

**KITSAP PENINSULA ADULT PEE WEE ASSOCIATION**  
**BASKETBALL PLAYING RULES**  
**BOYS, GIRLS & EE**

The Kitsap Peninsula Adult Pee Wee Association plays under the NFHS 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, B, and C Level teams will shoot free throws from the regulation (15-foot) free throw line.
2. 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. ***Not applicable to EE Level.***
3. The fifteen (15) foot free throw line shall be the line for all "3-second" key violations. The eleven (11) foot line is for free throws only.

B. The official ball sizes are: 29.5" (Boys A), 28.5" (Boys C-B, Girls C-A), 27.5" (EE, E, and D Levels). All levels will use leather or composite leather balls.

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 prior to second-half warm-ups as they wish.
2. The home team coach or representative 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.
4. If a player chooses to bring their own ball for pregame warm-up and halftime, it must be in a bag and remain there when not in use.  
**NOTE:** The penalty for failure to comply with this rule is a team technical foul assessed to the offending team at the beginning of the game, resulting in two (2) awarded points and the award of the ball.

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 home team and visiting team coaches are responsible for seeing that this rule is complied with.

E. E and EE Level games baskets should be lowered to 8' feet if possible.

### **RULE 3: LENGTH OF GAME**

- A. All games will consist of four (4) ten (10) minute quarters as a running clock.
1. The last two (2) minutes of the game, the clock will stop on all dead balls, except for EE.
    - i. The last two minutes will be a running clock if the lead is greater than twenty (20) points.
    - ii. EE Level is running clock; the clock will stop during timeouts and substitutions. Match-ups at half-court are required on each substitution.
  2. The break between Quarters will be (1) minute.
  3. Halftime will be two (2) minutes.
  4. Each team will have at least four (4) minutes to warm up after the conclusion of the prior game. If the prior game ends early, the next game will start at its scheduled time.
- B. For C, D, and E Levels: 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 and B teams.
- C. All overtime is four (4) minutes in length for all levels. A maximum of two overtime periods will be played. **Overtime does not apply to EE and E Levels.**
- D. Timeouts will consist of two (2) 1-minute timeouts per half for each team. As well as one (1) 30-second timeout per game per team. No timeouts carry over from the first half to the second half or overtime. There will also be one (1) 30-second timeout for each team during each overtime period.

### **RULE 4: DEFENSE**

- A. A and B Level teams may use any defense and are allowed to check (defense) full court.
1. No press with a 20-point lead.
- B. For C, D, E, and EE Levels, all teams must play Man-to-Man defense. *Reference the last page regarding the rules on Man-to-Man.*
- C. For C, D, E, and EE Levels, it is a half-court press for all teams.
1. Teams must stay below the top of the key extended to either sideline until the offense passes into the forecourt. The progress of the ball out of the back court shall not be impeded by the defensive players either intentionally or unintentionally.

#### **Penalty for C, D, and E Level**

1. Unintentional interference with the ball in the back court shall result in the ball being given to the offensive team out of bounds.
2. Intentional interference with the ball in the back court is a technical (team) foul, 2 points, and the ball is 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: FOULS**

- A. Personal Fouls: A player is disqualified after their 5th personal foul.
- B. Team Fouls: On the fifth team foul, double bonus applies. Team fouls reset after each quarter.
- C. Technical Fouls:
  - 1. Award two (2) points automatically.
  - 2. Each technical foul counts as both a personal and team foul.
  - 3. A player or coach is automatically ejected after receiving two technical fouls in a game.
- D. EE Level Only:
  - 1. EE Level teams do not take foul shots.
  - 2. After non-shooting fouls, possession is taken out of bounds.
  - 3. For shooting fouls with a made basket, no free throw is given; the other team gets the ball under the basket.
  - 4. Following technical fouls, the other team takes possession under the basket.
  - 5. A player is removed from the game after their fifth personal foul.

## **RULE 6: MERCY RULE (Team up by 20 points)**

- A. Below are the compiled rules for the enactment and execution of the mercy rule.
  - 1. The last two (2) minutes of the second half will be a running clock if the lead is greater than 20 points and will remain as a running clock once the mercy rule goes into effect.
  - 2. No Full Court Press with a 20-point lead.
  - 3. No Fast Breaks with a 20-point lead.

**NOTE:** Sections 5.A.2 and 5.A.3 may be removed when the lead falls below 20 points. If the lead subsequently returns to 20 points or more, Sections 5.A.2 and 5.A.3 shall be reinstated.

## **RULE 7: SIDELINE OFFICIALS (TIMEKEEPERS AND SCOREKEEPERS)**

- A. Gym set up, whenever possible, should have players and scorer's table set up on opposite side from spectators.
- B. The home team will provide a scorekeeper and a timekeeper. If the timekeeper or scorekeeper of the two participating teams is an assistant coach, they cannot coach from the score table and must remain at the score table for the entire game. *EE Level provides for an official timekeeper only; scores are not kept for this level.*
  - 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 ensure that the score sheets agree.
    - b. Only one score keeper and one timekeeper per team is allowed at the scorer's table.
  - 3. Starting lineups will be made available to the official scorekeeper at a reasonable time before the start of the game.
  - 4. 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.). *EE Level, not applicable. If no game clock, the volunteer timekeeper may keep time with a wrist watch, gym clock, or mobile phone.*

**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) awarded points and the award of the ball.

#### **RULE 8: SAFETY**

- A. No jewelry will be 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.
- B. Shirt-tails must be tucked in at all times.

#### **RULE 9: OFFICIALS**

- A. The home team is responsible for supplying officials if no paid officials are available. No paid officials are offered for EE Levels.
- B. Visiting C, D, E, and EE Level teams (also applies to A and B when paid officials are not present) **will have the opportunity to provide a referee to help officiate games.**
- C. 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 timeout must be called for the coach to confer with their players.

#### **RULE 10: UNIFORMS**

- A. Basketball shorts and numbered jerseys shall be worn by all players when 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 11: POSTPONED GAMES**

- A. All postponed games will be rescheduled by the 2nd Vice President. Games are to be made up before the beginning of the postseason. Games not rescheduled or played will be declared a forfeit against the home team, except for games that cannot be made up due to a lack of gym availability.

#### **RULE 12: 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 are no three (3) point shots for the C, D, E, and EE Levels.

#### **RULE 13: GAME PARTICIPATION**

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

**NOTE:** This rule does not apply if it is discussed between coaches prior to the start of the second half of the game that a player who is in uniform cannot or does not want to play due to a circumstance. (ex. injury, anxiety, etc.) This player will still be able to sit on the sideline with their team, but will be stricken from the roster prior to the second half starting. The referees will also be informed of this instance prior to the start of the second half.

- B. Substitutions: EE Level Only
  1. Each player is required to receive playing time that is as equally distributed as possible.
  2. A substitution entails replacing each player on the court with an available bench player.

#### **RULE 14**

- A. At all levels, there will only be ten (10) seconds allowed to bring the ball to the front court. There shall only be five (5) seconds to pass the ball in.

#### **RULE 15**

- A. There shall be only two (2) cleared coaches on the bench for C, B, and A. Only three (3) cleared coaches are on the bench for D, E, and EE.

**NOTE:** The penalty for failure to comply with this is the removal of uncleared Coaches.

- B. The Head Coach can stand in the coaching box. Assistant Coaches must remain seated. If the Head Coach receives a technical foul (directly or indirectly), they lose the privilege to stand and must remain seated for the rest of the game.

#### **RULE 16: CONDUCT:**

- A. Strict adherence to the Code of Conduct for Coaches, Players, Parents, and Spectators.
- B. The Head Coach is responsible for the conduct of their Assistant Coaches, Players, Parents, and Fans.
- C. A player or coach is ejected on the second technical foul assessed to them during the game.
- D. An ejected player or coach is suspended for the remainder of that day's game and the next scheduled game.
- E. A player or coach ejected a second time is suspended for the remainder of the season.
- F. Any person ejected by the official is ejected from the gym, school, and school property for the duration of the ejection.
- G. An ejection of a Coach and/or Player should be noted on both Game Rosters.

#### **RULE 17: SET-UP, TAKE-DOWN, AND CLEAN-UP:**

- A. **DO NOT** allow your parents, players, children, or friends to wander through the schools. Our league is authorized to use the gym and adjacent restrooms **ONLY**. Misuse of these facilities could result in their loss to this league and possibly future leagues. **Parents need to supervise their children at all times.**
- B. In CKSD GYMs, the **ONLY** thing allowed is water. No food, sticky drinks, etc. If your team does after-game snacks, hand them out outside the gym.
- C. We can minimize the impact on the school facilities and the cost to use these facilities by observing the following gym rules:
  1. Help set up chairs and scoring tables for the first game, and please assist in putting chairs and tables away at the end of the day's final game.
  2. If you move PE equipment, please put it back in the same place you moved it from.
  3. If lowering the baskets, put them back to their regular height.
  4. Each team should take a towel for cleaning up water bottle spills near the bench area before the next team arrives.
  5. When the game is over, please collect your gear and move to a corner away from the benches for your post-game discussion. It is very important for each game to start at its scheduled time. This will benefit all the families involved, the officials scheduled for multiple games, and facility management.

**KITSAP PENINSULA ADULT PEE WEE ASSOCIATION**  
**MAN-TO-MAN DEFENSE RULES**  
**C LEVEL AND BELOW ONLY**

- Only man-to-man defense is allowed; no double-teaming is permitted except as help defense within the three-point arc.
- Help defense is only allowed when leaving individual coverage to stop an offensive player who has beaten their defender inside the 3-point line or received a pass in the key.
- No double-teaming or off-ball help defense to prevent players from receiving passes anywhere on the court.
- Double-teaming the ball is not allowed. If a defender is beaten, another may switch, but both cannot pursue the same player; one must defend someone else.
- Zone and trapping defenses are prohibited. Coaches must enforce man-to-man defense. Officials will issue warnings if players do not comply.