

Northeast Georgia Basketball

2015-16 Basketball Rules

ADMINISTRATION & MISSION

1. The purpose of this league is to provide a wholesome recreation opportunity to our communities through the game of Youth Basketball.
2. Each Recreation Department will be autonomous in league administration except in these rules and procedures.
3. Evaluations: The managers child is the only protected player in the draft and has to be taken by the third round or as evaluated (if one manager has an A player as a child that player has to go by the third round. If the other manager has a C player as a child that player must go by the fifth round). One staff member will be present at the evaluation and when the coaches are picking the players. A staff member must grade each player along with each coach. Assistant coach's child is not protected.
4. Officials will be booked by each Recreation Department for any scheduled games.
5. AGE CONTROL: The age control date for basketball is December 1, 2015. The league age will be the participant's age prior to December 1, 2015.
6. ELIGIBILITY: Any player who plays Middle School Basketball team **will NOT be ineligible** for HCRPD Basketball competition.
7. CONDUCT: The HCRPD will be following the Georgia Recreation & Parks Association policy on conduct. Profanity, degrading remarks, and intimidating gestures by Coaches, players, or spectators will not be tolerated and are grounds for removal from the site. Spectators are not allowed to enter the competition area during warm-ups or while the contest is being conducted. Conduct of coaches and players will be STRICTLY monitored. Anyone not acting appropriately will be suspended from the current contest and will be asked to leave the facility. Anyone that strikes or hits another person will be suspended from department activities for one calendar year. Also, any spectator who interferes with the progress of games will be removed and suspended from department activities for one calendar year.

TEAMS & PLAYERS

1. Once a team is established, each player will remain on that team for the entire season. A roster will be provided to each participating recreation department with names and numbers signed by the Director. Each department should keep a copy of this form at the scores table.
2. Brothers and/or Sisters who live in the same household, who are in the same league, may be placed on the same team for family convenience.
3. Each player MUST wear a department issued jersey with a legal basketball number during each game. Legal numbers are as follows: 0-5, 10-15, 20-25, 30-35, 40-45, and 50-55.
4. "No Practice, No Play": Each player must attend practices unless there is an excused absence from the coach. Parents should call the coach if the player will be absent from practice or games. A coach may withhold playing time from a player for unexcused absences after this policy has been communicated to the parents. Practices will be scheduled at each gym. Teams are not allowed to practice at any other gym unless previously approved by the Recreation Department Director.

5. It is required that ALL players remove ALL jewelry or hard substance (rings, necklaces, earrings, any metal or hard plastic etc.) before participating in any practice or game. Game officials have the authority to require that such jewelry be removed before a player can participate.
6. Hard casts and splints will not be permitted on the playing court. Any player with a cast or splint will not be allowed to play.

GAME RULES

1. The player substitution sheet should be filled out in numerical order and given to the Scorekeeper 15 minutes before game time.
2. Each team will receive 2 thirty second time outs and 2 full time outs. One extra timeout will be given for overtime period. Unused time outs may also be used for overtime period.
3. There will be NO grace periods on game times. A team must be able to put 4 players on the court at game time or forfeit. However, we will still play forfeit games so that the teams will get to play. If a team starts a game with four players, late arriving teammates may enter during any dead ball. Once the game begins, a team can continue to play with as few as 2 players (If players are injured or foul out). (Teams should be ready to begin a game 15 minutes before game time)
4. Players MUST always report to the scorer's table before entering the game, including the beginning of each quarter. For each player who enters the game without checking in with the scorer, a technical foul will be called and two free throws will be awarded to the opposing team.
5. Bonus will be awarded after the seventh team foul in each half. The double bonus will be in effect after the tenth team foul of each half.
6. 8 & Under division will not allow three point shots. Three point shots will be allowed in 10 & Under & 12 & Under Divisions if there is a 3-point line on the gym floor.
7. Pressing for 12 & Under will be allowed unless a team has a ten point lead. Pressing for 10 & Under will be allowed in the last two minutes of each half and in overtime, unless a team has a ten point lead. During non-pressing, players must wait for the ball to cross the half court line before applying defensive pressure. Pressing for the 8 & Under division you will not be allowed to full court press at any time. Once possession of the ball has been established, the defense may only pick up the offense and the ball on the defenses side of the three point line. Due to the no pressing rule a team may not stall the ball. This will be determined by the officials.
8. 8 & under Boys and 9U Girls will have a goal height of 8 1/2 feet, foul shot lane assignment should be above the block and next three slots available, 10 & Under Boys will have a goal height of 10 feet. The free throw lane assignment should be above the block and next three slots available. The 12 & under age group will have a goal height of 10 feet. Free throw distance for 8 & under will be ten feet, 10 & under will be twelve feet and 12 & under will be fifteen feet.
9. 8 & under will use a (27.5), 10 & Under Girls will use a (27.5), 10 & under boys, 12 & under girls will use an intermediate size (28.5) ball, 12 & under boys will use an official size 29.5 ball, 14 & under girls will use a 28.5 ball and 14 & under boys will use an official size 29.5 ball.
10. **PLAYING TIME:** Each quarter is divided in half (or blocks) & thus there are 8 blocks during each game. The blocks are every three minutes. The officials will stop the game at each block to allow coaches to make substitutions. Each player is required to play 1 block in the first half and second half of the game. If a team has 6 players or less the opposing team is only required to sit the players 1 block. If both teams have 7 players or more each player will play a minimum of three blocks per game. All players must sit out a minimum of two blocks per game one block in the first half and 1 block in the second half. If a player is sick or being disciplined, the coach

must notify the scorekeeper before the game begins. Players may be substituted freely when all players have met their block requirements in each game.

11. All divisions will play four 6 minute quarters in which the clock will operate normally under GHSA rules. Half time is 4 minutes unless the games are running behind and will be adjusted according to game length. There will be one 2 minute overtime period. If the game is still tied after one overtime, the game will stand as a tie. Tournament play will consist of two 2 minute overtime periods. The third and following overtime periods will be 1 minute overtimes until the game is decided.
12. MERCY RULE: If a team is winning by 20 points we will go to a running clock. When the lead has been cut to 10 points the clock will operate normally.

CONDUCT

1. Profanity, unsportsmanlike conduct, aggressive behavior, verbal or physical abuse, distribution or consumption of alcohol or drugs, possession of weapons of any kind or failure to cooperate with staff or supervisors by spectators, coaches or players will not be allowed during any league activity. Recreation Department Supervisors will verbally ask violators to leave the premises when deemed necessary. Anyone who strikes anyone will be suspended from the Recreation Department activities for one calendar year. There will be no verbal or physical contact with officials offenders will be suspended for one full calendar year at all Recreation department events.

HCRPD BASKETBALL RULES

1. Spectators and parents displaying the above conduct will be asked to leave the premises. If the behavior continues, the spectator/parent will be removed from all recreation activities for one calendar year.
2. Players ejected from a game because of conduct will be suspended from the next playable game.
3. Game officials will govern all play and any outside interference that may disrupt a game.

COACH RESPONSIBILITY AND CONDUCT

1. Coaches will have a higher standard of conduct. If a coach receives a technical foul, the coach must remain seated for the rest of the game. If the coach receives a second technical foul in the same game, the coach must leave the gym in a timely manner and is suspended for the next playable game. ANY COACH RECEIVING THREE TECHNICAL FOULS FOR CONDUCT DURING THE SEASON WILL BE REMOVED FROM COACHING. Head coaches should remember to control their bench, because bench technicals are charged to the Head Coach.
2. Only one coach is allowed to stand up during play. When a coach is allowed to stand by GHSA Rules, the coach may not be disrespectfully addressing officials by gestures or speech or attempting to influence an official's decision. THIS EXPECTATION WILL BE STRICTLY ENFORCED BECAUSE THE ATTITUDES WE TEACH ARE VERY IMPORTANT.
3. Teams are limited to 1 head coach and 2 assistant coaches. The head coach will be responsible for making sure only coaches and his team's players are occupying the team bench.
4. The head coach will be responsible for turning in an official line up in numerical order at least 10 minutes before game time. The line-up shall have the player's name and jersey number and who the starters will be for that game on a substitution form.

5. There shall be NO PROTESTS! All disputes will be settled on the spot by game officials, coaches and gym supervisors. NO COACH MAY PULL THEIR TEAM OFF THE COURT IN ORDER TO QUIT A GAME IN PROGRESS UNLESS FORCED BY INJURIES. DISREGARDING THIS POLICY WILL REQUIRE THE COACH TO BE SUSPENDED.

OTHER

1. Those not participating in the game as a player or coach must stay off the playing floor.
2. If a player is bleeding, the referee will call an official timeout. A substitute must replace the affected player.
3. The bleeding must be stopped and the wound covered before the player is allowed to return to the court.
4. If any part of the uniform is saturated with blood, that uniform part must be changed or cleaned before the player can return to the game.
5. Game official's discretion will determine if a "bleeding situation" has been sufficiently managed to allow a player to return to the game.