

**Branson Parks & Recreation**  
**PeeWee - Basketball Rules**

1. PeeWee Basketball is an instructional league designed to introduce children to the game of basketball.
2. Players must be 3 or 4 years old by January 1. 5 year olds are not allowed to participate in the PeeWee league even if they are not enrolled in kindergarten. Players may only play on one team in the league.
3. There shall be no team registration in the PeeWee League. All participants wishing to play must sign up individually. Players shall then be put into a draft where a coach may select 5 players. The remaining team will be randomly selected by the Parks and Recreation staff. Players must stay in their age division and cannot play up or down a division.
4. Players must have a team shirt to play. All jewelry must to be removed for safety. Earrings must be removed prior to the contest. NO EXCEPTIONS!
5. Basketball Size: Junior Ball (27.5 in – Ultralight)                      Goal Height: 7 feet
6. Each team will have the court for 45 minutes. The first 20 minutes each team will practice. The second 25 minutes the two teams will play a scrimmage game.
7. The game will start with a coin flip to determine who gets the ball first.
8. Teams may start a game with as few as four players. If a player is lost due to injury or disqualification (foul out, technical foul) teams may play with as few as three players. If a team cannot field three players, the game shall end.
9. The game will consist of four - 4 minute quarters with a 2 minute halftime. Substitutions may be made during any dead ball. No official score will be kept.
10. All players are required to play at least 4 minutes of each half. No players can play the entire game unless only 5 players are present.
11. Personal fouls will not be recorded, so coaches please use your best judgment on when to sit players down when they are constantly fouling others. Travelling, double dribble, and all other violations will be called loosely, if called at all. There will not be a turnover on violations.
12. Each team is allowed to have one coach on the court during the game. The coach will assist the game official in coordination of the game. Coaches must position themselves outside of the playing action. Coaches may not physically move players into position.
13. No free throws will be shot due to the time associated in setting everyone up to take a free throw. If a player is fouled on a shot it is a dead ball out of bounds for the offensive team.
14. There will be no three second violation for standing in the lane.

15. No half-court or full-court pressing is allowed. Games will be played on “short” courts.
16. Players who conduct themselves in an unsportsmanlike manner or receive a technical foul will be required to sit the rest of the game on the bench. A second individual technical will result in ejection from the facilities and possible suspension from the program.
17. Coaches and spectators who conduct themselves in an unsportsmanlike manner will result in a technical foul for their team. If a second technical foul is received, he or she will be ejected from the facility immediately and face possible suspension from the program.
18. As a coach, you are responsible for your team's crowd and their actions. If a problem occurs in your team's crowd, you will be given a warning to take care of the situation. If the problem persists, the coach will once again be notified and the referee will issue a technical foul against the offending crowd's team. Further problems will result in forfeit of the game and possible suspensions of team, coaches or fans.
19. The Branson Parks and Recreation Department requires that players, parents and coaches sign a “Code of Conduct” prior to the season starting that relates to behavior and sportsmanship to which ALL will be held accountable. Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and suspension from future games at the discretion of the Parks Staff.
20. The program supervisor reserves the right to move a team across divisions if it is the best interest of the youth.
21. The program supervisor will make final determination on any rules or interpretation that may arise throughout the season.