

KINGS GRANT-THALIA BASKETBALL LEAGUE

12U BOYS RULES

1. PLAYER ELIGIBILITY AND AGE GROUPS

- A. Youth girls age 11-12 ("league age" is his/her age on September 30).
- B. All players must be attending school (K-12) or in an approved home study program.

2. LEAGUE MISSION. The Kings Grant-Thalia Basketball League (KGTBL) exists to provide and encourage opportunities for youths to play safe, wholesome, and enjoyable sports, regardless of race, creed, ethnic or economic backgrounds by creating a fair and positive sporting experience that develops sportsmanship, respect, and friendly competition.

3. ROSTERS

- A. Maximum of ten (10) players and two (2) coaches per team.
- B. Coaches must have a valid Virginia Beach Parks & Recreation issued Youth Sports Volunteer ID in order to occupy the bench.
- C. All rosters are frozen following the draft. No new players can be added after this date without concurrence from the KGTBL Board and at least 3 coaches within the division.

4. STANDARD GAME PROCEDURE

- A. Uniform team jerseys are required. Teams must have like-colored shirts with numbers.
- B. Players wearing a t-shirt under their jersey must wear a t-shirt that is similar to the jersey color.
- C. Pants/shorts must not have pockets, belt loops, belts or zippers. No tape-ups or cover-ups. Pants/shorts may not be turned inside-out. This is a safety issue and will be strictly enforced. Drawstrings must be kept inside of pants/shorts at all times. Failure to comply will result in player ineligibility until shorts/pants with no pockets are worn.
- D. No jewelry may be worn by players on the court. Hard objects in the hair, necklaces, watches, bracelets, rings, or other jewelry are prohibited items. No tape-ups or cover-ups.
- E. Starting time of games:
 - 1. No grace period. Teams should be at their sites 30 minutes before scheduled game time. The game may start early if both teams are ready, but no later than scheduled.
 - 2. Teams must have at least four (4) players present at game time to begin. Scheduled game time is forfeit time. Time is by the clock on the gym wall.
 - 3. If a game is forfeited, participants scheduled to play may use the court to practice for 30 minutes.
 - 4. KGTBL staff will determine postponement, cancellation of games or any rescheduling of games.
- F. Teams will warm up/shoot at the basket farthest from its bench during the first half. Teams will change baskets for the second half.

5. PLAYING RULES

- A. Ball size: 28.5 inches
- B. Goal Height: 10 feet
- C. Free Throws: 15 feet
 - 1. Players may enter the lane once the ball leaves the shooter's hand.
 - 2. The shooter (and others not in lane) may enter the lane after the ball hits the rim.

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D. Timing

1. Four 9-minute quarters
2. A running clock will be used, except for the last **two minutes of the game**, which will be a regulation clock. With a running clock, the clock stops only for team and official time-outs, not for foul shots or violations.
 - A. EXCEPTION: If a team has a lead of twenty or more points at the start of and/or during the last two minutes of the game, the game clock will continue to run unless a time out (official or coaches) is called or until the lead is reduced to less than twenty points.
3. After a time-out, the clock starts when the ball touches a player on the court.
4. Warmup: minimum of 3 minutes, maximum of 5 minutes.
5. Halftime: 5 minutes
6. Overtime: 1 5-minute (running clock) overtime may be played during the regular season. Regulation clock for the last one minute of the overtime period. With a running clock, the clock stops only for team and official time-outs, not for foul shots or violations.
7. During playoffs only, subsequent overtime periods are authorized: 3 minutes, running clock with last minute regulation clock.

E. Time-outs

1. Each team will be allotted two time-outs per half, and one per overtime period.
2. Time-outs not used in the first half do not carry over to the second half.
3. After a called time-out, the clock starts when the ball touches a player on the court.
4. Unused time outs do not carry into overtime; overtime period timeouts do not accumulate.

F. Fouls

1. A player will foul out after committing five personal fouls.
2. Two (2) free throws are awarded on the 5th team foul and any additional foul of each quarter. Team fouls reset after each quarter.
3. **Technical Fouls**
 - a. Players: Should a player receive two (2) technical fouls in the same game, he/she will be ejected from the game and suspended a minimum of one (1) game (the next scheduled or played game) upon review by KGTBL.
 - b. Coaches: If a coach receives a technical foul or bench foul, the coach must remain seated for the remainder of the game. Any coach who receives a second (2nd) technical foul will be ejected from the game and suspended a minimum of one (1) game (the next scheduled or played game) upon review by KGTBL.
 - c. Officials are instructed to strictly assess technical fouls for poor sportsmanship or abusive/improper language by any player, coach, parent, or spectator and may ask KGTBL staff/security to remove the offending party or terminate the game at any time.
 - d. A warning to a coach/team for misconduct is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the Head Coach: For misconduct, the official shall warn the head coach unless the offense is judged to be unsporting like, in which case a technical foul shall be assessed immediately.
 - e. Note: A warning is not required prior to calling a technical foul.

G. Scoring

1. Field goals count as two (2) points; free throws count as one (1) point each.
2. Three-point goals are allowed (provided the gym has a three-point line).

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6. MANDATORY PLAY RULE

- A. All players must play at least one (1) full, uninterrupted quarter each half.
- B. Substitutions are not permitted for any player having played less than one (1) full quarter in the current half except for injury or a player receiving his 4th or 5th foul. Free substitutions are only permitted in the 2nd and 4th quarter and only involving players who have already played a full, uninterrupted quarter in that half.
- C. If a player is injured and taken out of the game before she has completed the mandatory playing requirement, she must return to the court as soon as she is able and finish the quarter she started.
- D. A player should not be removed from a game if a minor problem can be resolved on the spot (example: jewelry, uniform or shoe adjustment, or minor injury that is “shaken off”).
- E. The scorer’s table will monitor mandatory play and alert coaches prior to the 2nd and 4th quarters of players who need to enter the game to satisfy their minimum play requirement. If a discrepancy is found, officials will be alerted, and the game will stop until the necessary substitutions are made.
- F. If a coach refuses to comply with the Mandatory Play Rule, the officials may rule a forfeit. Any coach whose team forfeits a game for refusal to comply with the Mandatory Play Rule may be suspended.
- G. A player must play in at least 50% of scheduled games in order to be eligible to play in any playoff games. The only exception to this would be for a medical/injury reason.

7. OFFENSE

- A. Fast breaks are allowed.

8. DEFENSE

- A. Defense is allowed in the backcourt.
- B. When a team attains a lead of ten (10) or more points:
 - 1. Winning team will not be allowed to defend until the offensive player with the ball is three (3) feet inside the mid-court line (volleyball line)
- C. When a team attains a lead of twenty (20) or more points:
 - 1. Winning team will not be allowed to defend until the offensive player with the ball is inside the three-point area.
- D. For violations of the defense rules:
 - 1. First violation: a warning will be issued and the ball will be given out of bounds to offensive team. One warning, per half, per team.
 - 2. Second and subsequent violations per half: the referee may issue a (team) Technical Foul (“illegal defense”) at his/her discretion; offensive team gets two free throw shots AND possession of ball.

9. OVERTIME

- A. Refer to 5.D. for timing guidance.
- B. Teams will be allowed one (1) timeout per overtime period; overtime timeouts do not accumulate.
- C. Overtime will begin with a jump ball.
- D. Any player may play in the overtime period (unless they fouled out in regulation play).

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10. CONDUCT & AUTHORITIES

- A. Gym Supervisors and Referees are assigned by KGTBL. Coaches, players, and spectators are expected to cooperate with the Gym Supervisors and Referees in every way possible. The gym supervisor and referee will have:
 - 1. An official team roster at the game site. Players must check in before each game by lining up.
 - 2. The authority to disqualify any coach or fan for unsportsmanlike conduct, inappropriate language, and/or objecting to the game official's decisions, and the authority to remove such persons from the building.
 - 3. The authority to rule on any point not specifically covered in these rules.
- B. Head coach is responsible for:
 - 1. Maintaining proper conduct among their assistants, players, and spectators at all times (before, during, and after all practices and games at all facilities). Players, coaches, and spectators may be suspended from future games based on inappropriate behavior. Unsportsmanlike conduct is not tolerated.
 - 2. Keeping spectators and non-roster individuals off their team benches.
- C. Head Coaches are the ONLY coaches to address an official. Assistant Coaches ARE NOT permitted to address an official regarding a call. Coaches should remain within the coaching box and should not go on the court or in the stands. The first violation of this rule shall result in a warning from the referee. All subsequent violations shall result in a technical foul being called.
- D. Any player or coach ejected from a game by an official for unsportsmanlike conduct will automatically be suspended from the next game to be played by his/her team **and will not be permitted at the facility during his/her suspension.**
- E. Any player or coach ejected from a game by an official for fighting will automatically be suspended for a minimum of the next two games to be played by his/her team **and will not be permitted at the facility during his/her suspension.** No notice of these suspensions shall be necessary.
- F. If a player or coach fails to comply with a given suspension, the team will forfeit and the team not at fault will receive credit for a win. The player or coach will still serve his/her suspension. Should an ejection occur during the last game of the season, the resulting suspension(s) will be enforced in the first game(s) of the following year's season.
- G. Any player or coach who is guilty of striking an official in any manner on City or School property during or after a game shall automatically be suspended indefinitely from participating in all leagues sponsored by the Virginia Beach Parks and Recreation Department.

11. INSURANCE

- A. Players participating in the league should have accident insurance coverage. This is the parent's responsibility. The Department of Parks and Recreation does not provide insurance in case of injuries for the players or coaches.
- B. The Department of Parks and Recreation, Kings Grant-Lynnhaven Recreation Association and Thalia-Malibu Recreation Association are not liable for injuries sustained by any person/group participating in our programs while they are playing, practicing or traveling to/from games/matches and practices.

12. ISSUES. Game protests or discrepancies must be submitted to the KGTBL Basketball Coordinator within 24 hours.

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13. POLICIES AND REGULATIONS. For additional policies and regulations on player and team conduct and facilities use see the City of Virginia Beach Parks and Recreation, Virginia Beach Community League Youth Basketball Bylaws (dated October 2018) and the General Bylaws for all Community League Sports (June 2018). The aforementioned KGTBL rules take precedence.