

Kitsap Peninsula Adult Pee Wee Association
Girls Basketball Rules 2014
Levels "A", "B", "C", "D" and "E".

The Kitsap Peninsula Adult Pee Wee Association plays under the high school rules with the following exceptions:

RULE 1 - PLAYER ELIGIBILITY

A. Age limits will be in accordance with Kitsap Peninsula Adult Pee Wee Association General Rules.

RULE 2 - EQUIPMENT

A. Free throw lines

1. "A" level teams will shoot free throws from regulation (15 foot) free throw line.
2. The free throw line for "B" and "C" team games shall be marked with tape or a line (whenever possible) thirteen (13) feet from the face of the backboard or two (2) feet in front of the regulation free throw line.
3. The free throw line for "D" and "E" level games shall be marked with a tape or line (whenever possible) eleven (11) feet from the face of the backboard or four (4) feet in front of the regulation free throw line.
4. The fifteen (15) foot free throw line shall be the line for all "3 second" key violations. The eleven (11) and thirteen (13) foot lines are for free throws only.

B. The official size ball for "A" and "B" level is the Badden 120 and for "C", "D" and "E" level is the Badden 115 or equivalent. For "A" level, if either team has an equivalent sized leather ball, it must be used as the game ball. It is recommended that all other levels use the equivalent leather balls when available. The Badden 115 is optional for use at the "C", "D", and "E" levels with the concurrence of both.

C. All basketballs at a game site except the one being used in the game shall remain captivated throughout the entire game, including half-time, between quarters and during time-outs.

1. Exception: The competing teams can use as many balls during routine pre-game and pre-second half warm-ups as they wish.
2. The home team coach will see that this rule is strictly complied with.
3. The visiting team coach will cooperate in every way possible with the home team coach in seeing that this rule is complied with.

D. Teams arriving at a gym where a game is in progress will enter quietly, with a minimum of disturbance, and will remain quietly sitting on the sidelines until the game in progress is completed.

1. The visiting team coach is responsible to see that this rule is complied with.

RULE 3 - LENGTH OF GAME

- A. All games shall be played with a running clock. The "A" and "B" level games shall have two (2) twenty-two (22) minute halves. The "C", "D", and "E" levels shall have two (2) twenty (20) minute halves. **Except** for the last two (2) minutes of each half the clock shall only stop for official timeouts unless the Mercy Rule is in effect. During the last two (2) minutes of each half the clock shall run as per High School rules (i.e. it will stop on all dead balls such as free throws, out of bounds, etc.). The intermission between halves shall be five (5) minutes. **Exception:** When there is a cheerleading halftime show the halftime may be extended to eight (8) minutes but may be shortened if games are running late.
- B. Except for "A" and "B" teams, any time the ball goes out of bounds or if a time-out is called during the last minute of the game, the clock will not start until the ball crosses the center line.
1. This rule shall apply during the last minute of all timed overtimes, except for "A" teams.
- C. All overtimes are six (6) minutes for "A" and "B" Levels and five (5) minutes for "C", "D" and "E" levels.
- D. All five (5) timeouts allowed will be full timeouts.
- E. If a team is ahead by 25 or more points during the last two (2) minutes of the game, the last two (2) minutes shall be a running clock.

RULE 4 - BACK COURT CHECKING

- A. "A" and "B" teams will be allowed to check (defense) full court. All other team players shall not check in the back court after possession of the ball is gained by the opposing team.
1. "C", "D" and "E" levels: The progress of the ball out of the back court shall not be impeded by the defensive players either intentionally or unintentionally.
 - a. "C" and "D" Levels: The defensive player must allow the offensive player to physically progress completely into the forecourt.
 - b. "D" Level: The offensive and defensive player must have both feet in the forecourt. To aid in this, no defensive player is allowed in a four (4) foot zone from mid-court until the offensive team has possession of the ball in the front court.
 - c. "E" Level: The defensive players are to stay below the top of the key until the offensive player with the ball crosses the half-court line.

Penalty for "C" "D" and "E" Level

- c. Unintentional interference with the ball in back court shall result in the ball being given to the offensive team out of bounds.
- d. Intentional interference with the ball in back court is a technical (team) foul 1-shot and the ball returned to the offensive team. Players are not disqualified for team technical fouls.

Note: Intercepting a pass from back court to forecourt by a defensive player in the forecourt is not interference.

RULE 5 - SIDELINE OFFICIALS (TIMEKEEPERS AND SCOREKEEPERS)

- A. The timekeeper and scorekeeper may not be the assistant coach to either of the head coaches of the two participating teams.
- B. The home team will provide a scorekeeper and a timekeeper.
1. The visiting team has the prerogative of having a timekeeper observer on the official clock.
 2. The home team scorebook is the official scorebook.
 - a. It is recommended that the home and visiting team scorekeepers compare score sheets at the end of each quarter to assure that the score sheets agree.
 3. The referee of each Pee Wee game will (when possible) sign the official scorebook at the end of the game.
 4. Starting lineups will be made available to the official scorekeeper at a reasonable time prior to the start of the game.
 5. It is mandatory that the home team supply the timekeeper with a noisemaker capable of being heard by the officials to signal with (horn, whistle, etc.). **Note: The penalty for failure to comply with this rule is a team technical foul assessed at the beginning of the game resulting in two (2) free throws and award of the ball.**
- C. The home team is responsible for supplying officials if no paid officials are available.

RULE 6 - SAFETY

- A. No jewelry is allowed to be worn by the players including taped earrings. All players must be cautioned about excessive fingernail length and can be removed from the game at any time if the officials feel the length is excessive.

RULE 7 - VISITING "C", "D" AND "E" (ALSO APPLIES TO "A" AND "B" WHEN PAID OFFICIALS ARE NOT PRESENT) TEAMS WILL HAVE THE OPPORTUNITY TO PROVIDE A REFEREE TO HELP OFFICIATE GAMES.

- A. A coach or assistant coach officiating their game due to a lack of volunteer or paid officials may not coach their team while the ball is in play. A time out must be called for the coach to confer with his or her players.

RULE 8 - UNIFORMS

- A. Basketball shorts and numbered jerseys shall be worn by all players (whenever possible). The rules regarding undershirts will be adhered to, however, leniency is recommended when similar uniform colors force a team that has reversible jerseys to be in color conflict with their undershirts. **Note:** Players are to wear uniforms whenever possible but will not be penalized when either the player or club is unable to provide proper uniforms. This does not allow ragged "cutoffs", etc.

RULE 9 - POSTPONED GAMES

- A. All postponed games must be rescheduled (with the 2nd Vice President) within one week and made up prior to the last scheduled league game. Games not rescheduled (by home team) will be declared a forfeit against the home team. If there are any problems rescheduling a game, contact the 2nd Vice President.

RULE 10 - THREE POINT SHOT

A. The three (3) point shot will be used for "A" and "B" levels only and only when the gym is properly marked for the three (3) point shot. There is no three (3) point shot for the "C", "D" and "E" levels.

RULE 11 - DOUBLE AND TRIPLE TEAMING ("E" LEVEL)

There is no double and triple teaming allowed at the "E" level. A foul will be called.

RULE 12

In accordance with the Kitsap Peninsula Adult Pee Wee Association General Rules all players in uniform must play. **Penalty** is forfeiture of the game.

RULE 13

At all levels, there will only be ten (10) seconds allowed to bring the ball to the front court.