



Clayton County Parks and Recreation

YOUTH BASKETBALL RULES & REGULATIONS

The purpose of this program is to provide a recreational activity with an emphasis on recreation and exercise. Fundamentals, sportsmanship and fair play are to be the cornerstones of this program.

1. **Governing Authority**

The governing authority of this league will be the Clayton County Parks & Recreation Department. The program will operate under Athletic Division staff, with the supervision of the Athletic Manager.

2. **Eligibility**

The age control date for all age divisions will be December 31st of the current year. The age of the participant on this date, determines the age group he/she will play in. Age groups for Boys & Girls include:

- | | |
|------------------------------|------------------------------|
| a. 6 & Under Co-Ed (5 & 6) | b. 8 & Under Co-Ed (7 & 8) |
| c. 10 & Under Boys (9 & 10) | d. 11 & UP Girls (11 Plus) |
| e. 12 & Under Boys (11 & 12) | f. 14 & Under Boys (13 & 14) |

Note: Participants should not be a member of any high (Varsity) school basketball team.

Note: All 14 & under coaches and team can only freeze (7) seven player.

There will be a 10 minute grace period for the first game of the day only. All teams must have four (4) players to start the game. In the event a team has less than four (4) players. That team will forfeit the game.

3. **Coaches**

- a. All coaches are held responsible for having read the rules and



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Regulations of the league.

- b. All Coaches must attend a mandatory certification clinic. All coaches must be certified. Only coaches registered in the Clayton County Youth Basketball League may sit on the bench. Three coaches are allowed to sit on the bench. One coach is allowed to stand. The other coaches must be seated. **This rule will be enforced and can lead to disciplinary actions towards the Head Coach and the team.**
- c. All coaches will be held responsible for conducting himself/herself in a sportsmanlike manner. Failure to comply may lead to **TEAM DISQUALIFICATION AND COACHES SUSPENSION**. If a coach is ejected from a game, **he/she must leave the gym for the remainder of that game**. Any coach ejected from a game **will be suspended for the next game that his or her team plays. This suspension includes being barred from the facility in which the game is played. Coaches placed under suspension can not attend any practices until their suspension is over. A second coach offense will result in automatic expulsion from the program.** The CCPRD reserves the right to review all cases individually.
- d. Coaches may be **ejected from the game after the 1st technical** if the official deems necessary. **The next technical foul will result in ejection!**
- e. **The CCPRD reserves the right to suspend all players, coaches and managers.**
- f. All coaches must stay in the bench area. If there is a coaching box you must be in the box. (Player safety and scorekeepers view) No balls should be brought to the gym.
- g. Coaches are charged with the responsibility of teaching good sportsmanship, winning attitudes as well as sound fundamentals of team basketball.



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1. Games Rules and Practice

- a. All games will be played in accordance with the Georgia High School Association Constitution and by-laws and the Georgia Recreation and Parks Association, unless otherwise stated in the rules and of the Clayton County Parks and Recreation Department. The National Edition of the Basketball Rule Book is the official guide for GHSA and GRPA.
- b. There shall be at least five (5) minutes warmup between games, regardless of the ending time of the previous game. The game will start when the officials are ready to play. Teams are expected to be on time and ready to play for their assigned game. There will be a 3 minute warm up at half time after the dance team performance.
- c. All age groups 10 & under and younger, will use a 28.5" circumference "Girls ball" and U14 Boys will use a regulation size basketball, as approved by GHSA and GRPA.
- d. All players will play the required amount of time according to the substitution rules for each age group. Failure to do so will result in disciplinary action against both the coach and the team involved, including possible forfeiture and suspension.
- e. Game jerseys must be tucked at all times. If a player is detected wearing jewelry, that player shall remove the jewelry immediately or be directed to leave the game.
- f. The three-point shot will be used in all age groups. If the gym floor is not marked, the rule will **not** be in effect.
- g. If a player is deemed sick and does not play in the first half of the game he will not be able to play in the second half of the game. If a coach has a player who is injured, ill, or does not wish to participate, the coach must notify the parent, the opposing coach, the scorekeeper, and the Athletic Staff, as soon as possible. Otherwise the coach will be held responsible for the substitution rule.
- h. All teams will have (2) practice sessions per week. Any practice meetings by your team, not schedule by the Recreation Department may not be counted as a "missed" practice for a participant. If a coach takes it upon



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himself/herself to practice outside the times and/or facilities scheduled by the Department, it will make the coach solely liable.

- i. **A team that has 10 players; no individual will be allowed to play an entire ballgame. Teams with less than 10 players do not have to share equal time, during required substitution periods.**
- j. **Very Important:**
 - a. There is no eating or drinking in the Gym at any time.
 - b. Participants are only allowed to eat and drink in the recreation center in areas designated by the Recreation Manager.
 - c. **Please obey the No Smoking policy of the CCBOE.**

2. Protest

- a. The only type of protest that will be considered by the CCPRD Protest Committee is on player eligibility. The protest fee will be \$100.
- b. The teams will enforce the rule concerning player eligibility. Offended teams do not necessarily need to officially protest a game to be awarded a forfeit. If a team does protest a player's eligibility, the burden of proof rests with the protesting team.

3. General Rules and Conduct

- a. No rowdiness, profane language, or display of unsportsmanlike like conduct will be tolerated from players, spectators or coaches. Anyone failing to comply will be subjected to review by the Parks and Recreation Department, with disciplinary action given appropriately. All coaches are also responsible for controlling parents and spectators of their team. If a coach cannot maintain order a forfeit **can** be declared.
- b. It is understood that all participants in this league, release any person or group connected with the teams or league, from all liabilities sustained from any and all injuries by the participants while playing, practicing or traveling to and from said activity.



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- c. The only children allowed on the basketball courts are the teams playing. All other children are not allowed on the court during time-outs or half times. **Parents are not allowed on the court for any reason!**
- d. Do not tamper with any lockers or any articles left in the bathrooms or gyms. Each team should clean up around the bench area after their game.
- e. Persons under the influence of alcohol or drugs shall be suspended from the gym.
- f. Gambling is prohibited.
- g. Any continual problems from a parent or fan they will be ask to leave the gym. It will be up to CCPRD if or when the parent or fan may return back to the gym.
- h. Have fun, enjoy yourself and remember we are all neighbors and should conduct ourselves in a friendly manner.
- i. **CCPRD has the right to add and make changes to any rules as it sees fit for the basketball program. This covers any rules that are not listed in this rulebook as it relates to the basketball program.**



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4. Player Ejections And Suspensions

- a. An ejected player must leave the playing floor and remain on the bench for the remainder of that game. Being allowed to remain on the bench is at the discretion of the referee.
- b. Any player ejected from a game because of unsportsmanlike conduct will be suspended for the next game that his or her team plays. This suspension includes being barred from the facility in which the game is played. The CCPRD reserves the right to review all cases individually.
- c. On a player's second offense, the player will be expelled from the program. CCPRD reserves the right to review all cases.
- d. The CCPRD reserves the right to suspend all players, coaches, and managers.

Should you have any questions regarding rules or any other matter, contact the Athletic Office at 770-473-3800, Monday—Friday, 8:30 am — 5:00 pm or by e-mail at **claytonathletics@gmail.com**

5. Mercy Rules

- a. Mercy Rules will go into effect in the 2nd half only, and only when a team is winning by twenty (20) points or more.
- b. During 2nd half play with the Mercy rule in effect, winning teams will be allowed to play half court defense only, while the losing team will be allowed to play full court defense.
- c. Once implemented, the Mercy Rule stays in effect for the remainder of the game, unless otherwise noted.
- d. U8 & U10 division games will end at the two (2) minutes mark.
- e. U8 & U10 division games will discontinue the Mercy Rule at the mercy rule at the two minute mark if the trailing team has closed the margin to less than 20 points.
- f. U8 & U10 division will utilize a running clock with the Mercy Rule in effect.
- g. U12 & U14 division games will end at the two (2) minute mark of the second (2nd) half if the losing team continues to trail by twenty (20) or more points.



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- h. U12 & U14 division games will discontinue the Mercy Rule at the two (2) minute mark if the trailing team has closed the margin to less than 20 points.

(1) **U8 Co-Ed Basketball Rules**

- (a) Games shall consist of two (2) halves. Each half will played to a (18) minutes running clock. The clock will stop at the (11) minutes mark for substitutions. Free substitutions are allowed in the last (4) minutes of each half. Last (2) minute in each half will use a regulation clock. All U8 games will be played on 8ft. goals. The game will begin with the home team having possession. Each team will have 2 (two) time-outs per half. No carryovers. The coach or player may request a time-out.
- (b) No guarding in the backcourt is permitted in the 8 & under age group, however there is a 10 second back court count. **Under no circumstances** may the defensive team take the ball away from the offensive team in the back court area. Defensive team must remain behind the half court line. **Full court press will only be allowed the last four (4) minutes of each half. Reminder, if a team is up by twenty (20) pts, then the full court press is not allowed, and the mercy rule is implemented.**
- (c) Fast Breaks **will be allowed** throughout the entire game.
- (d) Overtime, if necessary, shall start one (1) minute after regulation time ends and will be two (2) minutes long, with one time-out per team. The home team will have possession to start the overtime. After two (2) overtime period the game will end in a tie.

(2) **U10 Boys Basketball Rules**

- (a) Games shall consist of (2) halves. Each half will played to a (18) minute running clock. The clock will stop at the (11) minute mark automatic for substitution. Free substitution are allowed in the last (4) minute of each half. Last 2 minute in each half will use a regulation clock.
- (b) All U10 games will be played on 10ft. goals. Each team will receive 2 (two) time-outs per half. No carryovers. The game will begin with a jump ball.



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- (c) **Fast Breaks will be allowed the entire game; full court presses will be allowed in the 2nd half only.**
- (d) Overtime, if necessary, shall start one (1) minute after regulation time ends and will be two (2) minutes long, with one time-out per team. A jump-ball will determine possession. In the event the overtime period ends in a tie. After (2) overtime the game will end in a tie.

(3) **U12 Boys Basketball Rules**

- (a) Games shall consist of (2) halves. Each half will be played to a (20) minute running clock. The clock will stop at the (12) minute mark for substitutions. Free substitutions are allowed in the last (4) minutes of each half. The last 2 minutes in each half will use a regulation clock. Each team will receive 2 (two) time-outs per half. No carryovers. The game will begin with a jump ball. A coach or a player may call a time-out.
Overtime, if necessary, shall start one (1) minute after regulation time ends and will be two (2) minutes long, with one time-out per team. A jump ball will determine possession. In the event the overtime period ends in a tie. The game will end in a tie
- (b) All games will be played in accordance with the Georgia High School Association Constitution and by-laws and the Georgia Recreation and Parks Association, unless otherwise stated in the rules and of the Clayton County Parks and Recreation Department. The National Edition of the Basketball Rule Book is the official guide for GHSA and GRPA.

(4) **U14 Boys Basketball Rules**

- (a) Games shall consist of (2) halves. Each half will be played to a (20) minute running clock. The clock will stop at the (12) minute mark for substitutions. Free substitutions are allowed in the last (4) minutes of each half. The last 2 minutes in each half will use a regulation clock. Each team will receive 2 (two) time-



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outs per half. No carryovers. The game will begin with a jump ball.

- (b) Overtime, if necessary, shall start one (1) minute after regulation time ends and will be two (2) minutes long, with one time-out per team. A jump ball will determine possession. In the event the overtime period ends in a tie. The game will end in a tie

All games will be played in accordance with the Georgia High School Association Constitution and by-laws and the Georgia Recreation and Parks Association, unless otherwise stated in the rules and of the Clayton County Parks and Recreation Department. The National Edition of the Basketball Rule Book is the official guide for GHSA and GRPA. Regulation basketball is allowed, teams can full court press in the first and second half of game.

Girls Basketball Rules

1. Games shall consist of (4) quarters, with (1) minute between quarters and a five (5) minute half-time. Quarters will be eight (8) minutes long with a running clock. All girls game will be play on a 10ft. goals. The game will begin with a jump ball. The clock will stop for time-outs. Each team will have (2) time-outs per half. No carryovers. The coach or player may request a time-out.

2. Fast breaks will be allowed the entire game; full court presses will be allowed in the 2nd half only.

3. The clock will stop at the four minute mark for each of the first three (3) quarters, for automatic substitutions. Anyone not starting that quarter will be inserted into the game and remain until the end of that quarter. Fourth quarter will be open to free substitutions.