



YOUTH Basketball League Rules

NO FOOD OR DRINK ALLOWED IN GYMS

I. SPORTS PROGRAM SUPERVISOR

- A. The League shall operate under the rules administered by the Athletic Director
- B. Duties of the Athletic Director will include, but are not limited to:
 - 1. Consider basketball league rule changes.
 - 2. Approve requests for player additions.
 - 3. Determine player eligibility.
 - 4. Investigation of protests and initiating appropriate disciplinary action when necessary.
 - 5. General league administration.

II. FACILITY MANAGER

- A. The Facility Manager is employed by the City to supervise the facilities and carry out duties and responsibilities assigned by the Athletic Director. The person does not coach or represent any team in the league.
- B. The Facility Manager's duties and responsibilities are as follows:
 - 1. All Facility Managers are to see that the rules are adhered to by each team using the Facilities.
 - 2. Each Facility Manager, when warranted, prepares and files game conduct reports to include any of the following: player, coach, official and spectator.
 - 3. The Facility Manager has the ultimate responsibility for the behavior of spectators, game officials, and coaches. If the conduct of spectator(s) prohibits the orderly continuance of a game the Facility Manager will take whatever action is necessary to restore order.

This may require the removal of a team follower(s), or the clearing of the court before the game is permitted to continue. If the disruption is not brought under control and the contest cannot safely continue, rather than assess technical fouls, the Facility Manager is advised to suspend or forfeit the game. This action is taken only as a last resort.
 - 4. The Facility Manager provides all game equipment.

III. PLAYER ELIGIBILITY

- A. A Community Center ID is not required to participate in the Basketball league for games and scheduled practices. However, IF the participant and/ or family wish to utilize any other area of the community center, they will be required to have a Community center ID card.
- B. The Department **requires that all** players' name and parent/ guardian signature be entered on a registration Form for liability and insurance purposes *before* participating in any league games.
- C. A player MAY NOT play on more than one team within a league.
- D. Line up Sheets are required to be submitted to the Referee and scorekeeper **5 minutes prior** to game.
- E. No one under 18 (except Players and Coaches) is allowed on the court or on the Bench area for any reason, without special permission from the Athletic Director or designee. Proof of age must be presented if requested or removal from area will be required.
- J. Only "Rostered" players (and Facility/Supervisor personnel), may be in the Bench/ Player area at any times. This is to ensure the safety and continuity of the game.
- K. League and Age Requirements – Players' ages will be determined by their age as of November 1st of the current year

Age Categories:

- Training League - ages 7 and 8
- Midget League - ages 9 and 10
- Junior League - ages 11 and 12
- Teen League - ages 13-15
- Senior League - ages 16 and 17

If participation is not great enough, the players may be divided into 3-year increments citywide and/ or Co-ed

IV. League Play

A. TSSAA EDITION OF BASKETBALL rules will govern play except as modified by these rules.

B. STARTING THE GAME:

1. The team must field at least four (4) "Rostered" players to start the game.
2. There shall be a five (5) minute grace period from the scheduled starting time of all games, or within five (5) minutes after the completion of the previous game, whichever is later. If a team does not field at least four (4) "Rostered" players during this grace period, they will be charged with a forfeit. The referee will be in charge of keeping this time with the Facility Manager having the overall decision if needed. At the Coaches discretion, a player may be loaned to allow the youth to play, however there will be no score kept.
3. The Clock Keeper will be in charge of keeping the official game time.

C. LENGTH OF GAME

Training and Midget League:

A game shall consist of four (4) six minute quarters. There shall be a one (1) minute rest period between the 1st and 2nd qtr and the 3rd and 4th qtr. There will be a two (2) minute half time. There will be two (2) one minute time outs per half.

Junior, Teen and Senior League:

A game shall consist of four (4) seven minute quarters. There shall be a two (2) minute rest period between qtrs. There will be two (2) one minute time outs per half and two (2) :30 timeouts per half.

We are utilizing a continuous clock in all divisions. Clock only stops for timeouts called by referee/ coaches and free throws.

Exception: See letter D below.

D. POINT DIFFERENTIAL RULE

During the last (2) two minutes of either half, if a team is ahead (15) fifteen points or more, the clock will not be stopped for time outs. Clock will only stop for free throws.

E. OVERTIME

In the event of a tie, there will be one three (3) minute overtime period. If still tied a second overtime period will be played as sudden death.

F. TIMEOUTS

Training and Midget League:

There will be two (2) one minute time outs per half that can be used at any time during game.

Junior, Teen and Senior League:

There will be two (2) one minute time outs and two (2) :30 timeouts per half that can be used at any time during game.

G. COURT SIZE

Training & Midget league:

Will Play on a ½ court

Junior, Teen and Senior League:

Will play on full Court

H. LANE VIOLATIONS

Players may enter the lane after the shooter has released the ball.

I. TEAM FOULS

Each team shall be allowed seven (7) team fouls per half before the one and one rule shall apply; with the 10th foul of each half, players will shoot two (2) shots.

J. ADDITIONAL FOUL SHOTS/3 POINT TRY

Training league:

3 point shots are not allowed. Any foul will fall under the normal shot rule.

Midget, Junior, Teen and Senior League:

A player fouled on an unsuccessful 3 point field goal attempt will receive 3 free throws.

K. OFFENSE:

Training League:

Ball must penetrate the defensive zone within 10 seconds after crossing half court before the shot can be taken. When a violation of the offensive restriction rule occurs, the referee will stop the game and explain the violation. The ball will be put back into play where the violation occurred by the offensive team. Double dribble and travel will be called but not result in loss of possession.

Midget, Junior, Teen and Senior League:

May play any type of legal Offense.

L. DEFENSE:

Training League:

The defense must retreat inside the 3 point arc before ball is brought across the half court line. Once offense has penetrated the 3 point arc then pressure is allowed to be applied. When a violation of the defensive restriction rule occurs, the referee will stop the game and explain the violation. The ball will be put back into play where the violation occurred by the offensive team.

Midget, Junior, Teen and Senior League:

May play any type of legal Defense.

M. GAME BALLS

1. Training and Midget: (Male and Female) 27.5" ball (Size 5)

2. Junior, Teen and Senior: 28.5" ball (Size 6) **We will use this size if league is Coed**

N. BASKET HEIGHT:

Training League:

The basket shall be 9ft high. The foul line shall be 10 ft.

Midget League:

The basket shall be 9 ft high. The foul line shall be 15 ft.

Junior, Teen and Senior League:

The Basket shall be 10 ft high. The foul line shall be 15 ft.

O. BOOKKEEPER:

The Home team is responsible for providing the bookkeeper for their game. Failure to do so will result in a forfeit of that game.

V. DISCIPLINARY ACTION

A. If any Player, Coach receives one (1) Unsportsmanlike Technical foul, that individual is ejected from game and will be suspended for **one (1)** additional game.

Second Offense: 1 year suspension.

B. If any Player, Coach receives one (1) flagrant Technical Foul, that individual will be ejected from the game and serve a **two (2)** game suspension.

Second Offense: 1 Year suspension.

C. The Coach/ Manager is responsible for the Teams action. He will be approached by the Referee to address any issues. If a team receives **two (2)** Technical fouls, They Forfeit that game and serve a **one (1)** game suspension.

VI. AWARDS

Awards shall be as follows:

All Participants receive participation medals
1st, 2nd and 3rd place tournament winners-coaches trophy

VII. GENERAL LEAGUE ADMINISTRATION

A. UNIFORMS

1. Jersey's will be supplied by the CPRD. The team is responsible for all other apparel.

B. REFUNDS

1. No refunds will be given once league play has started. Refunds are at the Athletic Director's/ or his or her designee's discretion. League fees pay for referees, staff, uniforms, equipment, etc. to operate the league.

C. INCLEMENT WEATHER POLICY

1. If the Clarksville Montgomery County School System closes schools or dismisses early due to inclement weather, games/ practices will be cancelled for that day. Coaches may contact the Parks and Recreation at 645-7476 for any additional information.

D. FACILITY RULES (Community Centers & Schools)

1. An ID card is required to enter the facility and check out equipment at any other time beside games and/ or practices.
2. No smoking
3. No one will be allowed in a recreational facility who has been consuming alcohol/drugs or has alcohol/drugs in their possession
4. No food or drink of any kind (gum, candy, etc.) in the play area
5. No fighting, horseplay, use of profanity or abusive language
6. No firearms or knives
7. No dunking or hanging on the rims
8. One must be in required dress for use of the gym, racquetball court, and weight room. (No hats in the gym area. No gang attire.)
9. Patrons under the age of six (6) must be accompanied by an adult at all times.
10. Patrons under the age of thirteen (13) must be accompanied by an adult after 6:00pm
11. Patrons must be fifteen (15) or over to use the weight room.
12. No radios, CD players, or cassette players can be used without headsets unless the music is provided by the center.
13. No personal items will be stored by center staff for any reason. The center is not responsible for lost or stolen items. A locker is available if you bring your own lock.

Rules are subject to change without prior notice at the Parks and Recreation Departments Discretion