

METRO RECREATION & PARKS  
YOUTH BASKETBALL 2018-19  
Updated: 11/13/18

- I. **NAME:** The name of the league shall be the Metro Recreation & Parks Youth Basketball League.
- II. **ELIGIBILITY:**
  - A. Anyone who has not reached his/her birthday before January 1st of the tournament year (Jan. 1st, 2015) shall be eligible to participate. (MINIMUM AGE: Anyone who has not reached his/her sixth (6th) birthday before January 1st of the tournament year shall be ineligible to participate. Each player's age will be approved by the Athletic Director. This will be done only through the use of birth certificates and the birth certificate file in the office of the Athletic Director.
    - a. Beginners Pee Wee (must be 6 years old before January 1st but cannot be 7 years old before January 1st.)
    - b. Peewee (cannot be 9 years old before January 1<sup>st</sup>.)
    - c. Mite (cannot be 11 years old before January 1st.)
    - d. Midget (cannot be 13 years old before January 1st.)
    - e. Intermediate (cannot be 15 years old before January 1st.)
  - B. Once the season has started, a new player must be on the team roster and present his/her birth certificate to the Recreation Department before he/she is eligible to play in a league game. Only new players who have not participated in the league may be added to a team's roster by December 19th of the playing year. All players must play in a minimum of four (4) regular season games to be eligible for post-season play. (unless an injury or other extreme circumstance is in play)
    - a. Any participant found to be ineligible due to clerical error on behalf of the RPD will be ineligible to participate for the remainder of that season, unless corrective measures are implemented. No disciplinary action will be taken against the team involved.
  - C. A player may move up and play in an older league if he/she so desires, but after he/she has participated in one (1) League game with that team, he/she must play in that age group for the remainder of that season.
  - D. A player may not be listed on a high school varsity roster at any time during the season.
- III. **PRINCIPLES OF YOUTH ATHLETICS:**
  - A. It is the aim of the Recreation and Parks Department to provide organized games and activities, recreation facilities, supervision and leadership to its citizens in their ideals and interests in the area of leisure time activities and/or its organization.
  - B. To promote the ideals of good sportsmanship, teach basic skills, develop individual talents, and provide an opportunity to enjoy the best possible recreation advantages and atmospheres.
  - C. To recognize the Youth Participant as an individual with particular abilities and limitations. A great deal of consideration must be given to his physical, mental, emotional, and social development with every precaution taken to insure that each is developed to its highest potential.
- IV. **DISCIPLINARY ACTION:** (Involving parents, spectators, coaches, and players)
  - A. Ejection from Game.....Minimum 1 Game Suspension
  - B. Unsportsmanlike Conduct.....Minimum 10 Day Suspension
  - C. Profanity.....Minimum 10 Day Suspension
  - D. Threatening an Official.....Minimum Suspension for remainder of Season
  - E. Hitting an Official.....Minimum 2 Year Suspension
  - F. Drinking.....Suspended For Season
  - G. Fighting.....Suspended For Season
    - a. Any coach, parent or spectator suspended must leave the playing facility immediately upon ejection; however, a player may remain at the playing facility. All suspensions will be reviewed by the Recreation Staff in order to determine if further disciplinary action need be taken. All decisions concerning disciplinary actions by the Recreation and Parks Department are final.
    - b. Individuals can be suspended after the game for unsportsmanlike conduct by a game official or recreation staff member.
- V. **DUTY OF THE COACH AND CERTIFICATION:**
  - A. It is the duty of the coach to see that the roster and records of his/her team are delivered to the Recreation Athletic Director prior to the first game, so that he may signify that all players are eligible. The official Recreation and Parks Department roster must be used. It is mandatory that this roster be completed in full, and typed: showing the player's name exactly how it appears on his birth certificate with no use of nicknames or other. The player's birth date and complete mailing address must be filled in. Also at this time, birth certificates must be presented to the Athletic Director. If the player's birth certificate is on file from the previous year, his full name, complete address, and birth date must appear on the roster typed. Asterisk (\*) these individuals for last year's season's identifications.
  - B. Each parent shall be responsible for seeing that their child is examined by his family doctor before he/she is allowed to play.
  - C. The coach shall see that every child has adequate insurance or a signed release from the parents for the child to participate in the Metro Recreation and Parks Youth Basketball Program.
  - D. The coach must have his/her team ready to play ten (10) minutes prior to game time.

- E. It is the duty of the coach to make sure that their score sheet is correct before each game, this will avoid any conflicts or technical fouls due to wrong numbers with names.
- F. Plastic water bottles, with water only in them, will be allowed on the benches at the Recreation and Parks Department owned and operated Recreation Centers. Water bottles must be confined to the bench area and coaches need to bring towels to wipe up any spillage. All other drinks are prohibited! Also, coolers will not be allowed in the Recreation Centers.

**VI. EQUIPMENT:**

- A. At some departments, teams must furnish their own uniforms which will consist of at least matching numbered jerseys. If both teams have matching jerseys colors, the home team is responsible for changing jerseys or wearing pennies.
- B. Gym shoes must be worn by all players, coaches or anyone connected with the team while on the gym floor. No street shoes of any nature, texture, or design will be allowed on the floor. However, coaches may wear street shoes on the bench.
- C. The official basketball will be furnished by the Recreation Department for all age groups.
  - a. Beginner Peewee – 27.5 (Graham)
  - b. Peewee, Mite & Midget – 28.5
  - c. Intermediate – 29.5
- D. All teams playing in the SWAC Basketball Tournament MUST have a number at least four (4) inches in length on the front of their jersey top and a number at least six (6) inches on the back. All players MUST have legal numbers and there may not be any duplicate numbers
  - a. Legal numbers are: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55.
  - b. Team member list shall not have both numbers 0 and 00.

**VII. PLAYING RULES:**

- A. North Carolina High School Federation Basketball Rules and Regulations will be used with the following exceptions:
  - a. The game shall consist of four (4) six (6) minute quarters for Beginner Pee Wee's, four (4) six (6) minute quarters for Pee Wee's, Mites, and Midgets, and four (4) seven (7) minute quarters for Intermediates. The clock will stop ONLY for time-outs and shooting fouls, with the exception of the last one (1) minute of the game and all overtime periods when the clock will stop as in a regulation high school game.
  - b. Eight (8) foot goals will be used for Pee Wee's.
  - c. Nine (9) foot goals will be used for Mite Girls Basketball
- B. PRESSING: (Back Court D)
  - a. BEGINNER PEE WEES- A pressing defense inside the ten (10) second line shall be prohibited. Players may not steal the ball from the dribbler.
  - b. PEE WEES- A pressing defense inside the ten (10) second line shall be prohibited, except for the last one (1) minute of the game and any overtime.
  - c. MITES - A team may play defense up to the half-court line, except for the last one (1) minute of the game and any overtime, where they can press.
  - d. MIDGETS- With the exceptions of any inbounds play and when a team has a ten-point lead, a team may play defense anywhere in the backcourt during the first, second, third, and the first five minutes of the fourth quarter.
  - e. ALL LEAGUES EXCEPT INTERMEDIATES - Any team that maintains a ten (10) or more point advantage will not be allowed to press in the last one (1) minute. PENALTY: Opposing team takes possession of the ball.
    - i. Intermediates may not play back court at all if they are up 20 points. If a Team obtains a 30 point lead in the second half, teams must play defense in the 3pt. Lane.
- C. Each team will be allowed four (4) time outs per game; however, a team may only have three (3) time outs remaining at the beginning of the second half. If they did not use a timeout in the first half, the team will forfeit one (1) timeout to begin the second half. At the end of a regulation game, all remaining time outs will be forfeited, with each team being awarded one (1) time out for each additional overtime period.
- D. In case of a tie in a regulation game, the winner will be determined by a (2) two minute overtime period. If the game is still tied after the first overtime period a 2<sup>nd</sup> Overtime will be played. If the teams are both tied following the 2<sup>nd</sup> overtime, teams will select a free throw shooter and each (1) player selected will shoot 5 free throws, the team who makes the most free throws out of the five, will win the game. If still tied, the same two players will alternate free throws until, there is a winner.
  - a. Graham Beginner Peewee and Peewee Boys will not play overtime until playoffs
- E. The number of players on the team roster will be limited to twenty (20) players. Champions that will play SWAC must conform to the twelve (12) player limit for post season play.)
- F. Only two (2) adult coaches will be allowed on the team bench, only one coach may stand!
  - a. Unless authorized by the Host Recreation Department
- G. All teams will be allotted five (5) minutes pre-game warm-up.
- H. TECHNICAL FOULS - Two technical fouls for unsportsmanlike conduct in one game will automatically eliminate a player or coach from the game.
- I. The 1 and 1 penalty will be in effect on the seventh team foul of each half.

- J. There will be a ten (10) minute grace period for the first game. Game time will be forfeit time for all other games.
- K. Any coach who willfully does not bring his/her team to a regular scheduled game or removes his/her team from the floor may be suspended from the program.
- L. Foul Line Distance: 8Ft. for Biddy & Beginner Pee Wees, Twelve (12) feet for, Pee Wees, Mites and Regulation distance for Midgets and Intermediates
  - a. All leagues that shoot from the 12ft. Line will use the "old" free throw line up, starting below the block, therefore there will not be a child standing above the shooter.
  - b. Players may enter the lane when the ball is released! (except the shooter)
- M. Mandatory Playing Rule: Each player must play one (1) full quarter of every game unless he/she receives five (5) fouls or is injured. A coach must play a player the entire quarter. At the beginning of the fourth quarter, any player who has not played 1 FULL QUARTER must start and play the entire quarter. A player who cannot finish his/her full quarter due to sickness or injury must be replaced by a substitute who has not played. That substitute must finish the remainder of the quarter for that sick/injured player. However, this does not count as a full-quarter for the substitute but his/her fouls do count. (If all players have played their full quarter, then the sick/injured player can be replaced by any player). A sick/injured player will be allowed to try and play an entire full quarter again, but if they cannot, then they are done for the game and the scorekeeper will note it.
  - a. Intermediate League is allowed to substitute at any time, but must make sure each player gets at least a total of 8 minutes per game
- N. No dunking will be allowed before or during a game in ANY leagues. The following penalties will be administered:
  - a. 1st Violation: A technical foul will be assessed and the player will be suspended from the game plus one (1) additional game.
  - b. 2nd Violation: A technical foul will be assessed and the player will be suspended from the league for the remainder of the season.
- O. The defensive team must play a defense that cannot extend beyond three point line extended with the exception of the last one minute of the game. (Pee Wees only) Beginner Pee Wees WILL NOT be allowed to come across the front court line to press the last minute of the game. Pee Wees will be allowed to come up to half-court and press the last minute of the game unless they are up by ten (10) points or more.
- P. Any time-outs called in the backcourt by the offensive team in the last minute of the 4th quarter or overtime of the Pee Wee Boys or Girls game (not Beginners) will place the ball being inbounded at mid-court and the ball having to be inbounded in the front court, not the backcourt.
- Q. Pee Wee Boys or Girls Only (not Beginners) - Once the ball crosses the half court line, the offensive team has ten (10) seconds initiate a offensive play across the front court line or will be whistled for a turnover. (This rule does not apply for the last one (1) minute of the 4th quarter or overtime.
- R. There will be no end of the season tournament for Beginner Pee Wee, All Girls Divisions and Intermediate Boys
- S. The Three-Point Field Goal will not be in effect for the Beginner Pee Wee and Pee Wee Leagues.
- T. Only one (1) Coach is allowed to stand and coach their team as long as they remain in the coaches' box and do not try to help the referees officiate the game.

#### **VIII OFFICIALS:**

- A. All officials will be furnished and assigned by the Basketball Booking Agent.
- B. Officials will have complete control of all games.
- C. After the game has begun, the assigned officials or Recreation Staff Member will be responsible for discontinuing the game for any reason.
- D. The officials' decision on all calls will be final.

#### **IX AWARDS:**

- A. Team and individual trophies will be awarded by at the discretion of the individual recreation departments
- B. NOTE: Won-loss records will not be kept in the Beginner Pee Wee Division

#### **X PROTESTS:**

- A. Protests can only be made concerning the eligibility of player's age and residence. Any player being found ineligible due to age or residence will result in forfeiture of all games in which this individual has participated.
- B. Protests concerning the eligibility of players whether it be age or residence may simply be called to the attention of the Recreation and Parks Department. NO PROTEST FEE REQUIRED.

#### **XI PROJECTED DAYS OF GAMES:**

- A. Beginner Pee Wee – Monday & Tuesday
- B. Pee Wee Boys – Tuesday & Thursday
- C. Pee Wee Girls – Monday
- D. Mite Boys – Tuesday & Thursday
- E. Mite Girls – Wednesday
- F. Midget Boys – Tuesday & Thursday
- G. Midget Girls – Thursday

H. Intermediate Boys – Wednesday & Thursday

- a. Game days could change based on amount of teams in each division

The Metro Recreation and Parks Department does not discriminate on the basis of race, color, national origin, sex, religion, age or disability in employment or the provision of services.