

Central Arkansas Pee Wee Basketball Conference

Rules of Play

2024-2025

1. All conference games and conference tournament games will follow NFHS Basketball rules unless otherwise notated in this document. The host school shall provide a copy of these conference rules at the scorer's table prior to the start of the first game.
2. Admission to the conference games, including the conference tournament games, is \$5.00 per adult, high school age and under is free admission. Coaches will be provided with a coaches pass.
3. The conference will consist of eight (8) schools competing on ten (10) regular season weekends. Final scheduling arrangements will be determined on a yearly basis as the number of teams per school is available. Schools/Towns are as follows:
 - a. Clinton
 - b. Conway Christian
 - c. Maumelle Charter School
 - d. Mayflower
 - e. Mt. Vernon-Enola
 - f. Quitman
 - g. Rose Bud
 - h. South Side Bee Branch
 - i. Vilonia
4. Conference games will be scheduled during the months of November, December, January, and February. (Games will begin around mid-November). Regular conference games will be played on Saturdays only.
5. Saturday games will begin no earlier than 8:00 am and follow a 45–55-minute schedule.
6. The Home school will provide two (2) officials for conference games. Both officials must know the CAPWBC rules of play for each grade as well as the NFHS Basketball Rules of Play. The host town will be responsible for payment of their officials.
7. Cancellation of games will only be allowed by permission of the town directors of both teams involved and will only be granted for very specific or extreme circumstances. There will be no games rescheduled or considered a no-contest for any type of illness. Games cancelled should be rescheduled at the convenience of both teams. If an arrangement cannot be made or agreed upon, the team who initiated the cancellation of the original scheduled game will receive a forfeit. In case of inclement weather, it will be the sole responsibility of the two (2) town directors involved to decide whether or not to continue to play. Both parties must agree to cancel games prior to any teams leaving the venue. If an agreement isn't reached and teams choose to leave on their own, they will be assessed a forfeit and games will not be rescheduled.
8. Scores will be submitted no later than 10:00 am on Mondays following Saturday's games. Standings will be updated on the website no later than 10:00 am on Tuesdays. Standings can be found at viloniapeeweebasketball.com.
9. There will be a conference tournament at the end of the regular pee wee season. All teams in the conference will be seeded by division according to win-loss records. All games, both divisional and cross divisional, will count toward seeding in the tournament. If there is a tie in seeding, the seeding will be determined according to the Basketball Tie-Breaking Procedure as outlined in the AAA Handbook as follows:

Rule 6. TIEBREAKING PROCEDURE.

A. If two teams are tied from regular season conference play, tiebreaker procedures will be:

 1. Head-to-head in regular season conference play.
 2. If the two teams have split, margin of victory between the two teams, with a maximum of 10 points per game.
 3. If the two teams are still tied, all winning conference game points, with a maximum of 10 points per game.
 4. Forfeited games. The offended teams shall receive 10 points when tabulating the sum of the winning margins for breaking conference ties.
 5. If the two teams are still tied, a coin flip by the Arkansas Activities Association's Executive Director or his designee will decide seeding.

B. If three or more teams are in a tie from regular season conference play, tiebreaker procedures will be:

 1. Head-to-head competition.
 2. If a team has been defeated by one of the other teams twice (or once when a single round robin is used), they will be eliminated.
 3. If two teams remain, the teams would go to step two listed above in Paragraph A.
 4. If step two does not break the tie, step three would follow, then step four, then five.
 5. If three teams remain, the teams would go to Paragraph C.

C. If three or more teams are tied and each team has split (or a perfect triangle), each position will be decided using the two-team tie-breaking procedure in Paragraph A to determine which two teams go head-to-head for the first available position. First, tabulate the margin of victory in all conference games (up to 10 points per game). The two teams with the greatest margin of victory in conference games shall utilize the procedure in Paragraph A to determine the first position available. Use the same process to determine the second position available and all other positions available for the teams involved in a three or more-team perfect triangle tie.

Conference tournament games may be held during the week and will begin no earlier than 5:00 pm. There will be no games scheduled for Wednesdays.
10. Player eligibility and which school/town they play for will follow the same rules as governs high school athletics in Arkansas, please refer to the AAA Eligibility Guidebook for more details. Players must play in the grade they are enrolled in. Rosters must include all members that will play for that team at any time during the season, including alternates (please see alternate player rule #11). In the event of a player moves away from a league school during the season, the player may continue to play on their original team but may not be added

to a different league team. Rosters will consist of Player's Name, Grade, DOB, Signature, and Parent Signature. Once the conference roster is submitted, no additional players will be added during the season.

11. A team may add up to three (3) alternates that can be selected from a team in a lower grade only. Alternate players must be listed on the official roster before conference games begin. An alternate player is only allowed to appear on one (1) additional roster other than their own team's roster. Alternates are allowed to play up one (1) grade from the grade that they are enrolled in school. Alternates will not be allowed to participate in any game in which there are seven (7) actual team members present. If a team has less than seven (7) players present, they may use the alternate player(s) until the 7th member of the team arrives at the game. Only the number of alternates required to get the team to seven (7) total players will be allowed for any game in which alternate players are eligible to play.
EXAMPLE 1: Team a (6th grade) only has FIVE (5) 6th grade players arrive by game time, therefore only TWO (2) of their alternate 5th grade players may participate. If an additional 6th grade player arrives, then only ONE (1) of the alternate players may participate. Additional alternate players will not be eligible once a team has designated how many alternates are required to have seven (7) total players for a game. **EXAMPLE 2: Team A (6th grade) only has FIVE (5) 6th grade players arrive by game time, therefore only TWO (2) of their alternate 5th grade players may participate. Team A has 3 players foul out of the game, leaving only FOUR (4) eligible players. The team will finish the game with FOUR (4) players and may not insert their third alternate player since they were not eligible to participate at the start of the game.** Alternate players are not allowed to be in the starting lineup for any game unless a team does not have at least five (5) players of its own grade at the start of the game. Alternate players should not see more playing time than actual team members.
12. Each player must have a signed waiver before being allowed to play. Each school/town is responsible for their own waiver form. Coaches are responsible for keeping a copy of each of their player's birth certificate, signed registration form, and signed waiver form with them at all times.
13. Player eligibility must be questioned prior to the start of the game. If a player's eligibility is questioned, it is the responsibility of the coach to provide the player's birth certificate and a team roster. If the coach cannot provide the player's birth certificate and/or the team roster at the time of the protest, then the team will forfeit the game.
14. Age limits will follow the most current guidelines as outlined in the AAA Eligibility Guidebook. The age of ineligibility for each grade will be as follows: 6th grade- 13: 5th grade-12: 4th grade-11: 3rd grade-10. Refer to AAA Eligibility Guidebook for most current cutoff date.
15. If a town chooses to split an age group into multiple teams, the attached "CAPWBC Draft Guidelines" will be followed accordingly.
16. 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-Hometown Director-Other Town Directors. Therefore, no parent should be directly contacting anyone except their coach. If a parent has contacted their coach and feels that the issue is not resolved, then the parent may go to their Hometown Director. Parents should never directly contact another town director.
17. **GAME PLAY:** 3rd, 4th, and 5th grade teams will play two (2) 16-minute halves with a running clock, with a 3:00 minute halftime, and a 5:00 minute warm-up period between games. The clock will stop in the last 2:00 minutes of each half for normal clock stoppage. 6th grade teams will play two (2) 18-minute halves with a running clock, with a 3:00 minute half-time, and a 5:00 minute warm-up period between games. The clock will stop in the last 2:00 minutes of each half for normal clock stoppage. **Running Clock:** The clock will stop for timeouts, injured players or excessive delays. Halftime minutes and warm-up minutes can vary slightly depending on how far ahead or behind the games are running at the gym being played in. All grade divisions will play with a 28.5" size basketball. All games will be played on a 10 ft. regulation size goal.
18. **PLAYING TIME:** Every player present shall see playing time in every regular season conference game unless that player is being withheld for disciplinary reasons. If a player is being withheld from a game due to disciplinary reasons, the coach must notify both town directors of the game involved, as well as the opposing coach, the scorer's table, and the referees prior to the start of the game. It will be the coach's responsibility to promote playing time for all players. The conference tournament is excluded from this rule. Teams may play their players at their own discretion during the tournament.
19. **FREE THROWS:** 3rd and 4th graders will shoot free throws from three feet inside the regulation free throw line. A distinguishing mark will be in place prior to those games. 3rd grade will not be penalized for jumping over the line. 4th grade will be penalized for jumping over the designated free throw line. 5th and 6th grade will shoot free throws for the regulation free throw line. 5th grade will not be penalized for jumping over the free throw line. 6th graders will be penalized for jumping over the free throw line. 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.
20. **TIMEOUTS:** Each team will be granted four (4) 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. One (1) additional timeout will be granted for each overtime period played except sudden death overtime.
21. **FULL COURT PRESS:** 3rd Grade: Full court press will not be allowed during any part of 3rd grade games. 4th Grade: Full court press will be allowed during the last 8:00 minutes of each 4th grade game. 5th and 6th Grade: Full court press will be allowed during the second half of each 5th and 6th grade game. A team that repeatedly and deliberately plays an illegal full court press defense will be warned once and then penalized by awarding the opposing team two (2) free throws and possession of the ball at half court. It will be the referee's sole discretion as to a warning for illegal full court press of a penalty assessed for illegal full court press.
22. **MERCY RULE:** 3rd and 4th Grade: (15 points) If a team has a (15) point or more lead at any time during the game, then that team must play defense inside the 3-point line until the lead falls below 15. If a team has a 15-point lead in the last 2:00 minutes of the second half, the clock will run continuously for the remainder of the game with no stoppage except for timeouts, injured players, or official timeouts, regardless of the score. 5th and 6th grade: (20 points) If a team has a 20 point or more lead at any time during the 2nd half, the game clock

will continuously run for the remainder of the game and that team may not full court press for the remainder of the game (They will only be allowed to play defense up to half court) regardless of the score.

23. **OVERTIME:** No regular season conference games or conference tournament games will end in a tie. **3rd Grade:** If the score is tied at the end of regulation, one (1) 2:00 minute overtime period will be played. A jump ball will begin the period. If the game remains a tie at the end of the overtime period, teams will shoot free throws to determine a winner. Each coach will pick a member of their team to shoot one (1) free throw. The home team will have the option of shooting first or second. Each team member will only be allowed to shoot once until all players on the eligible roster have taken a turn. Players who have fouled out of the game will not be eligible to shoot free throws. Teams will alternate shooting until one team is ahead at the end of a round. A round consists of one (1) member of each team taking a free throw shot.
- EXCEPTION:** During the conference tournament, free throws will not be used to break a tie. 2:00 minute overtime periods will be played until a winner is determined.
- 4th, 5th, & 6th grade:** If the score is tied at the end of regulation one (1) 2:00 minute overtime period will be played. A jump ball will begin the period. If the score is tied at the end of the first overtime period, sudden death overtime will be played until a winner is determined.
- EXCEPTION:** During the conference tournament, games will not go to a sudden death overtime. 2:00 minute overtime periods will be played until a winner is determined.
24. **PLAYER TECHNICAL FOULS: Flagrant Technical Fouls:** A flagrant technical foul includes, but is not limited to fighting, cursing, throwing a punch or an intentional elbow at another player, throwing a basketball at any other player or an official, etc. Any player receiving a flagrant technical foul is ineligible for the remainder of the game. The opposing team will be awarded two (2) free throws and receive possession of the ball out of bounds. The player receiving the flagrant technical foul will also be ineligible for the next full game that they attend. The player will be dressed in plain clothes and will sit on the team bench. If the offender is from the visiting team, the host team's director must notify the visiting team's director of the incident. Discretion should be used by all officials when assessing flagrant technical fouls to players.
- Technical Fouls:** 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 throws and receive possession of the ball out of bounds.
25. **BENCH PERSONNEL/COACH TECHNICAL FOULS:** Only two (2) coaches will be allowed on the team bench. There will be no other adults allowed on the team bench during the game. At least one (1) coach must be over the age of 21. 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 a game. Coaches are to remain in front of their own bench at all times during the basketball game and are not to be on the court for any reason other than an injured player. **Only one (1) coach is allowed to stand at any time during the game. One warning will be given to a team that has more than one (1) coach standing. After the warning, the team will receive a technical foul.** Any coach who receives a technical foul for unsportsmanlike conduct will be reported to the host gym's director or person in charge. If the offender is from the visiting team's school, the visiting team's director will be informed by the host team's director. **Any technical foul assessed to a coach or to the team bench during a game will result in ALL COACHES being restricted to sitting for the remainder of the game.** The opposing team will be awarded two (2) free throws and possession of the ball out of bounds. If a second technical foul is awarded to the coach or team bench, the coach will have to leave the gym immediately.
26. **PARENT/FAN/SPECTATOR CONDUCT:** Parents, fans, and spectators will be asked to conduct themselves in an orderly manner. No profane language will be tolerated at any time by a parent, fan, spectator, coach, or player. Constant badgering of officials will not be tolerated. At no time is a parent, fan, or spectator allowed on the playing court, except for an injured player. Should any of the above violations occur, the director or the person in charge will make the parent, fan, or spectator aware of the rules. Failure to comply with these rules will result in the removal of the offending person from the building. A second violation will result in suspension of all remaining games for the season, including the conference tournament.

CAPWBC DRAFT GUIDELINES

Third Grade:

- Each coach is allowed two (2) “saved” or “protected” players. (This will include the coach’s and assistant coach’s children)
- Teams that do not have two (2) “saved” or “protected” players will get first selection in the draft until they reach two (2) players, then they will fall into the selection process as outlined.
- “Saved” or “Protected” players must be reported to the program director prior to the start of the draft.

- All “non-protected” players will be placed in the draft.
- The responsibility of organizing and holding the draft will go to the program director.
- Coaches will draw numbers to determine the order in which they will draft players. The draft will follow a “snake” or “serpentine” draft order as in the example below:

First Round	Second Round	Third Round	Fourth Round
1	3	1	3
2	2	2	2
3	1	3	1

- Players will be drafted until all players are assigned to a team.
- Effort will be made to ensure that teams will have no less than seven (7) players and no more than nine (9) players. The final number of players per team will be determined by the total number of registrations for each age group/division.
- Trading and/or recruiting players after the draft is strictly prohibited.
- During the season, a player may not quit a team and be “picked up” by another team.

Fourth, Fifth, and Sixth Grade:

-Returning players in 4th, 5th, and 6th grades will be placed on the same team they played for in the previous year. Each town will have the choice on whether teams stay together from year to year, or if they redraft each year. If an age group is redrafting, the draft guidelines will revert to the Third-Grade draft rules listed above.

- Players new to the league will be placed in a draft.
- Returning players do not participate in the draft.
- A coach and/or player’s legal guardian may request a player to be removed from a team that he/she played for in the previous year. This player must return to the draft and cannot be selected by the team they chose to leave. The coach must choose a replacement player for the draft. They will not be allowed to hand pick a replacement. The player cannot choose the team they want to be placed on. They must be chosen through the draft process. Players returning to the draft must inform the program director during sign ups.
- The responsibility of organizing and holding the draft will go to the program director.
- 4th, 5th, and 6th grade coaches will make draft selection in reverse order of league standing from the previous year. (i.e. the team with the worst record will choose first; the team with the best record will choose last). The draft will follow a “fixed” draft order as in the example below:

First Round	Second Round	Third Round	Fourth Round
1	1	1	1
2	2	2	2
3	3	3	3

- Players will be drafted until all players are assigned to a team.
- New teams will follow the Third-Grade draft guidelines outlined in the previous section. If more than one new team is formed, the draft order will be determined by random drawing.
- Effort will be made to ensure that teams will have no less than seven (7) players and no more than nine (9) players. The final number of players per team will be determined by the total number of registrations for each age group/division.
- Trading and/or recruiting players after the draft is strictly prohibited.

-During the season, a player may not quit a team and be “picked up” by another team.