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Rule Changes and Points of Emphasis for 2020-21

- The Blue Valley School District has allowed our basketball program to use their gyms. It is the responsibility of players, parents and coaches to take care of the gyms and schools. When in the schools, players and other children should be supervised at all times. (Page 6-7, Rule 2.A)

- All coaches will remain seated during live ball play. There will be two exceptions to this rule. The head coach may stand within the bench area and briefly give instruction to players (less than 10 seconds). The head coach may also briefly stand and cheer for their team (less than 5 seconds). Head coaches may stand during dead ball situations and give instruction but must be seated when the play becomes live. Assistant coaches do not have the same privileges as head coaches and must stay seated at all times. (Page 7, Rule 3.C)

- Grades 2-4 (5v5) and 5th grade girls Bruin Division and lower will be able to play full court man to man defense within the last 30 seconds of the game if the game score difference is 10 points or less. (Page 17, Rule 14.G.1)
• BVRC and the Basketball Advisory Board will have the final say for the post-season tournament seeding regardless of season standings. (Page 18, Rule 16.C)

• Illegal Defense Violations: 2nd (5v5) - 4th Grades only
  • 2nd-3rd Grade – will result in offensive team maintaining possession. (Page 15, Rule 12.B.3)
  • 4th Grade – will result in 2 warnings per half. All subsequent violations will result in the offensive team being awarded 1 point and possession. (Page 16, Rule 13.B.3)

• 2nd (5v5) Only – Players may not steal the ball off the dribble or out of the opponent’s hands for the games in November and December.
  • Starting in January, players may steal off the dribble and/or out of the opponent’s hands. (Page 15, Rule 12.B.4)
• Goal Height:

  
  K-2nd Grade: 8 Feet (Page 13, Rule 11.D)
  3rd Grade: 9 Feet (Page 14, Rule 12.A)
  4th Grade: 10 Feet (Page 15, Rule 13.A)
  5th-7th Grade: 10 Feet (Page 17, Rule 15.A)

• No Overtime: After regulation if the game is tied the game will end as a tie. (Rule 14(I) and 15(G))

• The final date for a player in Grades 3-7 to register and be placed onto a roster is Friday, January 22. No player registrations for grades 3-7 will be taken after January 22.
INTRODUCTION
The following rules, supplemented by the National Federation of State High School Associations, shall govern play and conduct at all BVRC youth basketball games. These rules have been drawn in accordance with the purposes and aims of BVRC, and have as their basis the development and teaching of the elements of good sportsmanship and fair play. The BVRC and the Basketball Advisory Council shall be the interpreter of these rules.

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or a team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the law will be considered as well as the letter of the law.

Rule 1. SPORTSMANSHIP
A. Sportsmanship shall be a top priority. All coaches, players, parents and spectators shall observe good sportsmanship. The referees and staff will have complete authority to enforce good sportsmanship.
1. Head coaches will be responsible for the conduct of their assistant coaches, players, and spectators.
2. There will be a zero tolerance policy on swearing for all players, coaches and spectators.
3. Tobacco and alcohol are not allowed on the premises.
4. Coaches are encouraged to hold a team meeting with parents and players to discuss their conduct, the rules, and player responsibilities.
5. Coaches who abuse the rules, or who fail to demonstrate proper conduct and sportsmanship, will be subject to a disciplinary hearing which could result in immediate suspension.
6. A sportsmanship speech will be given before each game as a reminder of what is expected of the coaches, players, and fans.

Rule 2. GYM CONDUCT

A. The Blue Valley School District has allowed our basketball program to use their gyms. It is the responsibility of players, parents and coaches to take care of the gyms and schools. When in the schools, players and other children must be supervised at all times.
1. Do not allow players to bounce basketballs in the hallways at any time or in the gym while another game is in progress.
2. Any child causing damage to school property will result in the parents being charged for repairs.
3. Coaches should check the gym, hallway, and bathroom for any damage to the school before
and after practice and games. If any damage is found please report it to the BVRC.

Rule 3. GAMES

A. Games will not begin prior to the scheduled game time.

B. There may be no more than three (3) adults sitting on the bench or near the bench area.

C. All coaches will remain seated during live ball play. There will be two exceptions to this rule. The head coach may stand within the bench area and briefly give instruction to players (less than 10 seconds). The head coach may also briefly stand and cheer for his team (less than 5 seconds). Head coaches may stand during dead ball situations and give instruction but must be seated when the play becomes live. Assistant coaches do not have the same privileges as head coaches and must stay seated at all times. The officials will warn the head coach if an assistant coach is standing in the coach’s box and any further abuse of this rule will result in all coaches losing their coaching box privileges for the remainder of the game and could possibly result in a technical foul being accessed.

D. In K - 2nd grade (3v3), coaches are expected to play each player at least 20 minutes each game. In 2nd (5v5) – 7th grade coaches are expected to play each player a minimum of 15 minutes each game (including the post season tournament for 3rd-7th).
1. Should a coach witness another coach violating the playing time rule, he/she should notify the BVRC Sports Department.

E. There will be a minimum of 5 minutes of warm-up time between games, even if the games are running behind.

F. Halftime will be 4 minutes in length.

G. A player may be on the roster for only one BVRC team.

H. Only players and coaches are allowed on the court during timeouts and halftime.

Rule 4. EQUIPMENT/UNIFORMS

A. All teams purchase their own uniforms. The jersey should be a two-color, reversible jersey (one light and one dark) or teams should have two sets of jerseys.

1. The home team wears the light colored jersey and the visiting team the dark jersey. A number on the front and back is required.

2. Numbers can be any combination of 0, 1, 2, 3, 4 and 5.

B. Players wearing an undershirt under their jersey must wear either a color matching the game day jersey color or white. Jerseys must be tucked inside shorts. Shooting sleeves, headbands, wristbands or any other legal accessory must be a solid color.

C. No jewelry, watches, rings, bracelets, barrettes, hard headbands, or earrings, or anything that the official judges to be unsafe are allowed to be worn by
players. Tape placed over earrings is not acceptable. In addition, no splints or casts may be worn, even if padded.

D. Each team is responsible for providing their own game and practice basketballs. Grades K-2 will use a 27.5 basketball and Grades 3-7 will use a 28.5 basketball.

Rule 5. SUBSTITUTE PLAYERS

A. If a team has 6 or less players for a game the coach may use substitute player(s) from another BVRC team with the following guidelines.

1. The maximum number of players a coach may invite is two.

2. A substitute player may only participate if the team has 6 or less roster players at the start of the game.

3. K – 2nd grade teams may invite a player from their own grade or the grade below. 3rd – 7th grade teams may only invite a player(s) from a lower division within their own grade or from the next grade below. (Teams cannot invite players from the same division.)

4. The final date for a player in grades 3-7 to register and be placed onto a roster is Friday, January 22. No player registrations for Grades 3-7 will be taken after January 22.

5. When adding substitute players for games the head coach needs to let the front staff (check-in) the players name. When the player (parent)
arrives they will need to let staff know their Coach’s name and the name of the Coach (team) that they are substituting for.

Rule 6. SCOREKEEPING
A. The home team is responsible for providing one scorekeeper at the official scorer’s table to maintain the scoresheet. The visiting team is responsible for providing one scorekeeper to operate the scoreboard. Adults are encouraged to perform these duties. Anyone 18 and under must be agreed upon by both coaches prior to the game.
B. Scorekeepers are also game officials and should be treated with the same courtesy and respect as an official.
C. K - 2nd (3v3) grade do not have scorekeepers.

Rule 7. FORFEITS
A. Game time is forfeit time. However, a forfeit may not be called without approval from the gym supervisor.
B. A team must start a game with a minimum of four players, but may finish with less than four players if necessary due to fouls or injuries.

Rule 8. PROTESTS
A. K – 3rd grade: Protests are not allowed.
B. 4th–7th grade: Only protests regarding player eligibility are allowed. If a protest occurs the head coach must notify the BVRC sports department within 48 hours of the game time.
Rule 9. INTERACTION WITH OFFICIALS
A. Coaches may only speak with the officials during timeouts or during a dead ball and only regarding a rule clarification.
B. Should a coach address the officials at any other time, an unsportsmanlike technical foul could be assessed.
C. Abusive language before, during or after a game toward an official or opposing coach will result in automatic ejection from the game, plus a mandatory appearance before the Basketball Advisory Council.
D. Gym Supervisors are at each gym for any scoreboard and scorekeeping questions.

Rule 10. TECHNICALS AND EJECTIONS
A. There are two types of Technical Fouls; Administrative and Unsportsmanlike.
B. All technical fouls will result in two shots for the opposing team plus loss of possession.
   1. Administrative Technical Fouls will be assessed against the team for infractions such as too many players on the court, illegal uniforms, etc. or any other infraction that the official deems necessary.
C. Unsportsmanlike technical fouls will be assessed for all other infractions.
D. Any technical fouls called on an assistant coach or benched player(s) will not be assessed to the head coach but given directly to the person(s) in question.
E. Coaches may receive a technical foul if they abuse (Rule 3.C)
F. Listed below are the penalties for coaches and players who receive unsportsmanlike technical foul(s):

1. One in a game:
   **COACH** = warning from BVRC staff plus that coach must remain seated for the remainder of the game.
   **PLAYER** = the player must sit out 20 minutes. If the technical occurs in the second half they will sit out the remainder of the game.

2. Two in a game will result in an immediate ejection from that game in addition to being suspended from their next scheduled game. An appearance before the Basketball Advisory Council may be required.

3. Two in a season will result in a suspension from the next game. An appearance before the Basketball Advisory Council may be required.

4. Three in a season will result in a minimum suspension of two games and an appearance before the Basketball Advisory Council will be required. Additional penalties including removal as a coach may be imposed.

5. A coach or player ejected from a game must leave the building and may not return during
or after the game. He or she will be suspended for their next scheduled game.

G. Fighting will result in an immediate ejection, suspension for the following game and a mandatory appearance before the Basketball Advisory Council.

H. Any spectator ejected, by an official, from a game will result in suspension from the next game. An appearance before the Basketball Advisory Council may be required.

Rule 11. RULES SPECIFIC TO K - 2nd GRADE (3v3)

A. Games will be scheduled for January and February. Each 75 minute game session allows for 30 minutes of practice time, followed by a 45 minute 3-on-3 game.

   1. Each game will consist of two 20 minute halves. The clock will run continuously, stopping every 5 minutes for substitutions. Substitutions may be made only at these 5 minute intervals, except to substitute for an injured player.

B. There will be no overtime periods.

C. There will be no timeouts.

D. The height of the basketball goal will be 8 feet.

E. Fouls will be called on plays where one team illegally gains an advantage over the other team.

   1. Fouls will not be recorded.
   2. Free throws will not be shot.

F. Scores and standings will not be kept.
G. Defense may only play half court man to man. Full
court and zone defenses are not permitted. Man to
man defense is defined as guarding within 6 feet of
a player.

H. Defensive double teaming is only allowed when the
offensive player, with the ball, is in the lane.

I. Players may steal a pass only; not off the dribble or
from the opponent with the ball in their hands.

J. Fast breaks are not allowed. Teams are required to
make one pass after the half court line has been
crossed before a shot is taken.

K. Handoffs will not count as the first pass of a
possession in the front court.

L. One-man or stack offenses are not allowed.

M. Once a defensive player secures a rebound, it is
considered possession in backcourt. There is no
defense allowed in the backcourt. If a defensive
player secures the rebound and an opposing player
reaches in to “tie up” the ball, the referee should
waive off the “jump ball” and award the ball to the
defensive team.

N. A jump ball will be used to start the game.

Rule 12. RULES SPECIFIC TO 2\textsuperscript{nd} (5v5) & 3\textsuperscript{rd} GRADE

A. The goal height is 8 feet for 2\textsuperscript{nd} (5v5) and 9 feet for
3\textsuperscript{rd} grade.

B. \textbf{Man to Man Defensive Rules}
   1. Man to man defense is defined as guarding
      within 6 feet of a player.
2. Defensive players may only “help” his/her teammate when the ball is in the lane.
   a. On pick and rolls outside the lane, teams must either switch or stay with the player they are guarding.

3. Violation of the defense rule will result in the ball being awarded to the offensive team.

4. 2\textsuperscript{nd} (5v5) Only – Players may not steal the ball off the dribble or out of the opponent’s hands for the games in November and December.
   a. Starting in January, players \textbf{may} steal off the dribble and/or out of the opponent’s hands.

C. If a team is ahead by 20 points at any point in the game, the score will be turned off and will remain off. If the score returns to a difference of 10 or less points, the score will be turned back on for the remainder of the game.

D. Standings will \underline{not} be kept for 2\textsuperscript{nd} Grade

E. Standings will be kept for 3\textsuperscript{rd} Grade

F. \underline{No Overtime}: After regulation if the game is tied the game will end as a tie.

\textbf{Rule 13. RULES SPECIFIC TO 4\textsuperscript{th} GRADE}

A. The goal height is 10 feet.

B. \textbf{Man to Man Defensive Rules}
   1. Man to man defense is defined as guarding within 6 feet of a player.
2. Defensive players may only “help” his/her teammate when the ball is in the lane.
   a. On pick and rolls outside the lane, teams must either switch or stay with the player they are guarding.

3. Violation of the defense rule will result in 2 warnings per half. All subsequent violations will result in the offensive team being awarded 1 point and possession of the ball.

C. Score and standings will be kept.

D. No Overtime: After regulation if the game is tied the game will end as a tie.

Rule 14. RULES SPECIFIC TO 2nd (5v5), 3rd and 4th GRADES

A. Free throws will be shot from 12 feet.
   1. When lining up for free throws the first position will be below the block with 3 players on each side of the lane line.

B. Each game will consist of two, 20 minute halves with a running clock only stopping on timeouts and the last two minutes of each half. If a team is ahead by 20 or more points the clock will not stop during the last two minutes of the game.

C. A player with the ball within the 5 second area (half court to the top of the key constitutes the 5 second area) must pass, shoot or dribble the ball past the area within 5 seconds.
D. Offenses must be set up in a normal five man pattern. Stacking or spreading players to the corners is not allowed.

E. Illegal offense will result in a warning and the ball out of bounds for the opposing team.

F. Teams playing with less than 5 players must continue to play man-to-man defense.

G. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and an opposing player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.

1. Grades 2nd-4th and 5th grade girls (Bruin Division and lower) will be able to play full court man to man defense within the last 30 seconds of the game if the game score difference is 10 points or less.

H. Teams will be given two timeouts per half and one timeout per overtime period. Timeouts cannot be carried over.

I. No Overtime: After regulation if the game is tied the game will end as a tie.

J. Coaches are allowed 20 seconds for a line-up, but to move the game along, the frequency of the line-up should be kept to a minimum. Both coaches must use this time to get the line-up set.
Rule 15. GENERAL RULES SPECIFIC TO 5th, 6th, and 7th GRADES

A. The goal height is 10 feet.

B. Girls’ Basketball: The following grades and divisions are allowed to press.
   1. All 7th grade teams.
   2. All 6th grade teams.
   3. 5th grade Blue Devil division

C. Boys’ basketball: All divisions in 5th, 6th, and 7th grades are allowed to press.

D. Teams may not full-court press with a 15 point or more lead.

E. Each game will consist of two, 20 minute halves with a running clock, only stopping on timeouts and the last two minutes of each half. The clock will not stop within the last two minutes of the game if a team is ahead by 20 or more points.

F. Teams will be given two timeouts per half and one timeout per overtime period. Timeouts cannot be carried over.

G. No Overtime: After regulation if the game is tied the game will end as a tie.

Rule 16. POST SEASON TOURNAMENT (3rd-7th)

A. Undefeated teams during the regular season will move up one division for the post season tournament.

B. Teams with no wins during the regular season will move down one division for the post season tournament.
C. BVRC and the Basketball Advisory Board will have the final say for the post-season tournament seeding regardless of season standings.