

FRANKLIN COUNTY PARKS AND RECREATION DEPARTMENT
WINTER YOUTH LEAGUE BASKETBALL
CONSTITUTION AND BY-LAWS
updated September 2024

SPONSORING ORGANIZATION

Franklin County Parks and Recreation Department will sponsor the Youth League Basketball Program.

PURPOSE

- To promote youth basketball on a well-organized basis where good sportsmanship and fair play are always practiced.
- To draw teams of the county into a closer fellowship through participation in countywide sports programs.
- To give every youth a chance to play and participate.

ORGANIZATION

- Youth basketball will be governed by the Recreation Department personnel and the departments paid representatives. (Ex. officials, scorekeepers, timers, and facility supervisors). Any disciplinary problems that should arise during season will be the responsibility of the facility supervisor, the Recreation Department staff, and/or a representative of this department. (Ages are as of Dec. 31 of the current year)
- Co-Ed 5-6 yr olds- a player must be at least 5 years on or before December 31 a player cannot be 7 on or before December 31
- Co-Ed 7-8 yr olds- a player cannot be 9 on or before December 31
- 9/10 yr Boys- a player cannot be 11 on or before December 31
- 9/10 yr Girls- a player cannot be 11 on or before December 31
- 11/12 yr Boys- a player cannot be 13 on or before December 31
- 11/12 yr Girls- a player cannot be 13 on or before December 31
- 13/14 yr Boys- a player cannot be 15 on or before December 31
- 13/14 yr Girls- a player cannot be 15 on or before December 31
- 15/18 yr Boys- a player cannot be 19 on or before December 31
- 15/18 yr Girls- a player cannot be 19 on or before December 31

Note: The Recreation Department will make final decisions on players and parents with requests of advancement to the next league. Special requests for team assignments will not be honored. Players will be placed on teams in their own elementary school districts as much as possible. Late sign ups are not promised assignment. Once late registration has ended, registrations will only be accepted if a team is below the roster minimum. The roster minimum for basketball is 6 players.

THE GAME

National Federation of State High School Association basketball rules will be used with the following exceptions.

ALL LEAGUES:

- Pre-game rosters- the coach of each team is to present a copy of his/her complete roster with proper jersey numbers to the scorer at least 10 minutes prior to the scheduled starting time. This will be enforced. In leagues ages 12 and under that use the rotation, the players should be listed in the order that they will be rotated in the game. Penalty for this violation of this rule will be a modified technical foul.
- Games will start on scheduled time or if the previous game is finished after the scheduled start time, the game will start as soon as possible after the preceding game. Failure to field five eligible players when the referee calls for the start of the game will result in a forfeit. **10 minutes** will be allowed after the scheduled starting time.
- All Play- All leagues will adhere to an “All Play” rule. All leagues ages 12 and under will adhere to a player rotation. Five players must start the game and remain in the game until the halfway point of the quarter (unless injury occurs). At this point the clock will sound no matter where the ball is in play. If the team has five additional players, they must all be inserted into the game at this time. If the team has more than ten players all additional players would be inserted starting the second quarter. This all play rotation will be followed in the first three-quarters of every game. The **5-6 Instructional League** and the **7-8 Biddy League** will play all **four** quarters under the “all play” rule. Players in leagues age 13 and up will have free substitution but shall be given at least one quarter playing time under all play rule.
- Players are not allowed to wear jewelry, except for medical ID jewelry. Studs in newly pierced ears can be covered by athletic tape.
- Three-minute half times.
- The head coach is responsible for the behavior of players and their spectators, at practices and games. This includes any damage done to school property
- Teams will be allowed to borrow players to prevent a forfeit. A team may borrow up to 2 players to field 5 players. The borrow rule is to limit forfeits, not to provide substitutes. Borrowed players must be registered on a team in the league they are being borrowed for. Borrowed players must wear their team jersey.
- **No dunking by players, spectators or coaches before, during or after a game.**

Officials, scorers, and timers will know by the official score sheet who the next five players on the court should be at any given time. Once the line up sheet has been handed in any change in the line up will result in a **modified** technical foul. (Example: A player comes in late; his name is added to the line up sheet and the rotation must be changed; this will result in a modified technical foul). This will be strictly enforced.

All other exceptions to the NFHS rules will be listed per league.

INSTRUCTIONAL LEAGUE (CO-ED) 5-6

Equipment/Uniforms

- This league will plan on an 8 1/2-foot basket.
- Junior Size Basketballs will be used (27.5").
- Teams must wear numbered uniforms with no repeating numbers.

Game Length

- Eight-minute quarters
- This league will utilize a running clock except:
 - o During an official's timeout (called in the case of an injury)
 - o Between quarters and half quarters
- There will be no team timeouts.
- A timekeeper will be provided; no score or standings will be kept.

Start of Play

- The game will begin with the home team inbounding the ball at half court.
- Possession will alternate each quarter or jump ball.

All Play Rule

- This league will adhere to the "fair play" rotation rule for the entire game
- Players will enter the game in the order they are listed on the roster handed in to the scorer's table
- Players entering the game shall check in at the scorer's table.

Defense

- Teams are required to play man to man (no zone) defense. Teams will be given wristbands to match up players. Double teaming is not allowed.
- Defense can only be played up to the three-point line extended from the top of the key.
- Defense cannot be played outside of this line at any point in the game. Players cannot reach across the line to pressure the dribbler and cannot come across the line to steal a loose ball. When a violation occurs, the coach/official will stop the game and explain the violation. The ball will be put back into play by the team that was in control of the ball with an inbound pass closest to where the violation occurred.

Fouls

- There will be no shooting fouls. The ball will be awarded to the fouled team from the nearest sideline of the infraction.

Violations

- All ball handling violations will only be called inside the area where defense can legally be played.
- Understanding the limitations of the age, coaches should use discretion on double dribbling and traveling. However, they should be called if it gives the player a scoring opportunity advantage. (i.e. Players may take two steps for every dribble

and use both hands to temporarily catch and re-dribble simply because of physical capabilities. However, that player should not be able to take 5 steps while holding the ball to take a scoring opportunity.)

- A travel in the backcourt will not change possession. Coaches will use backcourt ball handling violations as teaching moments.
- Players may not run with the ball; dribbling is emphasized.
- Lane violations will not be called.
- The ten-second rule will not be in effect when bringing the ball up the court.
- Players are not permitted to hold the ball for longer than 10 seconds. The penalty for this violation is a turnover. The ball will be awarded to the opposing team from the nearest sideline of the infraction.

Officials

- One coach from each team will act as a coach official.

BIDDY LEAGUE (CO-ED) 7-8

Equipment/Uniforms

- This league will play on an 8-1/2-foot basket.
- Junior Size Basketballs will be used (27.5").
- Teams must wear numbered uniforms with no repeating numbers.

Game Length

- Eight-minute quarters.
- This league will utilize a running clock except:
 - o During an official's timeout (called in case of an injury) or team timeout
 - o Between quarters and half quarters.
 - o During shooting fouls.
- No score or standings kept
- Two-time outs will be allowed per half. Unused time outs from the first half do not carry over to the second half.

All Play Rule

- This league will adhere to the "fair play" rotation rule for the entire game.
- Players will enter the game in the order they are listed on the roster handed in to the scorer's table
- Players entering the game shall check in at the scorer's table.

Defense

- Man or Zone defenses will be allowed, however, defense can only be played beginning at the top of the 3 point arc. Players can play defense outside of the 3 point arc as long as it is below the top of the arc.
- Because we don't allow double teaming, we recommend using a man to man defense.
- No full court press

Fouls

- Foul shots will be taken from the front of the circle and not at the foul line.
- All fouls will be called, only shooting fouls will be shot.

Violations

- Five-second lane violations will be enforced
- Walking called after five steps
- Double dribble will be called
- Back Court will be enforced

Note: This basketball league is very much an instructional league with emphasis on learning the basics and fundamentals needed to continue to grow in the sport. Referees will be asked to stop play and explain different fouls, procedures, and situations to this age division.

PEE WEE BOYS AND PEE WEE GIRLS LEAGUES FOR AGES 9-10

Equipment/Uniforms

- This league will play on a 10-foot basket
- Intermediate size basketballs will be used (28.5")
- Numbered uniforms, with no repeating numbers are required

Game Length

- Ten-minute quarters
- This league will utilize a running clock except:
 - o Officials time out
 - o Fair Play subs
 - o Team time out
- The clock will stop for all violations the last two minutes of the game, unless a team is ahead by 30 points or more.
- No Standings are kept
- Two-time outs will be allowed per half. Unused time outs from the first half do not carry over to the second half.

All Play Rule

- All play rule will be in effect for the first three quarters. The fourth quarter is free substitution
- Players will enter the game in the order they are listed on the roster handed in to the scorer's table
- Players entering the game shall check in at the scorer's table.

Defense

- No full court press. If a team advances by 10 points or more, defense can only be played below the top of the 3-point arc. Players can play defense outside of the 3-point arc if it is below the top of the arc.
- Teams will be warned of a full court press. The second call and thereafter will result in a modified technical foul giving the other team one foul shot and the ball.

Foul Shots

- Foul shots will be shot from the foul line. A player's momentum from a free throw may take the players over the line provided the player is not the first person to touch the ball after a free throw attempt. A players shooting and then running over the line will be called for a line violation

Other

- Five-second lane violations will be enforced
- In the event of a tied game at the end of regulation, there shall be one overtime period of two minutes. If the game is still tied at the end of overtime, it shall be declared a tie.

Note: This league is an instructional league that will be more concerned with participants becoming familiar with the basics and fundamentals of the sport as well as getting a good grasp on the rules and penalties of the game.

LITTLE LEAGUE BOYS AND LITTLE LEAGUE GIRLS AGES 11-12

Equipment/Uniforms

- This league will play on a 10-foot basket
- Full size basketballs will be used for boys (29.5").
- Intermediate size basketballs will be used for girls (28.5")
- Numbered uniforms, with no repeating numbers are required

Game Length

- Ten-minute quarters
- This league will utilize a running clock except:
 - o Officials time out
 - o Fair play subs
 - o Team time out
- The clock will stop for all violations the last two minutes of the game, unless a team is ahead by 30 points or more.
- No Standings are kept
- Two-time outs will be allowed per half. Unused time outs from the first half do not carry over to the second half.

All Play Rule

- All play rule will be in effect for the first three quarters. The fourth quarter is free substitution
- Players will enter the game in the order they are listed on the roster handed in to the scorer's table
- Players entering the game shall check in at the scorer's table.

Defense

- No full court press after a 10-point lead.
- Warning for first incident. After the warning it will result in a modified technical foul giving the opposing team a single foul shot and the ball

Other

- The three second violation will be enforced
- Players that receive a technical for unsportsmanlike behavior will have to sit out of the game for a minimum 5-minute cool down period immediately following the technical. These 5 minutes count as time played regarding the fair play rule
- In the event of a tied game at the end of regulation, there shall be one overtime period of 2 minutes. If the game is still tied at the end of overtime, it shall be declared a tie.

JUNIOR LEAGUE BOYS AND JUNIOR LEAGUE GIRLS AGES 13-14

Equipment/Uniforms

- This league will play on a 10-foot basket
- Full size basketballs will be used for boys (29.5").
- Intermediate size basketballs will be used for girls (28.5")
- Numbered uniforms, with no repeating numbers are required

Game Length

- Ten-minute quarters
- A running clock will be utilized except:
 - o Officials time out
 - o Team time out
- The clock will stop for all violations the last two minutes of the game unless a team is ahead by 30 points
- In the event of a tied game at the end of regulation, there shall be one overtime period of two minutes. If the game is still tied at the end of overtime, it shall be declared a tie.
- No standings kept
- Two-time outs will be allowed per half. Unused time outs from the first half do not carry over to the second half.

All Play Rule

- This league will adhere to playing each player a minimum of one quarter that does not have to be continuous
- If there is flagrant misuse of the one quarter minimum, Parks and Recreation reserves the right to institute a player rotation

Other

- No full court press after a 15-point lead. The first incident will be a warning, then a modified technical foul will be called for each incident after
- All penalties/violations strictly enforced
- Players that receive a technical for unsportsmanlike behavior will have to sit out of the game for a minimum 5-minute cool down period immediately following the technical. These 5 minutes count as time played regarding the fair play rule
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SENIOR LEAGUE BOYS AND SENIOR LEAGUE GIRLS AGES 15-17

Equipment/Uniforms

- This league will play on a 10-foot basket
- Full size basketballs will be used for boys (29.5").
- Intermediate size basketballs will be used for girls (28.5")
- Numbered uniforms, with no repeating numbers are required

Game Length

- Ten-minute quarters.
- A running clock will be utilized except:
 - o Officials time out
 - o Team time out
- The clock will stop for all violations the last two minutes of the game unless a team is ahead by 30 points
- In the event of a tied game at the end of regulation, there shall be one overtime period of two minutes. If the game is still tied at the end of overtime, it shall be declared a tie.
- No standings kept

All Play Rule

- This league will adhere to playing each player a minimum of one quarter that does not have to be continuous
- If there is flagrant misuse of the one quarter minimum, Parks and Recreation reserves the right to institute a player rotation

Other

- This league will play strictly Virginia High School Rules
- The head coach and any assistant coaches that may be at the game in place of the head coach will be at least 21 years old
- No taunting or trash talking.
- No full court press after a 20-point lead. The first incident will result in a warning with the second and subsequent incidents resulting in a modified technical foul. This would give the opposing team a single foul shot and the ball.
- Players that receive a technical for unsportsmanlike behavior will have to sit out of the game for a minimum 5-minute cool down period immediately following the technical. These 5 minutes count as time played regarding the fair play rule.

OFFICIALS

- Officials assigned to the games will be in complete control of the facility in which they are working. They will start, stop, and run the game in general.
- Shoving or striking an official will result in immediate suspension from the league and facility for the remainder of the season. This rule applies to everyone in attendance of the game.
- Officials will help players get into position and match up for man to man defense if needed. Officials will assist players with any questions that may arise during the game.

COACHES

- Coaches need to be aware that these players are out here for a fun and learning experience. Please keep this in mind and control yourself to keep the influence of winning from taking preference over the well being of the players.
- Coaches should always remain seated on the bench while the clock is running or is stopped except to:
 1. Confer with bench players during time outs or between quarters.
 2. Stand to request a charged time out.
 3. Confer with scorers and timers to prevent or rectify an error in scoring, timing, or possession.
 4. Attend to an injured player when beckoned by an official.
 5. Replace or remove a disqualified or injured player.
 6. To spontaneously react to an outstanding play or to acknowledge a replaced player.
 7. Coaches can be held responsible for the actions of their team's parents. Coaches must oversee the parents as well as their players.
 8. Coach the co-ed instructional league.
 9. If a Head Coach has to stand, he/she may not leave their bench area.
Warning for first offense and technical foul for second offense.
- Practice slots can be taken from coaches and teams if any of the rules on the gym usage contract, signed by the coach, are broken or neglected.
- Only head coaches may confer with game officials during a game.

Note: Coaches from last year have first option to coach the same team this year. This coach must be in good standing with the Recreation Department before he/she will be considered. If coaching positions become available due to coaches leaving or new teams forming the coach that requested a team first will have the option to take the new team.

PROTEST

Since standings are not kept in any of the Recreation Department leagues, no protests are accepted.

DISCIPLINARY ACTION

- Any player or coach of a team getting two technical fouls in a game will be ejected from the game. That player or coach is also suspended from attending the following game. If the same player or coach is ejected from another game during the season, they will be dismissed from the league. Any player/coach that accumulates 4 technical fouls in one season could be subject to dismissal, at the discretion of the Athletics Manager.
- Fighting is not allowed in any Recreation Department league. Basketball is no exception. Any abusive language directed toward an official, coach, player or spectator will not be tolerated. Please see the conduct and sportsmanship guidelines for specific information about disciplinary actions.

PRACTICE

- Monday following Thanksgiving weekend will be the official first day of practice.
- One practice per week will be assigned to all teams.

PLAYER ELIGIBILITY

- The Parks and Recreation Department stresses the importance of children staying in school: therefore, all players within our youth basketball program must be regularly enrolled in school. Any player that is not attending school will be viewed as ineligible.
- Any player that is either suspended or expelled from school will be prohibited from both participating in league games and practices for the duration of the school suspension/expulsion period.
- It is the responsibility of each coach to play only eligible players. Failure to do so will result in departmental disciplinary action.
- All traveling, AAU, high school athletes, or other are eligible to participate in this basketball program.

****Please remember that this is a recreation program. The facilities, players, coaches and officials are not expected to be of the caliber of the NBA. This is a learning level program for everyone involved, so try as hard as you can to make this a fun program to make kids want to continue playing basketball whether they continue in high school or in their driveway!