

## YOUTH BASKETBALL RULES – JUNIOR LEAGUE

### I. ADMINISTRATION

The Youth Basketball Program is an integral part of Statesboro-Bulloch County Parks and Recreation Department's Athletic Program. It will be administered and controlled by the athletic supervisor through a well-organized volunteer coaching staff. The purpose of this program is to provide an enjoyable atmosphere that enhances the advancement of teamwork, sportsmanship, and development of the fundamental skills of basketball through ample opportunities of practice.

- A. The Statesboro – Bulloch Parks and Recreation Department (SBCPRD) follows the Rules and Regulations of the Georgia Recreation and Parks Association (GRPA), with exception to the modifications found within the SBCPRD Rules and Regulations.

### II. COACHES

*Section 1.* Each team in the S.B.C.P.R.D. shall have a volunteer coaching staff assigned by S.B.C.P.R.D. Athletic staff. Coaches shall be limited to two per team.

*Section 2.* Head Coach

- A. Must be 20 years of age by September 1 of the current year.
- B. Shall be totally responsible for his assigned team and all this implies, in any S.B.C.P.R.D. event.
- C. Must be certified by NYSCA to coach
- D. Must attend all clinics.

*Section 3.* Assistant Coach

- A. Must be 18 years of age by September 1 of the current year.
- B. Are directly responsible and accountable to their head coach in all S.B.C.P.R.D. activities.

### III. ELIGIBILITY OF PLAYERS

All Junior league teams are composed of players 13-14 years of age.

### IV. PLAYER ASSIGNMENTS AND TEAMS

- A. All Junior players will be assigned a team by draft system based on player player evaluations.
- B. All players in Tiny Mites and Short Stuffs will be assigned a team by S.B.C.P.R.D. Staff.
- C. After teams are chosen, coaches must accept all players assigned to their teams. All players must accept their team assignment. No trading is allowed.

## **V. EQUIPMENT**

- A. All players must wear the team jersey provided by the S.B.C.P.R.D.
- B. Players must furnish their own pants and footwear.
- C. Shoes must be worn at all times, and must be smooth and made of soft-soled material for athletic use.
- D. A guard, cast or brace made of hard unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance – even though covered with soft padding – will not be permitted when worn on the elbow, hand, finger, wrist, or forearm.
- E. Any brace worn on the leg must be wrapped by an Ace bandage, or taped to provide a soft padding.
- F. The referee shall not permit any player to wear equipment, which in his or her judgement is dangerous or confusing to the other players. I.e., no jewelry of any kind. Soft leather or rubber (elastic) bands may be used to control hair. The S.B.C.P.R.D. will not be responsible for lost or stolen items, which must be left unattended while a person participates.
- G. No substance may be attached to a player's uniform unless authorized by the Athletic Superintendent.

## **VI. PRACTICE REQUIREMENTS**

- A. A player is to attend all practices unless he/she has a legitimate excuse in writing from a parent or guardian. This excuse must be turned in to the S.B.C.P.R.D. staff no later than 15 minutes prior to game time. Legitimate excuses include participants being ill and school field trips out of town, the S.B.C.P.R.D. Athletic Staff will consider all other excuses.
- B. Practice sessions will be limited in length to 1 hour.
- C. Practices will be limited to one per week if a team has two games that week, and twice per week if a team has only one game that week. (Maximum is 3 meetings/week)
- D. Failure to meet practice requirements will result in the player being allowed to play only in the second half of the next scheduled game, not to exceed 8 minutes of the game clock.

## **VII. PLAYING TIME**

- A. It is recommended that each player play at least half of each half if practice requirements are met.
- B. It is recommended that each player start the beginning of the game or after the half time intermission.
- C. If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play half of a match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:
- D. 1<sup>st</sup> offense: Verbal warning
- E. 2<sup>nd</sup> offense: Written warning
- F. 3<sup>rd</sup> offense: Suspension of coaching duties

- G. \*\*\*Any confirmed violations may result in immediate dismissal.

## **VIII. GAMES**

- A. Games are to be scheduled, published, and announced by S.B.C.P.R.D.
- B. Game management shall be provided by S.B.C.P.R.D.
- C. Player requirements for games:
  - 1. All players must report to their game sight at least 15 minutes prior to the designated game time.
  - 2. All players must be in approved uniforms.

## **IX. CONDUCT**

- A. The Youth Basketball Program is constantly in the public eye. Therefore, it is in the best interest that each participant adhere to a high standard of conduct and maintain an atmosphere of friendly competition.
- B. S.B.C.P.R.D. officials, coaches, players, spectators, and any other persons Administered hereunder, shall conduct themselves in a gentlemanly manner, exercising due restraint and acting responsible under generally accepted principles of good conduct.
- C. S.B.C.P.R.D. coaches should stress hustle, self-discipline, and the will to give a good effort at all times. Coaches should promote respect for and pride in the S.B.C.P.R.D. sports programs and all of Bulloch County. Coaches should also promote the importance of good discipline and good academics in the respective classrooms of the players.
- D. Any coach, team member, scorekeeper, or fan who physically abuses in any way a game official, league supervisor, or employee of the S.B.C.P.R.D. will be automatically suspended from the activity in question.
- E. Fans, players, and coaches who verbally abuse other players, fans, officials will be asked to leave the facilities.
- F. All individuals not directly involved with the event in progress must remain off of the playing surface and away from the team bench. Failure to do this could result in suspension for the remainder of the activity in question.
- G. No unnecessary roughness will be tolerated.
- H. If a player uses profanity or slams the ball to the floor because of a referee's call, a technical foul will be called. If flagrant, the player may be ejected.
- I. Repeated violations of any of the above policy statements may result in expulsion from any activities sponsored by the S.B.C.P.R.D.
- J. Any player ejected from a contest must contact the Youth Supervisor to set up a meeting before the player will be allowed to participate any further.

## **X. IN SERVICE TRAINING AND EVALUATION WITH COACHES**

Each coach and assistant coach will be required to attend in service training sessions provided by S.B.C.P.R.D. for his particular league.

## **XI. PLAYING RULES (JUNIOR LEAGUE)**

### **A. Duration of Game**

1. Playing time shall consist of 40 minutes, divided into two halves of 20 minutes with a running clock for the first 19 minutes (clock will stop for injuries and time-outs). The last minute of the first (1<sup>st</sup>) half & last two minutes of the second (2<sup>nd</sup>) half will be regulation time with the clock being stopped on all dead balls, fouls, etc.
2. If a team is leading by 15 points or more during the last 2 minutes of the 2<sup>nd</sup> half, the clock will continue to run.
3. The intermission between halves shall be 5 minutes in length.

### **B. Team Time Outs**

1. Each team may have two (2) time outs per half.
2. A team leading by 15 points cannot call a time out during the last 4 minutes of the second half.
3. The throw-in after a time out will be from the closest spot from the location of the ball at the request of the time out. NOTE: Time outs in excess of the allotted number will not be granted.

### **H. Scoring for Junior League**

1. A field goal from anywhere on the court will count 2 points
2. All free throws will count 1 point.

### **I. Substitutions**

1. Substitutions can only be made during dead ball situations and time outs.
2. All Substitutions must report to the scorekeeper's table of that court.

### **J. Fouls and Penalties**

1. **Technical Foul**
  - A. The referee may forfeit a game if any player, squad member, or bench personnel fails to comply with any technical penalty, or reportedly commits a technical foul or other act which makes a travesty of the game.
  - B. All technical fouls will result in 2 free throws and possession of the ball from the spot nearest to where the violation occurred.
  - C. The 2<sup>nd</sup> technical foul is considered flagrant and the player is disqualified from the game and banished from the court to the lobby. The 2<sup>nd</sup> technical foul on a coach is also considered flagrant and the coach is banished from the premises including the parking lot.
  - D. An unsportsmanlike foul includes, but is not limited to, acts or conduct such as:
    1. Disrespectfully addressing or contacting an official or gesturing in

- such a manner as to indicate resentment;
- 2. Using profanity;
- 3. Baiting an opponent or obstructing his or her view by waving hands near his or her eyes.
- E. Delay the game by such acts as:
  - 1. Preventing the ball from being made live promptly;
  - 2. Attempting to gain an advantage by interfering with the ball after a goal;
  - 3. Failing, when in control, to immediately pass the ball to the nearer official when a violation is called.
- F. Bench personnel shall not:
  - 1. Commit an unsportsmanlike foul. This includes, but is not limited to, acts or conduct such as:
    - Disrespectfully addressing an official
    - Attempting to influence an official's decision
    - Using profanity
    - Disrespectfully addressing or baiting an opponent
    - Objecting to an official's decision by rising from the bench or using gestures
    - Inciting undesirable crowd reaction
    - Squad members not remaining seated on the bench unless spontaneously reacting to an outstanding play by a member of the team and immediately returning to their seats, or reporting to the score's table.
    - Entering the court unless by permission of an official to attend to an injured player.

**Penalty: 2 Free Throws. The technical foul is charged to the offender and to the head coach.**

- 2. Coaches must remain seated on their benches at all times while the clock is running or it is stopped except to:
  - Confer with bench personnel and players within the confines of the bench area during a charged time out, or the intermission between halves and extra periods.
  - Rise and stand in front of their seats to signal players to request a time out.
  - Confer with personnel at the scorer's table to request a time out for a correctable error.
  - Confer with personnel at the scorer's table to request a time out prevent or rectify a timing or scoring mistake or an alternating possession mistake.
  - Attend to an injured player when beckoned onto the court by an official.
  - Replace or remove a disqualified or injured player within the confines of his or her bench; the coach shall replace a

disqualified or injured player in 30 seconds when a substitute is available.

NOTE: Coaches may rise in front of their seats to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s), but must immediately return to their seat.

**Penalty: 2 Free Throws (Technical Foul)**

2. Personal Fouls
  - A. In Junior League, each player will be allowed 5 personal fouls, or 1 flagrant foul before he/she is disqualified for the remainder of the game.
  - B. Bonus free throw (1 & 1) will begin with the team's 7<sup>th</sup> personal foul during the half.
  - C. Double bonus free throw (2 shots) will begin with the team's 10<sup>th</sup> personal foul during the half.
  
- E. Violations and Penalties (Clarifications)
  1. A kicked ball is intentionally striking it with the knee or any part of the leg below the knee, including the foot.
  2. A player shall not excessively swing his or her arm(s) or elbow(s), even though there is no contact with an opponent.

## **XII. GENERAL INFORMATION**

1. In the Junior League, the game will begin with a jump ball in the center court. After the start of the game, all jump ball situations will result in alternating possession (including the start of the second half).
2. No Special Defensive Rules – Teams may play full court defense the entire game.
3. There will be a ten (10) second count for the offensive team to move the ball across half court. Backcourt violations will be called.
4. Players
  - A. The Junior League teams are played with 5 players. A team must have at least 4 players in order to start the game.
5. Game Time  
Game time is forfeit time and both teams must be ready to play when called by the referee.
6. A lane violation will be the three (3) second rule in Junior (the same as in high school).
7. Free Throws  
All players must wait for the ball to hit the rim before entering the lane.

### Awards

1. Trophies will be awarded to the 1<sup>st</sup> and 2<sup>nd</sup> place teams at the end of the season tournament.
2. League standing will be used to determine tournament position.
  
3. League Standings will be determined by winning percentage.

Winning percentage is figured by wins/losses/ ties.

Win= 1 Point

Loss= 0 Point

Tie= .5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tie breaker will be head to head competition. If the teams remain tied after head to head competition, the next tie breaker would head to head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head to head records a coin flip will be used to determine the winner.