

# Homewood Parks & Recreation



## Boys Youth Basketball League 2011-2012



**Play shall be in accordance with the official rules of Alabama High School Athletic Association & Alabama Recreation and Parks Association manuals except where otherwise specifically set forth in these rules.**

## Game Specifications Quick Reference

Age Group	Ball Size	Time Per Quarter	Goal Height	Free Throw Distance	Lane Violation
5-6 Coed	Junior (27.5)	6:00 <sup>1</sup>	8 Ft	10 Ft	N/A
7-8 Boys	Girls HS (28.5)	6:00 <sup>2</sup>	8 Ft	12 Ft	5 Seconds
9-10 Boys	Girls HS (28.5)	7:00 <sup>3</sup>	9 1/2 Ft	12 Ft	5 Seconds
11-12 Boys	Boys HS (29.5)	7:00 <sup>3</sup>	10 Ft	Regulation	3 Seconds

<sup>1</sup> – Clock stops on free throws and time outs

<sup>2</sup> – Clock stops on free throws, time outs and last minute of each half

<sup>3</sup> – Clock stops on free throws, time outs and last 2 minutes of each half

### **Player Participation**

- All players are to play at least half of a regulation game.
- Therefore, all leagues will have substitutions at the halfway mark of each quarter. Play will be stopped during a natural break or dead ball around the halfway mark by the officials to allow for substitutions to occur.
- In addition, a coach is allowed to substitute freely as long as it doesn't jeopardize the player participation rule.
- If this rule is broken, coaching status will be in jeopardy and subject to suspension and possibly expulsion from coaching youth basketball.
  - Practice Attendance: Practices are an important part of youth sports programs, but cannot be made mandatory in a recreational setting. It is usually not the child's fault when they miss practice and they are not to be punished by not playing. If a player on your team is consistently absent from practice without excuse, try to talk to the players parents to see why the player is not attending practices.

## **Game Time, Timeouts and Overtime**

- Time between quarters will be 1 minutes and a 3 minute half-time break will occur
- Each team will have 3 timeouts per game. One additional timeout will be issued in the event of overtime. Timeouts not used in regulation play will not be added to the additional timeout for overtime periods.
- **Regular Season**: OT periods will be played for two minutes each. A maximum of two OT periods will be played before sudden death (no clock, first to score wins).
- **Playoffs**: OT periods will be played for two minutes each. A maximum of three OT periods will be played before sudden death. However, there will be no sudden death in championship games.
- Foul shots will be determined by total team fouls.

## **Other Rules (Applicable to all age divisions)**

- Violations of pressing rule will result in a warning by the official and recorded in the official scorebook. The second and reoccurring violations will result in a technical foul.
- **Bonus Free Throws**:
  - 7 team fouls each half is a 1 and 1.
  - 10 team fouls each half is a double bonus 2 free throws for all age divisions
- Although some age divisions will use shorter free throw line; all lane violations will be called using the regulation size lane for all age divisions.
- All Technical fouls will automatically be rewarded with 2 points in lieu of free throws and possession of the ball.
- All bench technicals will be charged to the head coach. Two technicals will result in ejection from the game and gym. If a coach or player gets ejected from a game, they will have a 2 game suspension.
- If a player or coach is ejected twice in a season, they will be suspended for the remainder of the season.
- Technical fouls on the bench will result in the head coach and assistant coaches sitting for the remainder of the game. **No exceptions**

- **Mercy Rule:** the clock will not stop as long as a team is ahead by 20 or more points.
- No jewelry (including rings, wristbands, bracelets, necklaces, etc.) is to be worn during games.
- **Pool Player Usage:** A pool player list will be distributed to all coaches and scorekeepers. These players were selected from the 3rd round and below. A team may add a player if their roster for that game drops below 6 players. Multiple pool players may be added but only to return the team's roster size to six players. The pool player added may not play more than ½ of the game unless circumstances occur with foul trouble, injury or illness.
  - **Example 1:** Team has five players for game; one pool player may be added to roster. This pool player is not to be used as a normal substitute. His participation in the game shall be from a player fouling out, injury or other unforeseen circumstance.
  - **Example 2:** Team has four players or below; appropriate number of pool players may be added to get roster to six players. Players from teams drafted roster are to play the entire game unless foul out, injury or other unforeseen circumstance occurs. In this situation your substitutions are limited to taking pool players in and out of the game.
  - **Note:** Pool player rule is designed to keep the game five on five not to level the playing field for the two teams.

## **Specific Rules By Age Division**

- **Coed Division (5-6 boys & girls)**
  - Games will be played 4 vs. 4
  - No score will be kept
  - No pressing at anytime. Guarding of players may begin at mid-court.
  - Man to Man defense only
  - No excessive traveling / double dribbling

- **7-8 Boys Division**
  - Pressing rule: NO Press Defense
  - Defense: No zone defense (man to man only)
  - Not allowed to double team offense beyond three point arch.
  - Line up beginning at the lower block for foul shots.
- **9-10 Boys Division**
  - Pressing rule: pressing is allowed only in the 4th quarter. If team is ahead by 10 points or more they are not allowed to press.
  - Press Defense will not be allowed until after Christmas Break
  - Line up beginning at the lower block for foul shots.
- **11-12 Boys Division**
  - Pressing rule: pressing is allowed the entire game. If team is ahead by 10 points or more they are not allowed to press.

## **Coaches**

- Coaches are expected to conduct themselves as examples for our children.
- Coaches are responsible for controlling the behavior of his/her team as well as parents of the players. Failure to do so may result not only with a technical foul, but also suspension of parents, players and/or coaches.
- Coaches will accept the decisions of the game officials as being fair and to the best of each official's ability and judgment.
- Any complaints about the officials should be directed to the league director to handle in the appropriate manner.

## **Player Eligibility**

- A player's age division is determined by their age as of September 1st of the current school year.
- A player participating in organized school basketball is not allowed to participate in the Homewood Parks and Recreation Basketball League.
- All players must be registered with signed consent/release paperwork

- Use of a non-registered player will result in a forfeit of each game the player participates.

## **End of Season Playoffs**

- Coed division will not have playoffs
- All teams will make the playoffs
- Brackets will be based on the number of teams in your division.
- Game times and location to be determined by the Parks and Rec Dept
- Seedings will be based on regular season record
- Tie breaking scenario below:
  - Head to head competition
  - Record against common opponents
  - Record against highest seeded common opponent
  - Scoring margin against highest seeded common opponent.

**Note:** If there is tie between 3 or more teams, once a team is eliminated based upon the criteria above, if a tie remains between the remaining teams, we will start back with criteria no. 1 to determine the tie breaker. For example, if there is a tie between 3 teams that is not decided by criteria 1 (head to head), then when one team is eliminated following the criteria above, then the tie between the remaining 2 teams will be decided by going back to head to head competition and we will go down the list until the tie is broken again.

## **Final Notes**

What parents and coaches can do to help players have a rewarding experience this season:

- Administer large, frequent doses of positive encouragement
- Support all players on your team and show respect for opponents
- Put child first and winning second
- Help teach players to respect officials by setting good example
- Remember the primary purpose is each child's participation; not adult entertainment.