

BLUE VALLEY RECREATION

HIGH SCHOOL BASKETBALL

OFFICIAL RULES

The head coach is responsible for actions by his/her players and for informing them of all rules.

1. Each team must have a parent registered as “Head Coach” for the team. The head coach must sit on the bench at all games. Any parent (of a team player) may substitute as head coach.
2. Only uniformed players and three coaches (head coach + two) will be allowed to sit on the bench during games.
 - Non-parent coaches must register, with the league, prior to the start of the game.
3. Any player who is not on the team roster is illegal and any game that he or she plays in will be forfeited.
 - **Players on school interscholastic basketball teams are ineligible to play in this league.**
 - Players must present a photo ID, to verify the roster, before each game.
 - No players may be added to rosters after February 6.
 - A player may not be on more than one team roster, unless used as a substitute player.
 - **Substitute Players** – may be used under the following provisions;
 - The player(s) must be registered in the BVRC high school basketball program.
 - A team may only use players from the division below their division.
 - Boy teams may only use players from the same school.
 - A team may use up to 2 substitute players per game.
 - No substitute players will be allowed for post-season play.
4. No loitering in the parking lot. No alcohol will be allowed on the premises.
5. No radios will be allowed in the gymnasium.
6. Dunking or hanging on the rim will not be permitted before, during or after the game. Violators will be responsible for the cost of any broken equipment.

UNIFORMS

7. Uniforms must adhere to the following guidelines. Illegal uniforms may not be worn.
 - Teams must have either a two-color reversible jersey or two different colored shirts to use as uniforms.
 - All jerseys should have a legible number printed (not hand written) on the front and/or back. Kansas High School Athletic Assoc. rules regarding numbers will not apply. Any number is a legal number.
 - No player names or pictures will be allowed on uniforms.
 - Team names will be allowed on the uniform but must be from the following list. No offensive team names will be allowed.
 - Any NBA or WNBA team name.
 - Any Big 12 team name.
 - Any B.V.S.D. team name.
 - **Any other team name must be approved by the league.**
 - No long pants may be worn during games.
 - Shorts do not have to match.

THE GAME

8. Teams must have at least four players to start the game.
 - If either team is short players or a head coach, at the scheduled game time, a 5-minute grace period will be given. Time consumed by the grace period will be deducted from the first half of play.
 - Games will begin no earlier than the scheduled game time.
9. The home team will be responsible for providing the game ball.
10. Games will consist of two twenty-minute halves. The clock will not stop, except for the last two minutes of each half, injuries and time outs. In the final two minutes of the game, if either team is leading by twenty or more points, the clock will not stop.
 - Overtime periods will be two minutes with a stopping clock.
11. Teams may not full-court press with a 20 point or more lead.

12. Each team will be allowed two time-outs per half. Unused first half time-outs will not carry over to the second half. One time out will be added for each overtime period. Any unused timeouts from the second half will be carried over into overtime.

TECHNICAL FOULS & EJECTIONS

13. Technical fouls will be assessed for the following:

Unsportsmanlike technical fouls

- Swearing - there will be a no tolerance policy on swearing
- Complaining or arguing with officials
- Committing an unsportsmanlike foul
- Any other infraction where the official deems it necessary.

Technical fouls that will not be considered unsportsmanlike

- Dunking
- Jewelry / uniform violation
- Illegal substitution
- Any other infraction where the official deems it necessary.

14. Penalties for receiving an unsportsmanlike technical foul

Player: Out for the next 20 minutes of play for each technical foul.

- Remaining time will carry over to the next game.
- Any player who receives **two** unsportsmanlike technical fouls in a game must leave the gym immediately. All play will stop until the player has left the gym.
- Any player who receives **three** or more unsportsmanlike technical fouls in a season will be reviewed and could incur further penalties.

Coach: The opposing team will shoot two free throws and receive the ball out of bounds.

- Any coach who receives **two** or more unsportsmanlike technical fouls in a season will be reviewed and could incur further penalties.

Team:

- **Three** (player) unsportsmanlike technical fouls **in a game** will result in a forfeit of that game.
- **Five** (player) unsportsmanlike technical fouls **during the season** will result in the team being reviewed and could incur further penalties

15. Ejections

- A player could be ejected from a game for unsportsmanlike behavior.
- Any player, team, or spectator who engages in fighting will be immediately ejected.
 - The game will be stopped until those ejected have left the building.
- An ejection will count as two unsportsmanlike technical fouls against the player and team.

The Blue Valley Recreation “Basketball Advisory Council” and/or staff will act on all protests, rule interpretations and disciplinary actions.

All other rules not specifically addressed above are governed by the Kansas State High School Athletic Association rulebook.