

General Rules PBC Youth Basketball League

2011 – 2012 Season

The mission and purpose of the PBC Basketball League is to provide a recreational league for youth to enhance their skills as a basketball player. The league exists to allow players to learn the game of basketball and to have fun. A major emphasis is to provide the opportunity for the youth to have fun and enjoy basketball while learning proper sports skills and techniques in an atmosphere where good sportsmanship, ethics and competitiveness are stressed.

GENERAL ITEMS

The game start times will be at 9:00 AM, 10:15 AM. Please assist the League in starting each game on schedule. The number one complaint from Parents is the lack of control of game times on Saturday mornings. Referees are the first line of making sure we stay on schedule. The League Director will also be enforcing the start times. Be forewarned that warm-ups may be shortened, as well as half time, to accommodate this schedule.

Please take one minute before each game, either the Head coach or an Assistant Coach, to walk over and greet your spectators/fans and explain that this is a recreational league and we encourage POSITIVE SUPPORT for your player/team. The fact that they may see others on television acting out the part of the village idiot or claiming this is America...free speech and all of that it brings..., does not allow them to verbally abuse any player, official, coach, other fan/spectator, league director, anyone.

Thanks and let's have a great year!!!!

Copy of agreements on the registration form:

I, the parent or guardian of the above named person hereby gives my approval to his or her participation in the activities sponsored by the Peachtree Booster Club, Inc. (a non-profit corporation). I assume all risks and hazards incidental to such participation, including transportation to and from the activities; and I do hereby waive, release, absolve, indemnify and agree to hold harmless Peachtree Booster Club, Inc., (PBC) it's officers and directors, for any and all claims of any nature whatsoever whether injury, damage, or otherwise to said person or any property, except to the extent and in the amount covered by any accident or other insurance. I agree to return any or other equipment issued to my child. I agree to devote 2 hours per season per child to operate this program. I also consent to the PBC's use of photographic images on it's web page and/or other advertisements related to the PBC operations.

PARENT/GUARDIAN SIGNATURE: _____

PEACHTREE BOOSTER CLUB RULES OF CONDUCT AND SPORTSMANSHIP

Player and Parent Acknowledgement

I, _____, have read and understand the Rules of Conduct and Sportsmanship, Article VI of the **Peachtree Booster Club By-Laws**, and agree to be bound by them. I further understand and agree that if I am suspended by action of the Coach, Referee, and/or Program Director, I will not receive any refund of my PBC fees during such suspension.

PLAYER: _____ DATE: _____

On behalf of my child, I consent to the foregoing agreement and I have explained the significance of this agreement to my child and I am of the opinion that he/she understands the possible consequences of the failure to abide by the Code of Conduct and Sportsmanship.

PARENT/GUARDIAN: _____ DATE: _____

The rules for play are the same as regular basketball except for the following.

1. **Basket Height**

- The basketball goal is at 10 feet. The coaches should check before their game.

2. **Basketball Size:**

- All teams will use: 29.5 diameter

3. **Team / Personal fouls**

- When there is one league: 5 fouls per player before they foul out
- 1&1 will be shot after the 6th team foul
- Team fouls (10 per half, double bonus on the 10th) – two free throws

4. **Free Throws**

- Free Throws will be shot from the foul line.
- Clock stops for Free Throws ONLY IN THE LAST TWO MINUTES OF THE GAME.
- Please make certain your spectators/fans understand this rule.

5. **Halftime Free Throw Shooting: SHOULD WE KEEP THIS**

- Each player will shoot two free throws at halftime.
- All points scored will be added to team overall score at halftime.
- In the event one team has more players than another, the coach of the team with the fewer players selects the shooter(s) from the team to make up the difference in free throw attempts. Example: Team A has 7 players and Team B has 8 players participating in the halftime free throw shootout. The coach of Team A selects a player to shoot 2 additional free throws to make each team have 16 free throw attempts. The number of foul shoots is determined team with the largest number of players.
- If a player does not play in the first half they are not allowed to shoot foul shoots at halftime. This should only occur if a player is not at the game for the first half of the game. See Section 8: **Play Time Requirements.**

6. **Game Time**

- The game will be divided into 4 quarters of 12 minutes each.
- The clock will stop on time outs and injuries (note: the clock continues to run during Free Throw Shoots except as noted).
- During the last 2 minutes of the game, the clock will stop at all official whistles including Free Throw shots.
- All fouls called during the last 2 minutes of the game will result in the shooting of 2 Free Throws.
- Halftime will be five (5) minutes long. This time may be adjusted by the League Director or referee to keep games schedules on track (halftime may be lengthen or shorted at his/her discretion).

7. **Overtime – breaking a tie at the end of regulation**
 - If a game is tied at the end of regulation there will be a 3 minute over time period to determine the winner. The team leading at the end of the 3 minute overtime is the winner. 3 minute overtimes will continue until a winner is determined.
 - During the overtime period, the clock will stop at all official whistles including Free Throw shots.
 - All fouls called during the overtime period will result in the shooting of 2 Free Throws.

8. **Defenses Allowed – see Section 12**
 - Zone
 - Man-to-man
 - Full court press

9. **Play Time Requirements**
 - No player will sit out an entire half,
 - Every player will play at least half the game.
 - It is up to the coach to keep track of the playing time.
 - If the opposing coach does not think the coach has not played his players correctly they will bring it to the attention of the referee.
 - If a player is present and is not going to play in the game the coach must tell the refs and the other coach the players name and the reason. This rule applies even if the player is going to show up late for the game. If the player is not declared as not playing then the Play Time Requirements above will apply. So by definition if a player shows up during the second half they will not be allowed to play during the game (because of the rule that a player must play at least half of the game)..

10. **3 Points shot**
 - Shots made beyond the 3-point line will count as 3 points.

11. **Timeouts**
 - Each team will get three (3) time outs total per game.
 - True injury timeouts do not count towards this count and the referee will make the determination if one is necessary.
 - Timeouts can be carried to overtime. Each team gets 1 additional timeout for overtime play.

12. **Players To Start Game**
 - A team must have at least 4 players to start a game.
 - A team may pickup a rostered non-playing player if the opposing Coach agrees. In the event of a conflict, a League Director may intercede. In the absence of a League Director (David McGlothlin), the opposing Coach's decision rules.
 - The team that picks up a rostered non-playing player will forfeit the game from a win-lose standpoint. The win-lose record will determine the setting of the teams for the tournament.

13. **Mercy Rule: DO WE KEEP THIS?????**

- If a team is ahead by 20 points at the half the score board will be reset to zero – zero.
- If a team is ahead by 20 points at anytime during the game the game clock the clock will run continuously except during timeouts and injury timeouts. If the point differential is reduced below 15, the clock will return to normal stoppages.
- If a team is ahead by 10 or more points that team must wait for their opponents to get inside the 3-point circle before they can defend them. In other words, the team that is behind by 10 or more points has a safe area between the baseline and the 3 point line/arch. First warning by Referee of a violation, no penalty, second violation, two technical fouls shots and loss of ball. Coaches need to coach this during practice (only playing defense inside the three point line when instructed by the Referee or Coach).

14. **Substitutes**

- Substitutes will be made by the coaches placing players at the scorers/timekeepers table so the referee/official may whistle them in either the next dead ball or by making a minimal clock stoppage to add or remove players.
- The clock may be stopped for a longer period of time if a coach elects to use a timeout.
- The minimal player time substitutions will be made at the end of each quarter.

15. **Score Book and Scoreboard**

- The two coaches will decide who will keep the Score Book and the Scoreboard.
- The official Score Book for the game. Both Teams should however keep score. The scorer must keep track of the following items:
 - Personal fouls: See section 3 fouling out
 - Team fouls: See section 3 for foul shots associated with Team Fouls
 - Points (Just total team points)
 - Time outs (3 per game)
 - Possessions (After the 1st jump ball, alternate for every jump ball and quarters)
 - Players in each half.
- Operating the scoreboard (Points, time and possession).

16. **Coaches and Players Removed From A Game**

- All cases where a player or coach is removed from a game will be reviewed for disciplinary action.
 - When a player or coach receives their 3rd technical foul for the season they will be suspended for 1 game (the next game to be played).
 - When a player or coach receives their 4th technical foul for the season they will be suspended for 1 game (the next game to be played).
 - When a player or coach receives their 5th technical foul for the season they will be removed from the league for the remainder of the season.
 - Coaches are responsible to report all technical fouls to the League Director on a weekly basis.