

# **MOBILE PARKS & RECREATION DEPARTMENT**

## **YOUTH BASKETBALL**

### **GENERAL RULES**

#### **General Purpose**

The youth sports program is open to all youth in the Mobile area who meets the requirements as stated herein. Its purpose is to provide activities whereby all participants may learn and practice basic skills and techniques common to the game with emphasis on sportsmanship and physical fitness. Coaches are expected to know the rules, lead by example and serve as good role models.

#### **Registration Information**

1. All teams or parks will be assigned a time to register, which includes turning in individual player waiver forms with photo attached, proof of age document and completed roster form.
2. Each player is required to have a properly completed waiver and furnish proof of age record. A certified birth certificate will be accepted as official proof; however, school registration forms, baptismal certificates, or medical cards are acceptable unless discrepancies exist. These should be turned in with the team roster. Once recorded, proof of age document is returned to the team coach and is to be given back to player.
3. All players must have a completed waiver form and have a recent individual snapshot attached. Snapshot should be no more than two years old. The player's name must be written in ink on back of picture.
4. All entry forms, waivers, rosters, etc., must be properly filled out and rosters must have each category completed with all names listed in alphabetical order when turned in. Waivers must be legible and signed. They will not be accepted otherwise.
5. It is the responsibility of the coach at each level of competition to check all entry forms before and/or at the time they are turned in. Incomplete information on any participant will eliminate that player from further competition. Falsifying any document by a coach or knowingly using an ineligible player will result in suspension and will be strictly enforced.
6. The deadline for accepting teams shall be set by the Coordinator and must be adhered to by all, no excuses and no exceptions.
7. Entry fees, when required, must accompany registration forms.
8. Only one add-on day will be allowed. **"The add-on day is the first Wednesday after the season starts."** No players added after this time.
9. Any player found guilty of the eligibility rule will cause all games he played in to be forfeited to opposing team.
10. Any error on the roster resulting in an ineligible player participating in an official game will result in all games participated in being forfeited when discovered and verified by the Coordinator or designee.
11. All teams must have a parent's meeting and rules meeting with coaches before the first game. Proof of the meeting must be turned in with the date, time, place and number in attendance. Coach should discuss practice schedule, mandatory play and behavior by players and parents, etc. **Parent meeting forms must be submitted to headquarters before game 1.** Teams will be charged a technical foul to start games until meeting is held.
12. All coaches must be certified members of the NYSCA (see COACHES INFORMATION) and volunteers must complete an application for background checks, to be approved by park and MPRD officials before being allowed to coach and discuss concussion sportsmanship. Must attend on line a Coach Safely Course.
13. Coaches must check in with the score keeper before all games with coaching card and picture I. D.

### Team Composition

1. Team rosters must have a minimum of 8 eligible players and a maximum of 15. Teams will not be allowed to register more than 15 eligible players. NOTE: Technical's will also be assessed for mandatory play violations. The State Tournament roster must have 15 players and 3 coaches. Six teams will make a division.

### Number of Games

1. Eight regular season games, not including playoffs.

### Age and Division Requirements:

All ages are as of September 1st of the current school year.

#### **Boys:**

#### **Developmental 4**

**Bantam 5**

**Peanuts 6**

**Minors 7**

Pee Wees 8

Mitemites 9

TinyMite 10

Midget B 11

Midget A 12

Junior 14

#### **Girls:**

#### **Girls 4 & Under**

**Girls 5 & Under**

**Girls 6 & Under**

**6 minute running quarters until last 2 minutes of 2<sup>nd</sup> & 4<sup>th</sup> quarters**

Girls: 8 Regulation Clock 8U – 14U

Girls: 9

Girls: 10

Girls: 11

Girls: 12

Girls: 14

### Playing Rules

All games will be played under the rules of the Alabama State High School Association, except as noted in the general rules and herein:

1. A. A 15 minute grace period will be allowed for all first games. No grace period is allowed for any succeeding games and the scheduled time is forfeit time. **However, if there is five (5) players present at game time the game will start on time.** However, no forfeit is to be called as long as the preceding games are still being played. The coordinator must be notified before game time if transportation problems exist. Teams playing a practice game of one half do not pay the \$50 forfeit fee. Teams will be dropped when two games are forfeited.  
B. Dunking is illegal prior to, during (no points will be allowed), or after the game, including any intermission, and results in a technical foul, player ejection, and a one game suspension.  
C. Bonus free throws are awarded when a team has committed its fifth foul. Two (2) free throws when the tenth foul has been committed. 4-7u will stay at seven fouls and will shoot two shots after.  
D. Teams are limited to three (3) full and two (2) 30 second time outs, which may be taken any time, and one extra time out for each over-time period.  
E. A player is disqualified when a fifth personal foul or a second technical foul is committed. Disqualification's for unsportsmanlike conduct results in a one game suspension (This includes coaches). A second ejection during the season results in permanent suspension.  
F. All technical fouls are two free throws, including flagrant, intentional or fouls charged to a coach, follower or team attendant.  
G. Players are not allowed to be listed and/or participate on two active rosters during the MPRD season.  
H. Uniforms must be similar and jersey must be numbered. Player jersey number must remain the same throughout the season. No technical for illegal numbers. **Can not wear illegal numbers (6-9).**  
I. All players must play in each half of all games. In all age divisions, the "Coach" is suspended for one-game for failure to play everyone [first offense only]. Exceptions such as injury or punishment must be reported to scorekeeper before game starts.  
J. Jump ball will be used at the start of game and each overtime. Arrow will be used alternating possessions thereafter.  
K. A goal scored 19'9" from the goal will count 3 points.  
L. In all divisions, except Peanut, Pee Wee, and Girls Under 10 & 12, defenses may be zone or man-to-man, except as noted in special rules.

- M. Any strategy or action by a coach or team that, in the judgment of an assigned MPRD official, creates an unfair advantage shall be rectified immediately.
- N. **A NO PROFANITY Rule will be strictly enforced for players, coaches and spectators. Players and coaches will receive a technical foul, ejection from the game and a one game suspension. Spectators must leave the building. Play will be suspended if spectators refuse to leave. More serious offenses could lead to fines being levied on to teams and parks.**
- O. (Free throws) Players in the block are the only ones who can move on the release of the ball. The shooter and other players cannot move until the ball hits the rim.
2. A. Team folders must be placed on the scorer's table, closest to the opposing coach, before all official games. It must remain on the table until half-time is over. The folder must contain a copy of the team roster in front, and waivers with snapshot attached on all players in the order they are listed on the roster. Any player without waiver or snapshot is ineligible to participate. Teams with a missing folder will have until the end of the game to produce it. Team can take a team photo and leave with scorekeeper. Teams without team book or photo will forfeit the game.
  - B. All teams will be charged with a technical foul for (1) failure to list names and numbers of each player before scheduled game time, or before previous game ends; (2) each name added to squad; and (3) any change in players' numbers unless noted to officials before game; (4) failure to wear NYSCA card in official holder; (5) failure to have parents/coaches meeting; (6) delay start of game because of late arrival or extended warm-up during grace period.
  - C. When listing names in the scorebook, print last name and first name of all players. List starting five first. All coaches must print their name on the scorebook.
  - D. No ice chests or water coolers are permitted in the gyms. Squeeze bottles are allowed.
  3. All players and coaches must line up after all games and touch or shake hands with the opposing team. The head coach is suspended if he/she refuses.
  4. **Length of Game**
    - A. All games: Developmental, Peanuts, Bantam, Minors, will play 6 minute running quarters. Peewees Tynymites, Midgets, Juniors, Girls 10 & 12 will play regulation clock 6 minute quarters. 8 minute quarters are played for Seniors and Youth divisions.
    - B. Half-time shall be five (5) minutes and may be adjusted no less than 3 minutes when behind schedule. First two minutes of half-time may be used for warm-up by teams playing the next scheduled game
    - C. All games must be played to completion. When a team is leading by 20 points we will have a running clock.
    - D. If scorer or game officials delay start of game by late arrival, game will remain regulation time, if the game would have been on time otherwise.
    - E. A tie game will result in a three (3) minute overtime period with as many as needed to break the tie.
    - F. The head coach is suspended for one-year for pulling a team off the court because of disagreement with game officials.
  5. **Special Rules**  
*Peanut and PeeWee Divisions:*
    - A. There will be no pressing defense in the back court. As soon as the ball changes hands, the defensive team must retreat to mid-court and cannot challenge the offensive player until he crosses the center line. The defense cannot gain control of the ball until it crosses half-court. All games will have 6-minute quarters and regulation clock.
    - B. **After a made basket or change of possession, the clock will regulation starting at the 2 minute mark of the second and fourth quarter.**
    - C. **Peanuts there will be no double teaming (two on one) unless player is inside the three point line. Officials will give two warnings, concerning backcourt pressure, with repeated occurrences resulting in technical fouls. PeeWee & Minors can press once the ball crosses half court.**
    - D. **The foul line (free throw line) is to measure 12 feet from the backboard 8U – 14U Boys' and Girls', 3 feet shorter than normal 4U – 7U Boys' and Girls'.**
    - E. The official size ball for 4U, 5U, 6U, & 7U will use a 27.5 for Boys' and Girls'. 8U, 9U, 10U, will use 28.5 for Boys' and Girls'. 12U, 13U and 14U will use 29.5.
    - F. The goal will be 8-feet high for 4U – 7U. Regulation 10 – feet for 8U – 14U.
    - G. On defense, during free throws, the lower block will no longer be used.
    - H. All rules pertaining to traveling, & double dribble will be strictly enforced for all Divisions.
    - I. There will be a running clock if the score is 20 point (4u-7u) 25 points (8u- 14U)

*I. Tynymite Girls [10 & Under] Boys and Girls Divisions:*

- A. There will be no full court press in the 10 & Under Basketball until the last quarter. There will be no full court press in the 8 & Under division, for the entire game. Girls can not wear big beads on hair in any game or age.

*J. Midget & Junior Division:*

- A. Regulation rules apply for the Midget A & B Division a full court press will be allowed in the entire game. Defense may be zone or press, and free throws are shot from normal distance. A team (all ages) cannot press if ahead by twenty points.

**Liability and Insurance**

1. The City of Mobile and the Touchdown Club are not responsible for injuries to participants or damage to property.
2. Each player is required to turn in an official waiver of liability, signed by parent or guardian, at a pre-determined time.
3. The Department offers an inexpensive policy for all sports for one year for players, coaches, cheerleaders, etc.

**Coaches Information**

1. All volunteer coaches must complete an application and be approved by an MPRD Official. Coach will receive a lifetime ban if found guilty (of any doubt) of intentionally playing ineligible players.
2. All coaches must be certified members of the National Youth Sports Association (NYSCA) The cost is \$25.00 on-line at nays.org. All coaches must also undergo a background check from "Protect Youth Sports. The website is (<https://opportunities.averity.com/MobileParksNRec>). The cost is \$13.95. A debit or credit card must be used for both agencies. New coaches must also complete a volunteer coach form. All NYSCA coaching cards must display "basketball" to be insured. This requirement can be done on-line at nays.org "ADD A SPORT". All coach information must completed during the MONTH OF NOVEMBER OR SOONER. NONE WILL BE ACCEPTED AFTERWARDS: STRICKLY ENFORCED. NYSCA coaching cards must cover the entire season. October thru March. All coaches must complete the coach safely course found at <https://coachsafely.org/>. Coaches are to refrain from unsportsmanlike conduct or the use of profane language toward players and officials. Use no physical abuse towards players. Infractions may result in suspension or dismissal. An award will be presented to the best certified coach. Coach will not be allowed to coach without the card. Replacement cards are free. Coaches must wear membership card in official holder during all MPRD sponsored games. Games will be forfeited if coach is not certified by NYSCA. Fee is \$20 for Basic Level and Continuing Members. Liability insurance coverage has increased to \$1 Million.
3. Suspension will result from violating the mandatory play rule. Refer to "Playing Rule I". Disqualification for unsportsmanlike conduct results in a one game suspension. A second disqualification during the season leads to permanent suspension.
4. Parents and players may select a Coach of the Year for following NYSCA guidelines.
5. Coaches found guilty of gambling on youth games will receive a lifetime ban. Use of alcohol at youth parks will have serious consequences.
6. The head coach will receive a one-year suspension for taking a team off the court in disagreement with game officials.
7. Any park that allows a suspended or ineligible person to coach will be fined \$500.00 and dropped from the program

1. Each program is allowed three (3) practice sessions per week. Providing space availability.
2. Practice sessions should be conducted during the early evening hours, and shall not exceed 8:30 PM before a school day.
3. All practice or non-scheduled games during the regular season must be reported to the Coordinator and approved at least one week prior to the event. Basketball has a maximum of six practice games during the regular season and at least one day between games unless in tournament play.
4. All practice should be held by a NYSCA certified coach.

#### **Ineligible Player and Player Information**

1. Any player is ineligible who (1) fails to complete proper registration forms; (2) enters a game with organized school teams, registered with AHSAA, whether it is high school, junior varsity, or middle school, during the same current season; (3) played under an assumed name; (4) is absent for three consecutive games, unless approved by the Coordinator two days before the next scheduled game. Failure to properly reinstate any player will result in forfeiture of all games played by the guilty player.
2. All players who quit the team or become ineligible during the season, should have their names, waivers, and pictures removed from the team folder.
3. A player is bound to the team in which he first participates in a regular scheduled game. However, a player may be moved up to a higher division from the same park, if for some valid reason the player cannot play, and has never played, in the division originally assigned (with the approval of the Coordinator).
4. Improper behavior by players may result in suspension or dismissal from the program. A second ejection during the season for unsportsmanlike conduct results in permanent suspension. Fighting results in permanent suspension. The team is dropped and coach suspended if any team members are involved in fighting.

#### **Injured Players**

1. Any player injured in practice or an official game will be taken out of such game, when in the judgment of the coach or official, player's conditions may jeopardize his safety. An accident report form should be completed and turned in to the MPRD Athletic Office within 24 hours if the injury is serious and required hospitalization. Indicate whether insurance coverage is provided by MPRD.
2. Any player with a serious injury or one that requires hospitalization must present a written statement to the coach, who turns it in to the Coordinator for reinstatement before he can return to practice or games.

#### **League Schedules, Game Hosts and Cancellation of Games**

1. League schedules are carefully prepared to avoid conflicts in sites, teams, and travel. However, at times changes are necessary and must be made at least 48 hours before regular scheduled game.
2. The coach of the Host Park or center is expected to notify the Athletic Office or Coordinator for games that should be postponed due to weather or any other cause. This should be done at least 1 hour prior to the start of the first game. After this time, the official scorer has the authority to postpone or reschedule games. Teams are asked to report for all scheduled games unless notified by this office or coach at game site. Once the game has started, only the officials may postpone games. Postponed games will be rescheduled as needed.
3. The host center must provide security during games. Spectators must not use profanity or stand under the goals. They must be seated in the bleachers during games and not stand around the court. No youngsters or spectators out of the crowd allowed on the court during half-time. Host center must also monitor the parking lot and make sure teams leave without incident.
4. An official scorekeeper and clock operator will be assigned by the MPRD office.

#### **Uniforms and Playing Equipment**

1. All teams should make every effort to wear identically colored uniforms. Shirts or jerseys must be numbered for football and basketball. No technicals for illegal numbers.
2. All players are required to have the proper equipment to provide maximum safety. For example, tennis shoes must be worn, etc.
3. New teams are reminded that numbers on jerseys should not be higher than 5; *Example: Referee must be able to reference player fouls with one hand.*

### **Officials**

The Department will make every effort to secure the most qualified and reliable officials possible. Two officials will be assigned for all games. If only one of two officials reports, the games should be played as usual. However, if neither official reports, both coaches may agree on substitutes (they cannot be changed during the game). If no agreement is reached, the game will be rescheduled. If problems exist between the officials and a coach, please submit the complaint in writing to the Coordinator. The administration will make decisions on any situation not specifically covered in the rule book.

### **Forfeits and Protests**

1. Forfeit time for all first games will be 15 minutes after the scheduled starting time. No grace period is allowed for second or more games, and the scheduled time is forfeit time. The coordinator must be notified before the scheduled game time when transportation problems exist. The previously scheduled game must be over before a forfeit is called. A forfeit fee of \$50 will be charged each park or independent team and must be paid 48 hours before the next scheduled game. Failure to pay the fee will result in forfeiture of the next scheduled game. Payment must be made at the MPRD administrative office (at reception window). Receipt must be shown to scorekeeper at next game. The team will be dropped from the league if the fee has not been paid and a second forfeit occurs. Any team that forfeits may avoid paying the \$50 forfeit fee by playing a practice game of one half. Two opposing teams without enough players will result in a double forfeit. Players from these teams will not be allowed to join other teams in the program. However, players may be added to teams after the original deadline to prevent forfeits. Players not participating must have their names removed from the roster. A maximum of 8 players will be allowed. Any team which adds players after the deadline is not eligible to participate in the playoffs.
2. Any team that drops out must pay \$100.00 drop fee. A team will be dropped from the league after two forfeits.
3. Only protests of eligibility will be accepted by the Coordinator. It can be made verbally by the coach to the scorekeeper during the game or made within 72 hours of games conclusion. Protests must be made by a certified coach of a registered team. Protests will not be accepted if made by parents or spectators. Proof must be provided to support accusations or charges. If protest is made during the game, the scorekeeper will have a preliminary investigation before the team leaves and report results to the Coordinator. All protests must be placed in writing and turned in to the Coordinator within the 72 hour period (excluding Sundays). The coach may be suspended for playing an ineligible player and unsportsmanlike conduct.
4. Protests will not be accepted on judgment or rules of play. Officials' decision is final; however, disagreements should be settled calmly before play is resumed.
5. All protests will be first decided upon by the Coordinator. His decision is final and cannot be appealed. He can use a committee of 3 to assist at his discretion.

### **Suspensions/Unsportsmanlike Conduct**

1. One game suspension - Any player or coach disqualified for unsportsmanlike conduct. Any coach playing an ineligible player. Any player "dunking" the ball prior to, during, or after a game. Mandatory play violations and failure to touch or shake hands with opposing team after games.
2. Two game suspension or dismissal - Fighting, playing an ineligible player and any second offense stated above. A second ejection by player or coach for unsportsmanlike conduct will lead to permanent suspension. Fighting or playing an ineligible player will also be permanent suspension. There will be zero tolerance for any fighting during the game the team will be dropped from the league and all coaches will be suspended for the rest of the season.
3. **SPECIAL NOTICE:** Gambling on youth games will not be tolerated. Also, any use of drugs and/or alcohol, and profanity, will have serious consequences. Parents and/or coaches who witness these types of activity are not only encouraged, but are **REQUIRED** to report it to Recreation Department authorities.

### **Photograph**

Each player must have a recent (no more than 2 years old) snapshot attached to his waiver. The player's name must be written in ink on back of picture.

**Championship Playoffs, Ties and Post-Season Games**

1. If a division has less than ten teams, the top four teams will playoff with 4th Place vs. 1st Place and 3rd Place vs. 2nd Place. The two winners will compete for the championship. If the division has ten teams or more, it will be split into conferences, the top four teams will make the playoffs with 4th Place of one conference vs. 1st Place of the other, and 2nd Place of one conference vs. 3rd Place of the other. Ties in the standings will be broken by head-to-head competition. Teams will not play at their home gym during playoffs, neutral sites will be used.
2. It takes six teams in any age group to make a division.

**Trophies**

Individual trophies will be awarded to champions and runners-up.

