

# **Crockett County Youth Basketball League 2011/2012**

## **Alamo, Bells, Friendship, Gadsden, and Maury City**

### **1.00 Purpose:**

1.01 The Crockett County Youth Basketball League (CCYBL) is an organization designed to help the children of Crockett County experience and enjoy the sport of basketball. Emphasis will be placed on learning the basic fundamentals, understanding the rules, behaving in a sportsmanlike manner and having fun!

### **2.00 Governing Board:**

2.01 The governing board will be comprised of 1 school representative per school, as appointed by school administration

2.02 1 coach per school

2.03 2 representatives from the high school and/or middle school coaching staff

2.04 Voting privileges are held by the school representatives and coaches

2.05 School representatives and coaches vote independently

2.06 The high school and/or middle school coaching staff have no voting privileges (*They serve in an advisory capacity only*)

2.07 All board members will be notified of each regular or called meeting

2.08 A chairperson will be elected by the members of the board

2.09 The responsibilities for the governing board include, but are not limited to

(a) Review of current bylaws

(b) Investigation of complaints

(c) Determination of referee compensation (For 2011/2012 season the compensation will be \$12 per game)

(d) Determination of tournament venue and dates

(e) Determination of tournament brackets

(f) Development of a written schedule

### **3.00 Colors**

3.01 Each school will have the following colors for their use. Alamo (Red, Navy Blue & Gray); Bells (Black and Gold); Friendship (Purple and Orange); Gadsden (Royal Blue) and Maury City (White). If the number of teams from a school exceeds the number of colors the school owns, they will receive a neutral color from the board for the extra team.

### **4.00 Age Groups:**

4.01 We will have boys and girls teams in the following age groups:

(a) 2<sup>nd</sup> and 3<sup>rd</sup> grade

(b) 4<sup>th</sup> and 5<sup>th</sup> grade

(c) Kindergarten, 1<sup>st</sup> grade, and 6<sup>th</sup> grade will not play in this league.

(d) 2<sup>nd</sup> and 3<sup>rd</sup> grade players are allowed to move up to play 4<sup>th</sup> and 5<sup>th</sup> grade, however, 4<sup>th</sup> and 5<sup>th</sup> grade can not move down to play on the 2<sup>nd</sup> and 3<sup>rd</sup> grade teams.

(e) A player can only participate on a team from the school that he/she attends. Any exceptions must be brought before the governing board. No recruiting outside the county.

4.02 If a school has enough players the following will be used to determine the number of teams a they should have; 1 to 13 players = 1 team, 14 to 23 players = 2 teams, 24 to 31 = 3

teams, 32 to 39 players = 4 teams. If a school is “borderline” for an additional team, and in the opinion of the board members from that school and the chairman they shouldn’t add an additional team, they will not be required to do so.

4.03 Any player that is not in school the day of a game will not be allowed to play that game that night.

4.04 Teams will be redrafted each year.

#### **5.00 Schedule and Game Times:**

5.01 Games will be played on Monday and Thursday night

5.02 No regular season games will be scheduled on Saturday for Friendship, Gadsden, or Maury City

5.03 Alamo and Bells may have games on Saturday, if they are playing against themselves  
(ie. *Alamo vs. Alamo* or *Bells vs. Bells*)

5.04 No games will be played on dates that school is not in session due to a school holiday, in-service, or inclement weather

5.05 The schedule will reflect accurate game start times:

Game 1 – 5:45 pm

Game 2 – 6:30 pm

Game 3 – 7:15 pm

Game 4 - 8:00 pm

### **Game Rules:**

#### **6.00 General Rules:**

6.01 The home team book will be the official book at each game.

6.02 The official ball size for each game will be 28.5.

6.03 TSSAA rules are in effect, along with the rules implemented by the governing board.

6.04 There will be a 5 minute warm up time for each game.

6.05 There will be a 2 minute break at half time for each game.

6.06 There will be 30 second breaks between the quarters.

6.07 Clock starts when the ball is touched inbounds.

6.08 The home team school pays for both (2) referees

6.09 There will be at least one adult at each game either running the clock or keeping the books.

6.10 The clock will run continuously except during timeouts, free throws, and the last 2 minutes of the game.

6.11 Each team will have four 30 second timeouts per game. Two timeouts in the first half, two timeouts in the second half. Unused timeouts in the first half can not be carried over to second half.

6.12 (a) The first overtime will be 2 minutes. Each team will receive one extra 30 second timeout during overtime.

(b) If at the end of the overtime the score is still tied. Each team will place their players in a line, in the order in which they want them to shoot the overtime free throws. One player from each team gets to shoot 1 free throw. If both teams score or miss then they move on to player 2 from each team, etc. The team with the lowest number of players, determines the number of shots each team will take in the 2<sup>nd</sup> OT. The visiting team will shoot first.

6.13 (a) There will be no full court press or back court defense (behind half court line) for 2<sup>nd</sup> & 3<sup>rd</sup> grade.

(b) 4<sup>th</sup> & 5<sup>th</sup> grade teams are allowed to press in the 2<sup>nd</sup> half before Christmas and the entire game after Christmas. Full court pressing is allowed by any team not leading by more than ten points.

6.14 The type of defense will be left up to the coaches. They can play zone or man to man.

6.15 **There will be a 20 point mercy rule.** If one team is 20 points ahead of another team, then the points earned after the 20 point lead will not show up on the clock/scoreboard. However, the points will be in the book. Any game in which the 20 point mercy rule is gone into effect, the clock will run continuously in the 2<sup>nd</sup> half except for time outs and player injury.

6.16 There must be 4 players for a team present in order to count the game. If there are less than 5 players, at the beginning of the 2<sup>nd</sup> half, the game can still be played, but it will go into the books as a forfeit.

6.17 During regular season, every player gets to play a combined total of time of 1 quarter or 3 to 5 minutes.

6.18 During tournament, every player will get to play. The amount of playing time is determined by the coach.

6.19 Only players, the head coach and one assistant may be on the bench, or bench area. Only the head coach is allowed to stand and is restricted to an area covering the length of the bench from first seat to last seat. Assistant coaches and players must remain seated. First offense – Warning, Second Offense- Technical Foul. If a coach receives a technical foul during the game, both coaches must remain seated for the remainder of the game.

6.20 No jewelry, large hair accessories or metal clips are to be worn during games. If a player is found to have jewelry on after a game has begun, he/she will be substituted for immediately and may not return until the jewelry is removed.

6.21 No personal cell phones or other personal electronic communications equipment, excluding those carried by on-duty medical or security personnel or required to be "on call" by their profession, are allowed on the bench or bench area during games.

## **7.00 Free Throw Rules:**

7.01 “1 and 1” bonus free throws awarded on the opponents 5<sup>th</sup> team foul of the half

7.02 “2 shot” double bonus free throws awarded on the opponents 7<sup>th</sup> team foul of the half

7.03 “2 shot” free throws and possession of the ball awarded for opponent’s technical fouls

7.04 Any individual player or coach who receives two technical fouls in one game will be ejected for the remainder of the game and also be suspended for the next scheduled game. More than one conduct related technical foul on a coach or player in one season will result in a suspension from the following game. The penalty will carry over from the previous season, if necessary.

7.05 Ball must be released before shooter steps on/over the line. It is ok for them to step on free throw line, but not advance.

7.06 Every school must have free throw lines marked.

7.07 3 pointers will be allowed during the regular season and in tournament play, if the basketball court has the three point line.

7.08 A 3 foot cushion must be provided by the defender for the inbound passer7.09 Players must wear gym shoes

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7.10 The “3 second rule” will be called if an advantage is gained by the offensive player

7.11 If a team has advanced the ball into the front court and then there is a dead-ball sideline out of bounds, that team cannot enter the ball into the back court.

7.12 Any time a timeout is called in the backcourt, the ball is inbounded at mid-court.

**8.00 2<sup>nd</sup> and 3<sup>rd</sup> graders:**

8.01 They will have 5 minute quarters

8.02 The free throw line will be 10 feet away from the goal. (*Marked with tape*)

8.03 The goal height will be 8 feet

**9.00 4<sup>th</sup> and 5<sup>th</sup> graders:**

9.01 They will have 6 minute quarters

9.02 The free throw line will be 13 feet away.

9.03 The goal height will be 9 feet before Christmas and 10 feet after Christmas. If the tournament is held at CCHS, then the goal height will be 10 feet for the tournament.

**10.00 Miscellaneous:**

10.01 Each school needs to make sure they have a copy of the official rules and score book at the scorers table

10.02 Each player will be covered by insurance

10.03 Door fees will be \$1.00 for everyone kindergarten and above

10.04 Preschoolers, coaches, and referees will not be charged a door fee

10.05 Students playing that night's game will not be charged a door fee

10.06 The home team will pay referees

10.07 Referee compensation will be the same per game at all gyms

10.08 Players will wear required uniforms

10.09 All money from player fees, door receipts, and concessions will be handled through PTO (*Friendship, Gadsden, Maury City*)

10.10 A single elimination tournament will follow the regular season

10.11 The tournament will be held at the high school gym

10.12 The board strongly supports that each school's principal have the authority to suspend a player from a game at their discretion, as a disciplinary action.

**11.00 Referees:**

11.01 Referees are expected to call the game on both sides of the court.

(*ie. meaning if your school commits a foul then you are expected to call the foul just like you would call the foul on an opposing team*)

11.02 Referees are expected to call the game strict. We want the children to learn the rules. The only way for them to learn is when you call them for something they are doing wrong.

11.03 When you call a foul on a player, please tell the player what they did wrong or tell the coach what the foul is so that we can explain to the player what they did wrong. Again, this will help them to learn how to play the game correctly.

**New rules are underlined**