



## WARNER ROBINS PARKS & RECREATION YOUTH BASKETBALL RULES

Dear Coaches and Parents:

We, the staff of the respective departments are asking for your full cooperation and understanding during the upcoming program in which your children will be involved.

We hope that each of you will realize that any decision we make concerning our programs will be in the best interest of the children. We try our best to please everyone, but as you know, that is quite impossible to do. In addition, we are open to and welcome suggestions because we sincerely want our programs to be the best possible for the youth. All we ask is that everyone unite behind us in our purpose to teach sportsmanship and for your kids to **HAVE FUN**. Let us please try to get away from the idea that winning is the most important aspect of athletic competition.

A great deal of time has been spent in preparing this booklet to enlighten you as to how the Basketball Program is operated, what the rules are, and what important dates you need to keep in mind. Please give us a few minutes of your time and read this material.

Thank you.

### **Recreation Department Staff:**

**Dedrick Early**

Program Administrator

**Office** (478) 293-1068

**Email:** [Dearly@wrga.gov](mailto:Dearly@wrga.gov)

**Michael Harp**

Program Coordinator

**Office** (478) 293-1072

**Email:** [Mharp@wrga.gov](mailto:Mharp@wrga.gov)

**Leroy Minus**

Program Specialist

**Office** (478) 293-1073

**Email:** [Lminus@wrga.gov](mailto:Lminus@wrga.gov)

**James Coley**

Program Specialist

**Office** (478) 293-1071

**Email:** [Jcoley@wrga.gov](mailto:Jcoley@wrga.gov)



## **WARNER ROBINS PARKS & RECREATION YOUTH BASKETBALL PROGRAM**

We ask that you take time to read the attached rules so that you might better understand the program in which your child is participating.

Please feel free to call on Warner Robins Parks & Recreation for suggestions regarding the program.

### **ASSIGNMENTS**

All new players in the 6 & Under and 8 & Under will be assigned by a computer draft. The teams will be balanced as near as possible by age, height and experience. After the original player assignments are made all subsequent registrants will be placed in the players' pool and assigned by the respective department as needed. The department will conduct its own assignment of teams and drafts.

### **SELECTION OF PLAYERS**

1. Every child wanting to participate in the program must file an application within the time as provided by the recreation department. This includes boys and girls who played the previous season.
2. Any player on the roster of a high school team will not be eligible for the recreation program.
3. Team Assignment System:
  - a. New Team assignments will be determined by a draft system or otherwise assigned.
  - b. Head coach's son(s)/daughter(s) will be frozen to their team unless requested otherwise.
  - c. Coaches must accept all players drafted or assigned. Assignments shall be made by the respective department. No player will be cut because of ability. No trading of players is allowed.
  - d. Drafting of players will be conducted at a time and place designated by the Recreation Department. Only one representative per team may speak officially during draft selection. Only two representatives per team are allowed to attend the draft.

### **PLAYERS' POOL**

1. Once a player has been drafted or assigned he/she may not drop from the team he/she has been drafted to or assigned at and request to be placed in the players' pool. Once a player drops, he/she is completely out of



the program for the remainder of the season. **NO REFUNDS.**

2. A player registering after his league is filled to capacity, and/or any late registrant shall be placed in a players' pool and will be assigned by the respective department on a "first-come-first-serve basis" only. No player will be added after a team's fourth game. Exception: if a situation arises and the respective department deems it necessary.

3. **Once we start playing games, ALL practices will be held on Sunday.** Player(s) that miss four (4) consecutive sessions (practices and/or games) without sufficient reason will be removed from the active roster. The Recreation Department shall determine what reasons are acceptable. Player thus removed from the active roster will be replaced immediately as set forth herein. (Coach must notify respective department.)

4. Head Coaches **must report all team vacancies the following work day.**

### **RULES FOR ALL LEAGUES**

1. All leagues will play full court, 5 player basketball. All games will be played under Georgia High Rules with any exceptions listed herein.

2. Birth certificate are not required to participate. At such time your child is chosen for All-Stars and/or postseason play, you will be required to bring proper documentation.

3. Age control date for all leagues is age prior to September 1st, 2022

4. No girl or boy may participate in a Warner Robins Parks & Recreation Department basketball program (the entire season) if they are on a **middle or high school basketball roster**. Participants may play in one league only. (including the Upward league) **Penalty: Player will be given the choice as to which team he/she wants to play on. Player will be suspended from chosen team's next game including regular season games, playoff games and tournament games.**

**Participation** means dressing out or sitting on bench in team uniform, listed on lineup sheet or scorebook (whether in game or not). This applies to both public and private schools.

If a player makes the team but never enters the game; or is never listed on a scorebook, then he/she is legal for recreational play. (Example: if a player makes a team and quits before the first game he/she is legal). A child shall be allowed to participate in a school team's immediate preseason tryouts provided that during these immediate preseason tryout sessions, the participate in question did not represent his or her school as a team member in a game with another school.

5. Rosters will be limited to 9 per team in all leagues, (Exception: 6 & Under & 8 & Under 10), unless prevailing circumstances dictate otherwise.

6. If neither team has the required number of players to start a game the game will be considered a double



forfeit and both teams will receive a loss on the records.

7. In the case of a game with two teams having the same colored jerseys, the home team will be required to accommodate the visitors. Different colored pennies will be provided.

8. Players may warm up just prior to their game.

9. Only players of the game in progress will be allowed on the court at half time.

10. No one shall stand around the court while the game is in progress. Seat your players in the stands or out in the lobby.

11. Each player is required to play 2 continuous but not necessarily consecutive quarters per game, going in at the beginning of each quarter (make sure he/she reports to the scorer's stand). If a player shows up at their game during first or second quarter, they have to play two quarters. If a player shows up at half time, he/she has to play one quarter. If a child shows up during third quarter or after, no playing time is required. Due to a team being given only one scheduled practice time per week, a child missing that one practice, will no longer be grounds for waiving all of his/her mandatory playing time. If a coach fails to play a player(s) the required amount of time, he/she shall be suspended for one game. Second offense will result in suspension from the program. In the event a player(s) is going to be disciplined, for whatever reason, a one quarter mandatory playing time will be in effect.

Coaches should note on the lineup sheet player(s) that are absent, sick, injured or being disciplined (i.e. tardiness, abusing equipment, disrespectfulness, arriving later than the first quarter). Line-ups with the appropriate notations must be in 10 minutes prior to scheduled game time. If a child is consistently late, disrespectful, or is not attending schedule practices on a regular basis, his/her mandatory playing time may be waived only with prior approval of the Recreation Department.

**Starting line-up must contain the player's first and last names and jersey numbers.** A player may be substituted freely at any time providing he/she plays two continuous quarters. **EXAMPLE:** You may play a player the mandatory playing time in the 1st and 4th quarters and freely substitute in the 2nd and 3rd quarters. Injured players do not have to play required time.

12. Time outs must be called by players on the floor in all leagues except the 8U and 6U Leagues. However, if the official sees the coach requesting a time out a time out will be given.

13. Each team is allowed 3 time outs per game. UNUSED time outs accumulate and may be carried over into an overtime period. One extra time-out is given for each overtime period.

14. Team players and coaches are restricted from committing any act which in the opinion of the referee and/or scorekeeper is intended to ridicule the game.

15. Junior size ball (27.5) will be used in all 6 & Under and 8 & Under games. 10 & Under (boys/girls) and 12 & Under girl's leagues will use the 28.5 size ball. Regulation size ball (29.5) will be used in the **12 &**



**Under boys, 14 & Under boys and 17 & Under boys Leagues.**

16. A team is allowed three (3) team meetings per week. This includes practices and games.

17. **No dunking** is allowed in any league.

18. Halftime will be 5 minutes.

**NOTE:**

WARNER ROBINS PARKS & RECREATION RESERVE THE RIGHT TO MAKE DECISIONS CONCERNING THE RULES AND REGULATIONS OF THE PROGRAM. REMEMBER-- THE PROGRAM IS FOR THE CHILDREN. COACHES MUST CONTROL THEIR PLAYERS, PARENTS AND FANS.

**COACHES RULES AND REGULATIONS**

1. Practice will not begin until team assignments and/or drafts have been made.
2. Never leave a player unattended before, during or after a game or practice.
3. All coaches are expected to conduct themselves in a proper manner at all times. Profanity will not be tolerated.
4. Coaches will not converse with the officials during play. A coach who wishes to ask an official a question must go to the scorer table. Scorers may beckon officials at next opportunity.
5. Coaches may not question an official's judgement call, only rule interpretations may be discussed.
6. Each Head Coach is responsible to see that the respective department has an application and back ground check on file for his Assistant Coaches. Failure to have these items on file may result in the head coach being suspended. These two coaches are the only ones allowed on the team bench during a game.
7. Any coach continually disregarding Recreation Department rules and regulations will be suspended and will not be eligible as a coach the next season.
8. **COACHES SHALL REMAIN SEATED.** Exceptions: to request time-outs; to spontaneously react to an outstanding play; to confer with scorer's table; to enter court when beckoned to attend injured player; rise during time-out or intermission; or while clock is stopped, stand in front of seat to communicate to a squad member.

**MISCONDUCT**

1. Any player caught abusing equipment or Recreation Department facilities will be suspended for one game. Second offense suspension from the program. Recreation Department personnel, officials and coaches may suspend players for such abuse.



2. Scorers will have the power to call technical fouls from the scorer's table (except at Perry).
3. Players are eliminated on the fifth foul. The five fouls include **BOTH** technical and personal fouls.
4. Any coach or player having two technical fouls called on him/her during the course of a game will be ejected from the game and gym. If this occurs a second time, he/she will be ejected from the league. (EXCEPTION: See 8 & Under League Rules, page 9, rule #8A).
5. Any player or coach thrown out of a game will sit out the following game also. This suspension will carry over into any post-season tourney if the ejection occurs on your last schedule game of the season. Suspension also includes gym attendance.
6. Abusive language and/or flagrant violations from players, coaches and/or spectators will not be tolerated. Violators will be subject to suspension for the remainder of the season and post-season tournaments.
7. During the course of a game, if any coach refuses to finish the game, or in any way obstructs the continuance of play, the game will be continued with a member of the Recreation Staff coaching the team. The coach will be ejected from the game and the program. If the team players refuse to continue to play, the game will be forfeited in favor of the opposing team.
8. Any player who dunks, hangs on the rim or slaps the back board during, before, or after a game is ejected from game and is suspended for one game. Second offense: suspension for the remainder of the season.
9. The Recreation Department has the authority to permanently suspend any player, coach, or spectator who is considered detrimental to the program.
10. **In the event of a three-way tie, seeding will be determined on who scored the most points in division games only.**
11. **In the event of a two-way tie, there will be an additional game played between the two teams to determine the 1 seed**

**Tournament Play:**

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will draw to determine placement in brackets. **WILDCARD games do NOT count in the standings.**



## **IMPORTANT NOTE:**

Gym Director is the Recreation Department Staff Member in charge of that particular gym. It is his/her responsibility to see that the rules set forth by the Recreation Department are followed. He/she has the authority to suspend coaches, players and fans for flagrant violations of any Recreation Department playing rules and/or facility rules. If deemed necessary, the person will be asked to leave the premises. Failure to do so will result in a police escort.

## **6 & UNDER COED RULES**

1. This is a fundamental training program and we require that these ages participate in this league only. This league has been formed to teach fundamentals for the higher age groups.
2. Games will be four 8 minute quarters with a continuous running clock. Clock will not stop for free throw shots until the last minute of each quarter (High School rules will apply). Clock will stop for called time outs and referee time outs.
3. No 3 second violation will be called.
4. No full court press allowed.
5. No fast breaks allowed. Defense must have time to set up.
6. **Double-dribbling:** Double-dribbling will be allowed up to the 3-point line. Once players are set, double-dribbling will not be allowed. Players will not be allowed to continuously bounce-run-bounce the ball. Double-dribbling is a violation; the ball will be awarded to the opposing team.
7. Fouls shots will be shot from five (5) feet in front of the regulation foul line.
8. Defense required is man-to-man. When you send your defense down to set up, they should be set up inside the three-point line. Coaches must continually remind players who they are guarding and they move to guard them as the offense arrives. Each defensive player is to be assigned one offensive player and that is the only one he/she is to guard. They can switch off, but cannot double team. Once shot is taken players are not restricted by the man-to-man defense. NOTE: The first time the defense goes out of the three-point line, he/she will be given a warning. The second time this happens the offense will be awarded one free throw shot and given the ball back. The ball will be taken out at half court. The defensive player can attack the ball once it is inside the key area, a defensive player may NOT reach over the line to get the ball. The ball MUST be in the three-point area.
9. Shoot at 8 foot goals.
10. Substitutions will be made every quarter. Both coaches should get together prior to each game and decide whether to start their first or second team and keep those groups in together at all times. NOTE: If

you have less than 10 players present, please do not let your best players play the whole game - split each quarter up among all players.

11. No score or won-loss records will be kept.

## **8 & UNDER BOYS AND GIRLS**

1. Games will be four 7 minute quarters. Clock will stop only for called time outs or referee's time outs, and while team is lining up for a free throw shot. Clocks will start on one shot foul and 1-if-1 as soon as official hands foul shooter the ball; clock will start on two shot fouls as official hands foul shooter the ball for the second shot. **Exception:** Last minute of each quarter High School Rules will apply.

2. A 5 second violation will be called.

3. No back court violation will be called unless flagrant. The last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarter back court violations will be called.

4. **Double-dribbling:** Double-dribbling will be allowed in the back court only. Once the ball handler has reached the forecourt area, double-dribbling will not be allowed. Double-dribbling is a violation; the ball will be awarded to the opposing team.

5. Foul shots will be shot from three (3) feet in front of regulation foul line.

6. Shoot at 8 foot goals.

7. A tie at the end of regulation play will be a tie in the record book.

8. **Defense can be man to man or zone of any type.** The defense may guard the offensive players after they cross half court. If the defensive team is ahead by 10 or more points, the defense then has to play inside the three-point line until the score difference is under 10 points. In the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarter if the defensive team is behind they may full court press.

9. **Defensive rebounding:** When two opposing players go up for a rebound and both have possession of the ball, this is a jump ball call. When the defensive player clearly has possession, immediately he/she becomes the offensive player and the opponent becomes the defense and cannot challenge him/her until he/she crosses half court. Violation of this constitutes back court pressure and after the second warning against the same player, results in technical foul and the awarding of one free throw plus possession of the ball.

10. There will be no isolation of players during the course of the game. All players must remain in active participation and not let one or two players work one on one while team members stand and watch. This will be a judgement call by the official. A technical foul will be called should the isolation re-occur.

11. **Mercy Rule:** If, in the fourth quarter, a team gains a twenty (20) point advantage the clock will run continuously for the balance of game except during time-outs. If the losing team gets within ten (10) points during the last quarter, clock will run the same as it has the first 3 quarters.





## **10 & UNDER BOYS & GIRLS**

1. Games will be four 7 minute quarters. Clock will stop only for called time outs or referee's time outs, and while team is lining up for a free throw shot. Clock will start on one shot foul and 1-if-1 as soon as official hands foul shooter the ball; clock will start on two shot fouls as soon as official hands foul shooter the ball for the second shot. **EXCEPTION:** Last minute of each quarter when High School Rules will apply.
2. A 3 second violation will be called.
3. No double dribbling allowed.
4. The three (3) point shot will be allowed.
5. Shoot at 10 foot goals
6. Foul shots will be shot from 15 feet (regulation)
7. Ties will be broken by extra 4 minute periods of play. The first three minutes of each overtime period the clock will run as it was run the first six (6) minutes of each quarter. The last minute of each overtime period, the clock will run according to High School Rules.
8. A team leading by 10 or more points in the 2<sup>nd</sup> and 4<sup>th</sup> quarter may not use a full court press. However, they can start their press once the offense crosses the half court line. First offense a team warning will be given. Second offense by the defense will result in a 2 shot foul.
9. **Mercy Rule:** If, in the fourth quarter, a team gains a twenty (20) point advantage the clock will run continuously for the balance of game except during time-outs. If the losing team gets within ten (10) points during the last quarter, clock will run the same as it has the first 3 quarters.



## **12 & UNDER BOYS & GIRLS 14 & UNDER BOYS 17 & UNDER BOYS**

1. Games will be four 8 minute quarters. Clock will stop only for called time outs or referee's time outs, and while team is lining up for a free throw shot. Clock will start on one shot foul and 1-if-1 as soon as official hands foul shooter the ball; clock will start on two shot fouls as soon as official hands foul shooter the ball for the second shot. **EXCEPTION:** Last minute of each quarter when High School Rules will apply.
2. Full court press is allowed.
3. Ties will be broken by extra 4 minute periods of play. The first three minutes of each overtime period the clock will run as it was run the first seven (7) minutes of each quarter. The last minute of each overtime period, the clock will run according to High School Rules.
4. The three (3) point shot will be allowed.
5. A team leading by 10 or more points in the 4th quarter may not use a full court press. **First offense a team warning will be given. Second offense by the defense will result in a 2 shot foul.** However, they can start their press once the offense crosses the half court line.
6. **Mercy Rule:** If, in the fourth quarter, a team gains a twenty (20) point advantage the clock will run continuously for the balance of game except during time-outs. If the losing team gets within ten (10) points during the last quarter, clock will run the same as it has the first 3 quarters.