

BOYS BASKETBALL

Leagues	Game Days	Goal Height	Game Ball Size	Team Fee Resident/Non
Kindergarten	Saturday	8 feet	27.5 (Junior Ball)	\$325/\$350 *New Fee Structure. See page 2.
1 st grade	Saturday	8 feet	27.5 (Junior Ball)	\$325/\$350 *New Fee Structure. See page 2.
2 nd grade	Saturday	9 feet	28.5 (Women's Ball)	\$325/\$350 *New Fee Structure. See page 2.
3 rd grade	Friday	10 feet	28.5 (Women's Ball)	\$325/\$350
4 th grade	Thursday	10 feet	28.5 (Women's Ball)	\$325/\$350
5 th grade	Tuesday	10 feet	28.5 (Women's Ball)	\$325/\$350
6 th grade	Monday	10 feet	28.5 (Women's Ball)	\$325/\$350

Registration:

November 11th – December 8th 2024

League Begins:

January 2, 2025

All registrations are taken online! Visit www.recdesk.republicparks.com to login or create your account. Select "Youth Sports" and "Basketball" using the category filter. Be sure to select the correct grade or age division for "Team Sign-up (Coaches Only)" and follow the prompts to register your team. During this process, you will be asked to complete a roster form with first and last name of every player on your team. This will let us know who to add to your roster, but each individual will be required to complete the "Individual Sign-up" before being placed on your team. Players will NOT be allowed to participate in games until their parent or guardian has completed this step. Please direct your team to complete their online registration.

Background Check:

All coaches and co-head-coaches are required to pass a background check (no cost to the coach) before they will be allowed to coach. Information regarding background checks is available at republicmo.com. Background checks are good for two years, at which point a new submission will be required.

Coaches Meeting:

Coaches' meetings will be held on **December 19th**; Kindergarten – 6th grade will be held at 6:00 p.m. at the Republic Community Center; Pee Wee Hoops will be held at 7pm at the Republic Community Center. Streaming options will be available for both meetings. Links to view a recording of the meeting will be posted online, in the days following the meeting.



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Practices:

Practices are hosted at the convenience and discretion of the teams coach(s). Teams may host practices at a facility of their choosing and are responsible for carrying out team practices if they choose to do so. Republic Parks & Recreation gyms are available for rental; half court for \$15 or a full court for \$30. Rental fees are due at the time of reservation.

New Fee Structure for K - 2nd Grade:

Individuals who "Need a Team" for participation, will pay a pre-set fee (\$40.00 resident / \$45.00 non-resident), as opposed to a portion of a team-fee. This will eliminate the need to pay your portion of a team-fee to a coach whom you just met. This individual fee does not include additional expenses such as uniforms, equipment, etc. Coaches will determine the route their team chooses to procure uniforms. We cannot guarantee team placement but strive to place all registrants! Individuals who are not able to be placed on a team, will receive a full refund.

Individuals who already have a pre-determined team will pay their coach, as part of a team fee. They are not required to make a payment to Republic Parks & Rec at the time of registration but will instead pay their coach. Team Fees are divided among the participants of that pre-determined team. Coaches will collect the team registration fee (see table provided on cover page) and any additional expenses such as uniforms.

Rosters:

All teams must have a minimum of seven participating players on their roster and we recommend no more than twelve. If a team has less than 7 players on their roster, we reserve the right to add additional players to the team.

Rules of Play:

Republic Parks & Recreation Basketball League is an instructional program designed to help encourage youth to participate in sports activity and enjoyment. All leagues will be following Missouri State High School Athletic Association (MSHSAA) rules, with exceptions for certain rules pertaining to court size, uniforms, and adopted "local" rules as follows:

1. Games will consist of two 16-minute halves, a three (3) minute half time, and three (3) minutes between games. Half time and time between games may be shortened to 2 minutes each if we are running behind schedule. Each team will receive two time-outs per half with no carry over.
2. Clock runs continuous throughout the game, until the last sixty (60) seconds of the second half. The clock will remain continuous even during the last minute of the game in grades K-1 or if one team has a 20 point or more lead over the other. The clock will only be stopped for time-outs.

Uniforms and Equipment

- a. Basketball size:
 - a K-1st Grade (27.5 – Junior Ball)
 - b 2nd - 6th Grade (28.5 - Women's Ball)
- b. Court shoes are required.
- c. Jerseys should have unique numbers.



Goal Height

- d. K-1st Grade : 8 feet
- e. 2nd Grade : 9 feet
- f. 3rd – 6th Grade : 10 feet

3. Free Throw Distance

- a. K – 3rd Grade : 10 feet
- b. 4th - 6th Grade : 15 feet
 - a. 4th Graders: Must shoot from the 15ft line. However, they are permitted to cross the line with a jumping shot. The shooter should come to a stop before attempting to gather any rebound.

4. League Rules

- 1) Full Court Pressing: K-1st are restricted to playing defense within the three-point line until the last minute of the game, at which time half court press can take effect. 2nd and 3rd grade are restricted to a half-court press until the last two minutes of the game, at which time full-court press takes effect. 2-3rd grade may not full-court press if their team is winning by 10 or more. For grades 4-6th, full-court pressing is permitted only when a team is less than 20 points ahead. All defensive players must drop behind half-court (to a half-court press) when pressing is prohibited. Coaches, please exercise good sportsmanship.
- 2) No more than a twenty-point lead will be shown on the score board; however, the official score will be kept in the scorebook. Since K-1 is an instructional league, no score will be kept, only time will be recorded, and teams will not switch sides at half. Coaches are permitted on the court in the k-1 league (one coach per side). 2nd-6th grade coaches are not allowed to stand on a baseline (under the basket) to coach their team.
- 3) Three-second violations will be called on 5th and 6th grade teams only.
- 4) Tie games will be decided as follows:
 - a. 2nd Grade: Will end in a tie, with no overtime.
 - b. 3rd – 6th Grade: Will play one, two-minute overtime period with a continuous running clock. Each team receives one time-out. If one team is not ahead at the end of the overtime, the game remains a tie.

During a tournament game if the score remains tied after one overtime period, additional over time periods of 2 minutes with no time outs will follow until a winner is declared.

- 5) Players may play on no more than two **teams per grade division** in the youth basketball program. **Players may play in two different grade levels as eligible.** Players may play up grade levels, but not down.
- 6) All team members present and dressed out must play at least eight (8) minutes of each game. The number of minutes played may be monitored. If a coach is found to be playing a player less than eight minutes the team will forfeit that game and the coach will be suspended for the next game.

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- 7) Game time is considered forfeit time. A team may start a game with no less than four (4) players present and on the court. A five-minute grace period will be allowed for the first game only.
- 8) Should a team forfeit two consecutive games without properly notifying the Recreation Department the team will be dropped from the league. Notification must be given two working days prior to the forfeiture.
- 9) Two adult coaches are permitted on the bench. Referees do have the authority to make coaches sit if on the bench if a conflict arises. Coaches who do not abide by this rule will receive a warning from the referee and may receive a Technical Foul at the referee's discretion.
- 10) No protests are allowed on judgment calls of the officials. Concerns about officials must be made to the recreation supervisor. All protests must be filed at the Community Center, by the head coach or the assistant coach, within twenty-four hours of the violation.
- 11) Teams are required to exhibit sportsman-like conduct after each game by lining up and shaking hands. If a team fails to comply, they will be given an Administrative Technical Foul to be administered at the beginning of the team's next game.
- 12) If a coach or player receives two technical fouls in one game, he or she must leave the facility immediately. If a coach or player is ejected from the game/facility more than once the coach/player will be suspended and may be expelled from the facility pending a meeting with the Recreation Supervisor and/or Parks & Recreation Director.
- 13) Each team will receive two coaches' passes good for free entry into any & all the games during the season. **Coaches' passes must be shown at the gate. All other persons, excluding players, over the age of 12 and under the age of 65 must pay a \$3.00 entry fee and 65 and older must pay \$2.00.**
- 14) The recreation supervisor reserves the right to make final determination on any rules or interpretations that may arise throughout the season.

Behavior that threatens the integrity of the Parks and Recreation program, staff, facilities, or its participants will not be tolerated. Violations may result in individuals being permanently suspended from programs offered by the Parks and Recreation Department.

