2nd half. If a coach chooses to initiate the running clock, the clock will run for the entirety of the 2nd half.

The clock will only stop for timeouts or injuries. Even if the losing team closes the score to within 20 points, the clock will still continue to run.

- **Horns or any other "noise makers" that may resemble the sound of a referee's whistle WILL NOT be allowed in the gym.**