

Vilonia 1st and 2nd Grade Pee Wee Basketball
Conference Rules of Play
2024-2025

1. All conference games and conference tournament games will follow NFHS Basketball rules unless otherwise noted in this document. A copy of these conference rules will be provided at the scorer's table prior to the start of the first game.
2. Admission to all conference games, including the conference tournament games, will be \$5.00 for adults, free entry for high school students and below. Only one coach and one assistant coach per team will be allowed in free of charge with coaches pass. Coaches pass will be provided prior to season starting. **No season passes will be available.**
3. The conference will consist of teams competing in 8 regular season weekends. Final scheduling arrangements will be determined on a yearly basis as the number of teams are available.
4. Conference games will be scheduled during the months of November, December, January, and February. (Games will begin after Thanksgiving). Regular conference games will be played on Saturdays only.
5. Saturday games will begin no earlier than 8:00 am and follow a **50-minute schedule.**
6. Two (2) officials will be provided for conference games. Both officials must know the peewee rules of play and NFHS Basketball Rules.
7. Cancellation of games will only be allowed by permission of the program director. Cancelled games should be rescheduled at the convenience of both teams. If an arrangement cannot be made or agreed upon, the team that initiated cancellation of original scheduled game will forfeit.
 - a. Inclement weather- In case of inclement weather, it will be the sole responsibility of the program director to decide whether to continue play. If games are cancelled for inclement weather, games should be rescheduled at the next available opportunity to play. If a game cannot be made it, it will be considered a "no contest" and neither team will be given a forfeit.
8. There will not be a conference tournament at the end of the regular season.
9. A chain of command has been established to handle any concerns that may arise during the season. The chain of command is as follows: Parent – Coach – Program Director. Therefore, no parent should be contacting anyone but their coach. If a parent has contacted their coach and feel that you still have unresolved issues, then you can go to the program director.
10. Each player must have a signed waiver form before being allowed to play. Must be signed by a parent or legal guardian.
11. **GAME PLAY:** Teams will play four (4) six-minute (6:00) quarters, with a running clock. Halftime will be five minutes (5:00). Warm up period between games will be five minutes (5:00).
 - a. Games will be played with 27.5" size Youth basketball. Game ball will be provided by the program director.
 - b. All games will be played on 8' goals.
 - c. Running clock will be stopped for timeouts, injury, free-throws and at the end of each quarter.
12. **PLAYING TIME:** Every player shall see a minimum of two (2) quarters of playing time in every game. It is the coach's responsibility to ensure playing time for every player.
 - a. **If a player does not start the game, they are required to start and play the entire 2nd quarter of the game.**
 - b. Players may be held out of a game for disciplinary reasons. If a player is being withheld for disciplinary reasons, the parents of the player will need to be notified by the coach. The coach will need to notify the program director, scorer's table and opposing coach prior to game.
13. **TIMEOUTS:** Each team will be granted 4 (four) timeouts per game. These timeouts can be used at any time during the game at the discretion of the coach. Any coach in the bench area will be allowed to call for a timeout. Timeouts can only be called when your team has the ball on offense and the ball is in the hands of one of your players. Or when there is a "dead ball" situation. Coaches cannot call for a timeout if your team is on defense.
14. **FREE-THROWS:** Free-throws will be shot from three (3) feet inside the official free-throw line. A distinguishing mark will be in place prior to games. Players must start shot behind free-throw line but are allowed to jump over the line to shoot the ball.
 - a. No player shall advance to the basketball for a rebound until the ball hits the rim. If the ball hits the rim on "live ball" shot, it will be considered live and can be rebounded. If the ball does not hit the rim, it will be a turnover and be given to the other team on the baseline.
 - b. Bonus free-throws (one & one) will be assessed on the 7th team foul. Double bonus free-throws (two shots) will be assessed on the 10th team foul.
15. **HALFTIME FREE THROWS:** During halftime of each game, all players from both teams will shoot free-throws. If a free-throw is made, it will count for the score of the game. Visitors will shoot free-throws first, followed by the home team. **Each player will be allowed to shoot 1 free throw only. (If a team has 6 players present, they will get 6 free throw attempts, if the other team has 8 players present, they will get 8 free throw attempts.)**
 - a. If a player has fouled out or is out of the game for disciplinary reasons, the player will not be allowed to shoot halftime free-throws.
16. **DEFENSE:** 1st-2nd grade combined league: All players on defense will be behind the 3-point line during the 1st, 2nd, and 3rd quarters. Half-court defense will be allowed in the 4th quarter only. **1st grade only league: All players will be on defense behind the 3-point line throughout the entire game. No half court press will be allowed.**
 - a. **Mercy rule:** If a team is ahead by 15 points or more, the team must remain behind the 3-point line on defense during the 4th quarter. Once the lead falls below 10 points, the game will revert to normal play.
17. **OVERTIME:** If the score is tied at the end of regulation play, the game will be determined by free-throws. Each coach will pick a player from their team to shoot one (1) free-throw. The visiting team will shoot first, followed by the home team. One player from each team to

shoot is considered one (1) round. The teams will shoot one free-throw per round until a winner is established. Every player on a team is required to shoot a free-throw before a player can shoot a second free-throw.

- a. If a player has fouled out or is out of the game for disciplinary reasons, that player will not be allowed to shoot.
- b. If both teams have allowed their entire roster to shoot two (2) times through, and the score is still tied, the game will end in a tie.

18. PLAYER TECHNICAL FOULS:

- a. **Flagrant Technical Foul-** A flagrant technical foul includes but is not limited to fighting, cursing, throwing a punch or an intentional elbow at another player or an official, etc. Any player receiving a flagrant technical foul is ineligible for play for the remainder of the game. The opposing team will be awarded two (2) free-throw attempts and receive possession of the ball out of bounds. The player receiving the flagrant technical foul will be ineligible for the next full game they attend. Players will be dressed in plain clothes and will sit on the team bench. Discretion should be used by all officials when assessing flagrant technical fouls to players.
- b. **Technical Foul-** A regular technical foul could be any number of reasons that are not deemed flagrant in nature. Any player receiving a technical foul is ineligible for the remainder of the game. The opposing team will be awarded two (2) free-throw attempts and receive possession of the ball out of bounds.

19. BENCH PERSONNEL/COACH TECHNICAL FOULS: Only two (2) coaches will be allowed on the team bench during warmups, game time, and half time! There will be no other adults allowed on the team bench during the game or after the game. ALL PARENTS, FANS, SPECTATORS are to stay on the bleacher side of the gym before, during, and after games. At least one (1) coach must be over the age of 21. Coaches are to remain in front of their bench at all times during the game and are not to be on the court at any time during the game. Bench personnel will be limited to only players that are on the team currently participating in the game, no other players from other teams are allowed on the bench during the game. Any coach who receives a technical foul for unsportsmanlike conduct will be reported to the program director or person in charge. Any coach who receives a technical foul during a game must remain seated on his/her bench for the remainder of the game, as well as any other coach on that bench. The opposing team will be awarded 2 (two) free-throw attempts and possession of the ball out of bounds. If a second technical is awarded to the coach, the coach will have to immediately leave the gym. The assistant coach will be able to remain for the remainder of the game but will have to remain seated.

- a. If a coach receives a technical foul, he/she will be required to referee a game in either 1st and 2nd grade basketball or a Vilonia Pee Wee basketball game before being allowed to resume coaching with his/her team.
- b. If a coach receives multiple technical fouls, his/her coaching status may be revoked by the program director or program committee.

20. PARENT/FAN/COACH CONDUCT: Parents and fans are asked to conduct themselves in an orderly fashion. No profane language will be tolerated at any time by a parent, fan, coach, or player. Badgering or harassing of an official or score keeper will not be tolerated. At no time is a parent or fan allowed on the court except for an injured player. Should any of the above violations occur, the program director or person in charge will make the parent or fan aware of the rules. Failure to comply with the rules will result in the removal of the offending person/persons from the building. A second violation will result in suspension of the offending person/persons from all remaining games of the season.

21. PRACTICES: Practices are not to begin before draft/evaluation. Practices scheduled at Vilonia School District buildings will range from a minimum of 45 minutes to an hour and a half depending on scheduling and the facility used. Coaches are responsible for starting and stopping their team's practice on time in consideration of other teams to not infringe on other team's practice times. If a coach runs over practice time, they will receive a warning from the program director. If this continues after a warning from the program director, that team's practice times could be revoked. Teams that cancel practice must notify the program director with 24-hour notice. Teams that cancel a practice and do not provide the program director with 24-hour notice may be subject to losing access to practice facility. All coaches shall attend each practice or have his/her assistant coach attend in his/her place. Players shall not be allowed to practice without adult supervision. Only Vilonia students are allowed to practice in the Vilonia gyms. Teams are only allowed to practice in their designated practice time slot at their designated gym. You may not switch to a different gym or time just because there is an open time slot. If you are caught doing this, your team's designated practice time will be revoked for the remainder of the season.

22. UNIFORMS: Jerseys will be provided by the conference program director. Shorts and shoes will be player provided. Players will be required to wear proper footwear (No street shoes, boots, heels, or otherwise marking sole shoes are allowed on gym floors). Player numbers must be printed on the back of the jersey. Players not in uniform will not be allowed to participate in games. No jewelry or hair ornaments will be allowed during the game.

Player Evaluation and Player Draft

1. There will be a player evaluation and player draft every year. No team will be able to “stay together” for more than one season.
2. Each team will have 1 (one) designated Head Coach. An assistant coach can be chosen from the parents of players picked for your team or can be someone else of your choice.
3. Each coach will be allotted 1 (one) “saved” or “protected” player. This will include the head coach’s son/daughter.
4. ALL PLAYERS are required to go through evaluations at the beginning of each season. (even “protected players”)
5. No parents or 1st and 2nd grade coaches will be allowed in the gym during evaluations.
6. Players will be evaluated and graded according to their skill set. (i.e., dribbling, shooting, passing, running)
7. Players will be placed on teams by program coordinators.
8. Teams will be drafted to make the fairest teams possible.
9. For the teams, we will try to keep an even number of 1st graders on every team as well as an equal number of 2nd graders. There may be a slight variation depending on how players are evaluated.
10. If there are not enough boys or girls to make a separate league, the boys/girls will be split up evenly amongst the teams and we will have a co-ed league.
11. Efforts will be made to ensure that teams will have no less than 7 players and no more than 10 players. The final number of players per team will be determined by the total number of registrations.
12. Trading and/or recruiting players after the draft is strictly prohibited.
13. During the season, a player may not quit a team and be “picked up” by another team.
14. Players cannot choose a team/coach to play for.
15. Final rosters will be printed and on the scorer’s table before each game.