

# **YOUTH BASKETBALL RULES**

## **GAME**

All games will be conducted under the rules and guidelines of the TSSAA, with the following exceptions: (each team coach will be responsible to obtain their own copy of these rules.)

## **COACHES**

### **TECHNICALS**

1. **First offense:** Any member of a coaching staff receiving a technical foul will be removed from the game and must vacate the building in a timely manner. (5 minutes or less) Failure to do so will result in the expulsion of the coach from any participation for the remainder of the season. The assistant coach will assume the coaching duties for the remainder of the game. If no other coach is present, a parent will be asked to volunteer. If no one can be found, the game will be forfeited.
2. **Second offense:** Any coach receiving a second technical foul within the season will be relieved of their coaching position. In case where the coach is a head coach, the assistant coach will be made head coach, if they choose to accept. If not, a new coach will be appointed by the Parks and Recreation Department.
3. Any coach who has been affected by this rule may appeal to the Director of the Loudon Parks and Recreation Department by initiating the following procedure: Request within 48 hours a review with the Director to discuss the incident. After presenting the incident, the Director will make a decision. The decision of the Director is final.

\*This directive does not include technical fouls awarded for clerical errors on roster, excessive time out, etc. But, only those that are considered of unsportsmanlike nature.

### **PLAYING TIME**

To insure that every participant receives an equal amount of playing time, the following regulations will be in effect at all times during the season:

1. It will be the responsibility of the coach to assign a number to each player on his/her team and submit this with their roster to the recreation department official by the requested date. This number will remain consistent throughout the entire season.

2. Starting with the first quarter of the first game, players 1 through 5 will start the game. At the end of the first quarter, players will be substituted in the order of listing on the roster for the entire quarter. This rotation will be in existence for the entire game and season whereas the coach will substitute the entire bench each quarter. This rotation will be carried over to the next game and for the duration of the season, including any tournament that may take place.

**EXAMPLE:** Team consisting of 8 players

1<sup>st</sup> quarter: Player 1,2,3,4,5                      2<sup>nd</sup> quarter: Player 6,7,8,1,2  
3<sup>rd</sup> quarter: Player 3,4,5,6,7                      4<sup>th</sup> quarter: Player 8,1,2,3,4  
Start of next game: 1<sup>st</sup> quarter: Player 5,6,7,8,1, etc.

This order may not be changed except for the following reasons: In the event of illness or disciplinary action, the official score keeper must be notified 15 minutes before the start of the game. If the omission is due to a player not present and such occurrence arises, the order will remain the same and the player will be removed from the official score book for that game, and the roster will be adjusted to reflect the omission. If a player fouls out of a game, the player next in line numerically that is not in the game will be substituted for them. Any coach found to be intentionally changing or manipulating this order to gain an advantage will be removed immediately and permanently.

3. Teams must play man-to-man defense at all times. Defensive players may “switch” players when picks are set. At no time can a player be double teamed. Defensive players must keep within arm’s length of the player he/she is guarding OR must keep at least one foot out of the lane when a player on offense is playing farther than 10 feet from the lane. Defense may not go farther than approximately 3 feet past foul line except during press. (Rule 4). Failure to comply with these rules will result in: 1<sup>st</sup> offense – warning, 2<sup>nd</sup> offense in any one game will result in a 2 shot technical foul, plus possession.
4. Full court pressing will only be allowed in the 4<sup>th</sup> quarter of a game and only by the team that is behind. In the case of a tie score within the 4<sup>th</sup> quarter, both teams may press.
5. The free throw line will be measured 12 feet and the baskets will be lowered to 8’4” (100”) for the games in the 1<sup>st</sup> and 2<sup>nd</sup> and the 3<sup>rd</sup> and 4<sup>th</sup> grades.
6. The game will consist of 4 six minute quarters. Half time will be approximately 3 minutes.
7. Each team will be allowed 3 time outs per half.
8. If a player is removed from the game for an injury, he may only re-enter the game with the permission of the game officials.
9. Each team will be allowed approximately 5 minutes for pre-game warm up.

10. Overtime will be 3 minutes.
11. Brackets 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> grades will use a youth size ball. All others will use a regulation size ball.
12. Traveling violations will be at the discretion of the officials in the 1<sup>st</sup> and 2<sup>nd</sup> grade group. A player may not travel to avoid a defensive player or to progress towards the goal. In all other brackets, traveling will not be allowed for any reason.
13. If a team does not have 5 players to start the game, the game will be forfeited. After the game has been forfeited, the team that does not have enough players may pick up a player from another team (the coach must get permission from the pick up player's coach) and use as a player for his team. This player is only temporary and will be replaced if the regular player shows up late. If enough players show up late to have the game, the game will still be forfeited due to not being on time.  
If a player fouls out or is removed from the game for any reason and the team does not have another player to put in, the team may continue to play with 4 players and the game will not result in a forfeit. The opposing team may continue to play with 5 players (TSSAA rule). The team with 4 players must continue to play man to man defense on 4 of the opponent's players while 1 player will not have a defensive player guarding him. The game will continue until the team in foul trouble is out of players.
14. If a referee sits a player out for unsportsmanlike conduct, the player will not be permitted to re-enter the game

## **GENERAL RULES**

1. To be eligible to play, a child must be in at least the 1<sup>st</sup> grade and must not be 15 before January 1, 2003, or cannot be beyond the 8<sup>th</sup> grade in school.
2. A copy of the player's birth certificate must be attached to the entry form in the 7<sup>th</sup> and 8<sup>th</sup> grade division. Do not submit an original copy, as these will not be returned.
3. If a player misses a game or practice due to injury, they must submit to their coach a signed note from their parent or guardian stating that they are able to participate before they will be allowed to participate in further activities.
4. Mouth guards are not required, but are highly recommended.
5. Team rosters must be turned in to league officials prior to the start of every game.
6. Any player wishing to play must be signed up by November 8, 2002. Any one wishing to sign up after that date must contact the Director of the Parks and Recreation Department and explain why they did not sign up by the cut-off date.

The Director will then consider the request. If the request is accepted, this player will then be placed on a team with the lowest amount of players and if all teams have equal amounts, their name will be drawn from a hat and placed on that team. We will, in no way, place a late player on a team of their choice or request by a coach.

The Director will only allow a player to be accepted for reasons beyond the control of the players, just moved to the area, or a medical reason. The Director will not accept a player for any other reasons. The Director will not take a player for any reason after January 1<sup>st</sup> of each season. New players must understand there is a possibility of playing the season without a uniform and there will not be a discount for this.

7. In the event of inclement weather which may cause cancellation of games, it will be the responsibility of the team coach to call the City of Loudon Parks and Recreation Department at 458-7525 (after hours recording) to see if there is a cancellation. It will be the responsibility of the coach to notify their players.
8. It will be the decision of the Parks and Recreation Director as to whether or not canceled games will be made up, and if so, when.
9. Trophies will be given to each player by the league for participation.
10. All players on all teams must wear like colored jerseys supplied by the league with the exception of a new player who is assigned to a team after play starts. This player's number will be 00 until a jersey can be furnished. Matching color shorts will be supplied by the league. Only these shorts may be worn. Failure to wear uniform (shorts/shirt) will result in player being disqualified until proper attire is worn. If a player decides to wear shorts other than those supplied by the league, these shorts must be solid black without any type logo or advertisement. A player may not wear long warm up type pants unless specified for a medical reason and cleared by the Loudon Parks and Recreation Department official on duty.
11. The Director of the Parks and Recreation Department has the right to change, add, or amend any rule or rules if he feels necessary to do so.
12. At least one parent or guardian must be present for the duration of all games and practices unless prior arrangements have been made with the team coach. It is the responsibility of the parents to arrange transportation of their children to games or practice.
13. No jewelry will be allowed to be worn by any player during a game or practice.
14. Discrimination against any person due to their race, religion, creed, social affiliation, financial status, sex, or community status will not be tolerated for any reason.

15. Coaches will be responsible for the behavior of their players at all functions. This includes before, during, and after any game or practice and in any facility used by the league.
16. Any and all players, coaches, officials, or parental problems must first be brought to the attention of the Parks and Recreation Director within 24 hours of the incident. The decision of the Director will be final.
17. Before any acceptance for coaching or volunteer position will be awarded, person must fill out application and present it to the Loudon Parks and Recreation Department to be considered, and it must be approved by the Parks and Recreation Director. This decision is confidential and nothing involving this decision will be divulged for any reason. All coaches must attend a Loudon Parks and Recreation Department coaches clinic before season begins.
18. No player will be expelled from this organization for any reason without the approval of the Director. If a problem arises, they may be disciplined as deemed necessary by the league or coach. If a player chooses to quit, the league will do everything possible to convince them to stay, within the rules and guidelines of the league.
19. Coaches are responsible for supplying needed equipment for their team with the exception of game jerseys and shorts which will be supplied by the league.
20. No one except players, coaches, league officials, and parents will be allowed in a facility during practice sessions. Parents who must bring siblings will be responsible for their behavior, and must keep them seated at all times. Coaches must enforce this by telling parents of siblings.
21. No street shoes will be allowed on gym floors, no gum in players or coaches mouths while on the floor, or no food of any kind allowed on floor or on the team bench.
22. A Commissioner will be appointed from each division by the Parks and Recreation Department. The purpose of this is to help in understanding of league rules, parent concerns, and overall condition of season.
23. No team shall have more than two coaches on the floor during practice times or on the bench during any game.
24. Coaches are responsible for their practice areas. Coaches will not allow anyone on the floor during practice that is not on their team. Coaches will request that any spectators sit in the spectator area. If a spectator refuses to comply, the coach has the authority to remove them from the facility.
25. No one will be allowed to sit on the bench during games except the coaches and their current players. If a coach needs to have someone else sit with him, he must first clear it with the official of the Parks and Recreation Department.

26. The out of bounds for grades 1, 2, 3, and 4 will be the outside edge of the red paint. The out of bounds for the 5,6,7, and 8 grade groups will be the metal tile strip under the baskets.
27. All foul shots will be made from the foul line only. This will make the foul shots about 12 feet for the 1st, 2nd, 3rd, and 4th graders. (due to the way the goals hang out in front of the original goals)
28. No tobacco use by any coach on the floor at any time.
29. **Rotation:** The Parks and Recreation Department will furnish each coach a line-up sheet that is to be filled out before the start of each game. This line-up sheet will be filled out in duplicate with a copy given to the score keeper. The score keeper will then check your rotation and keep up with it for the game to make sure you are rotating your players correctly. After the game, the score keepers will file it for next week and it will be pulled before the start of the game to make sure the rotation is correct for the next game. The line-up from the past week will be discarded once a new one is placed in your file.

**DRAFT:** Will be the same as last year except for the following: We will draw numbers from a hat as last year. The person receiving #1 will draw first and go until last team has picked. After last team has picked, reverse the order. Example: #1, #2, #3, #4, #5, #6, #7, #8 (if there are 8 teams, then reverse order on next pick) #8, #7, #6, #5, #4, #3, #2, #1, and then reverse again to #1, etc. The #8 team will have first choice of team name and colors: 8, 7, 6, 5, 4, 3, 2, 1.

30. 1 hour game schedule (note: we will not start any games early if the game before finishes early)
31. Teams will be by grades: 1 & 2, 3 & 4, 5 & 6, 7 & 8
32. Coaches must sit on their bench at all times. You may get up to instruct your players and then return to your seat in a timely manner. Coaches in the 1-2 grade division will be allowed to walk along the sidelines with their team, but are not allowed to cross over in front of opponent's bench.
33. The draft will be by the coach appointed by the Loudon Parks and Recreation Department. If for some reason, the coach cannot attend he must notify an official with the Loudon Parks and Recreation Department. The officials will appoint someone to do the draft for the coach. (No one else will be permitted to do the draft without notification from the coach)
34. Only one coach will be appointed to coach a team. After the coach has been appointed he/she may choose an assistant coach to help them. This assistant coach

must be approved by the City of Loudon Parks and Recreation Department. Only two coaches will be permitted, no exceptions.

35. The head coach will be the person that the City of Loudon Parks and Recreation Department officials will contact concerning team matters. If for some reason, the head coach from a team cannot be present, then the City of Loudon Parks and Recreation Department will work directly with the assistant coach. If for some reason, both coaches cannot be present, then the City of Loudon Parks and Recreation Department will appoint a “fill in” coach until the head/assistant coach returns. This is for all times (draft, practice, games, etc.) At no time can we allow someone to represent the team that has not been approved by the City of Loudon Parks and Recreation Department.
36. Head coaches from each team will be allowed to pick their son or daughter. When the name of their son or daughter comes up, they must take them at this time and skip their round in the draft. Each head coach may pick a total of 2 of their children and when the name of their second child comes up, they must take them at this time and skip the pick for that round. (Please note that you do not have to take your child, but if you do, you must do so when their name comes up.)
37. Head coaches that want to coach because of a certain player may have that pick when it becomes available. This coach must have approval from the City of Loudon Parks and Recreation Department before the draft. This coach may not pick a player that a parent is coaching unless the coach of the player agrees before the draft starts. A non parent coach will have only one draft choice. The rest of the players will come from the regular order.
38. Coaches must give each player’s parents a set of facility use rules at first practice.