

CATOOSA COUNTY COMPETITIVE YOUTH BASKETBALL LEAGUE RULES

All Games Are Governed By Georgia High School And National Federation Rules With The Following Exceptions:

1. GAME FORMAT

1. **CLOCK:** 10 minute running clock quarters. The clock will stop on the official's whistle during the final two (2) minutes of the 4th quarter unless a team has a 20 + point lead.

2. **BALL SIZE**

- a) **Instructional** will play with the 27.5" (Spalding Rookie Gear) basketball. **Colors:** Red, Yellow, Green, Blue
- b) **K-1st grade – 5th grade** will play with the 28.5" intermediate basketball.
- c) **6th grade - High School** will play with the 29.5" basketball.

3. **GOAL HEIGHT**

Instructional plays on 8' goals, K-1st Grade plays on 9' goals; All other divisions will play on 10' goals.

4. **FREE THROWS**

Instructional & K-1 (12' line - may finish across the line). 2nd grade – High School (15' line)

2. **HALFTIME** shall be 5 minutes in length.

3. **TIMEOUTS:** A total of two 30 second timeouts & two full timeouts will be allowed per game. One additional timeout per team will be awarded for each overtime period. Timeouts from the game will carry over to overtime.

4. **GAME CONDUCT:** An ejection and /or two (2) direct technical fouls during a game on any player, coach, or team representative will result in their suspension for the next physically played league or tournament game. **See Additional Policy Relating to Ejections and Unsportsmanlike Acts – Coaches and Players**

5. **ADMISSION:** \$4 Adults & \$2 Students / Seniors. Each team will receive free admission for two (2) coaches and one (1) scorekeeper. These individuals must sign in at the gate. All other spectators must pay to enter the gym.

Pre-Game Warm Up: Pre game warm up time will consist of (5) five minutes. The gym manager may adjust warm-up time if needed.

6. **Overtime:** Overtime periods will be two (2) minutes in length. A maximum of two (2) overtime periods will be played. If teams are still tied after the second overtime, a sudden death format will be used with the first team scoring a basket being declared the winner.

7. **20 Point Lead:** If at any time during the final two (2) minutes of the 4th quarter, a team establishes a 20 point + lead, the clock will continue to run with the exception of a time out being called. If the 20 point lead is reduced to less than 20 points, normal clock operation will resume.

Note: Teams that are winning by 20 + points will not be allowed to press full court!

8. **Scorekeepers and Clock Operators:** Each team is responsible for providing a designated representative to assist as a "table worker" during each game. The team listed in the schedule as "Home" will keep the official scorebook. The visiting team listed in the schedule as "Away" will be responsible for providing a clock operator. The scorekeeper & clock operator must be 16 yrs of age or older and will be admitted into the game for free.

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PLAYER REGISTRATION

1. Players sign up at their local recreation agency of choice as normal.
 1. Teams will be formed out of associations' registrations.

TEAM REGISTRATION

1. Association teams will have guaranteed positions in accordance with the competitive & recreational structure guidelines. Refer to **COMPETITIVE & RECREATIONAL STRUCTURE**.
2. Outside Teams will sign up through Catoosa County Recreation Department.
 1. An outside team that enters the competitive division will have a spot in subsequent years.
3. Outside Teams will be on a waiting list until the team registration deadline.
 1. The competitive team registration deadline is March 13th.

ROSTER RULES

1. Boys participate at present grade level of school AND AGE. Refer to **ELIGIBILITY**.
2. Girls participate at present grade level - AND AGE. Refer to **ELIGIBILITY**.
3. Teams are required to have proof of grade and age upon request and in their possession during all games.
 1. Acceptable proofs of age are, clean photocopies of birth certificates, adoption papers, immigration papers or school documentation.
 2. Acceptable proof of grade is a clean copy of any report card of the current calendar year that indicates the current grade of the player.
 3. Any player that does not have a report card indicating grade & a birth certificate upon request will NOT be allowed to play in the league until the paperwork is able to be verified.
4. Players can play up in a division / age, but not down. **EXCEPTION:** All female teams vs. All male teams.
5. Players may only participate on one team within an age group; however, any player can play up on one add'l team
6. Completed roster and registration fees must be submitted to and accepted by Catoosa County Recreation prior to March 13th, 2017.

UNIFORMS

Teams **MUST** be dressed alike. Teams must have matching jerseys with legal numbers. Teams must have reversible jerseys and / or a set of light and dark colored uniforms. Legal numbers are: 0, 00, 1, 2, 3, 4, 5, 10-15, 20-25, 30-35, 40-45, & 50-55. Coaches must make sure that players' shirts/jerseys are tucked in. **THIS IS A RULE!!**

FORFEITS

Teams and coaches **must** be in the gym, ready to play at their designated times.

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There is a five (5) minute grace period for each game. This simply means, that if a team of at least five (5) roster players is not at their designated court at game time or five minutes after the designated game time, the short-handed team that is late or not present will forfeit the game and will be issued a 2-0 loss in the standings.

Any team that forfeits a regular season or playoff game or does not inform Catoosa Recreation 24 hours prior to game time will be subject to pay a \$50 per game forfeit fee before the next scheduled game can be played. A team can be removed from the schedule after the 2nd forfeit. **No Exceptions!**

PROTESTS

1. Player Eligibility: All protests concerning the eligibility of any player **MUST** be made prior the end of the game. If eligibility cannot be verified, the player in question will not be allowed to participate in the remainder of the game. There will be no protests concerning player eligibility after a game.
2. The decision on the protest will be made by the Catoosa County Recreation gym manager and /or scorekeeper. This decision is final and will not be overturned after play resumes.



Catoosa County Recreation Department Programs

Policy Relating to Ejections and Unsportsmanlike Acts – Coaches and Players

Ejections

1st Ejection – 1-game suspension defined for:

Coach – may attend game as a spectator **ONLY**. Coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility the suspended coach shall go to the spectator seating. Coaching privileges suspended include: pre-game warm-ups, half time, and the duration of the game. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a 2nd Ejection (see below).

Player – may attend next game and sit on team bench. **MUST NOT** be dressed out in team uniform. Violation of these provisions will result in a 2nd Ejection (see below).

CATOOSA COUNTY COMPETITIVE YOUTH BASKETBALL LEAGUE RULES

2nd Ejection within same season – (includes all athletic programs occurring within same season) –

3-game suspension to be served as defined above. In addition, Coaches and players will be required to meet with CCPR Director, CCPR Athletic Coordinator and Association President and/or Commissioner to which the coach or player is signed up through (if applicable) to determine if coaching privileges or playing status will be reinstated.

Ejection Accumulation – (all programs)

Once a coach or player has accumulated a total of three (3) ejections over the previous 24 calendar months, that coach or player will be suspended indefinitely. The coach or player will be required to meet with CCPR Director, CCPR Athletic Coordinator and Association President and/or Commissioner to which the coach or player is signed up through (if applicable) to determine if coaching privileges or playing status will be reinstated.

*******If a coach or player is ejected from their last regular season game, and their team has opted to participate in the Playoffs, that coach or player **MUST SERVE** their suspension during the Playoffs.

Unsportsmanlike Act: Post-game act of sportsmanship – (all programs)

CCPR supports good sportsmanship such as a post-game handshake, high five, verbalizing “good game”, etc... A coach refusing or instructing his players to not show the post-game act of sportsmanship will be suspended accordingly:

1st Offense: 1-game suspension as defined above

2nd Offense: Indefinite suspension. The coach will be required to meet with CCPR Director, CCPR Athletic Coordinator and Association President and/or Commissioner to which the coach was selected (if applicable) to determine if coaching privileges will be reinstated.

Technical Fouls

If a coach or player receives an accumulation of four (4) technical fouls during the season, he or she is subject to a one (1) game suspension. If a coach or player receives an additional technical foul after serving a suspension, he or she will be subject to suspension for the remainder of the season.