

**2018  
WARNER ROBINS PARKS & RECREATION AND PERRY LEISURE SERVICES  
YOUTH BASKETBALL RULES**

Dear Coaches and Parents:

We, the staff of the respective departments are asking for your full cooperation and understanding during the upcoming program in which your children will be involved.

We hope that each of you will realize that any decision we make concerning our programs will be in the best interest of the children. We try our best to please everyone, but as you know, that is quite impossible to do. Also, we are open to and welcome suggestions because we sincerely want our programs to be the best possible for the youth. All we ask is that everyone unite behind us in our purpose to teach sportsmanship and for your kids to **HAVE FUN**. Let us please try to get away from the idea that winning is the most important aspect of athletic competition. Just as often as not, you learn as much about the sport from a loss as you do a win. Let us keep in mind that as long as you are learning you are not losing. It is the quitter that loses in the long run.

A great deal of time has been spent in preparing this booklet to enlighten you as to how the Basketball Program is operated, what the rules are, and what important dates you need to keep in mind. Please give us a few minutes of your time and read this material.

Thank you.

Recreation Department Staff

Lisa Jones, Warner Robins Parks & Recreation	293-1073
Miranda Nelson, Warner Robins Parks & Recreation	293-1071
Dedrick Early, Warner Robins Parks & Recreation	293-1075
Alton Ellis, Perry Leisure Services	988-2860

2018  
**WARNER ROBINS PARKS & RECREATION AND PERRY LEISURE SERVICES  
YOUTH BASKETBALL PROGRAM**

We ask that you take time to read the attached rules so that you might better understand the program in which your child is participating.

Please feel free to call on Warner Robins Parks & Recreation or Perry Leisure Services for suggestions regarding the program.

**ASSIGNMENTS**

All new players in the Mini Mites, Mighty Mites, and Mites will be assigned by a computer draft (W.R. Only). The teams will be balanced as near as possible by age, height and experience. After the original player assignments are made, all subsequent registrants will be placed in the players' pool and assigned by the respective department as needed. Each department will conduct its own assignment of teams and draft.

**SELECTION OF PLAYERS**

1. Every child wanting to participate in the program must file an application within the time as provided by the recreation department. This includes boys and girls who played the previous season.
2. Any player on the roster of a school team will not be eligible for the recreation program.
3. Team Assignment System:
  - a. Returning player rights will be in effect. (Perry will not have returner player rights)
  - b. New Team assignments will be determined by a draft system or otherwise assigned.
  - c. Head coach's son(s)/daughter(s) will be frozen to their team unless requested otherwise.
  - d. Coaches must accept all players drafted or assigned. Assignments shall be made by the respective department. No player will be cut because of ability. No trading of players is allowed.
  - e. Drafting of players will be conducted at a time and place designated by the Recreation Department. Only one representative per team may speak officially during draft selection. Only two representatives per team are allowed to attend the draft.

**PLAYERS' POOL**

1. Once a player has been drafted or assigned he/she may not drop from the team he/she has been drafted to or assigned at and request to be placed in the players' pool. Once a player drops, he/she is completely out of the program for the remainder of the season. **NO REFUNDS.**

2. A player registering after his league is filled to capacity, and/or any late registrant shall be placed in a players' pool and will be assigned by the respective department on a "first-come-first-serve basis" only. No player will be added after a team's fourth game. Exception: if a situation arises and the respective department deems it necessary.

3. **Once we start playing games, ALL practices will be held on Sunday.** Player(s) that miss four (4) consecutive sessions (practices and/or games) without sufficient reason will be removed from the active roster. The Recreation Department shall determine what reasons are acceptable. Player thus removed from the active roster will be replaced immediately as set forth herein. (Coach must notify respective department.)

4. Head Coaches **must report all team vacancies the following work day.**

### **RULES FOR ALL LEAGUES**

1. All leagues will play full court, 5 player basketball. All games will be played under Georgia High Rules with any exceptions listed herein.

2. No boy or girl will be allowed to participate in the basketball program if their birth certificate is not on file with the respective department. Players shall play in only one league.

3. Age control date for all leagues is age prior to January 1st, 2018

4. No girl or boy may participate in a Warner Robins Parks & Recreation Department or Perry Leisure Services basketball program (the entire season) if they are on a school basketball roster. Participants may play in one league only. (including the Upward league) **Penalty: Player will be given the choice as to which team he/she wants to play on. Player will be suspended from chosen team's next game including regular season games, playoff games and tournament games.**

**Participation** means dressing out or sitting on bench in team uniform, listed on lineup sheet or scorebook (whether in game or not). This applies to both public and private schools.

If a player makes the team but never enters the game; or is never listed on a scorebook, then he/she is legal for recreational play. (Example: if a player makes a team and quits before the first game he/she is legal). A child shall be allowed to participate in a school team's immediate preseason tryouts provided that during these immediate preseason tryout sessions, the participant in question did not represent his or her school as a team member in a game with another school.

5. Rosters will be limited to 9 per team in all leagues, (Exception: Mini Mites & Mighty Mites 10), unless prevailing circumstances dictate otherwise.

6. If neither team has the required number of players to start a game the game will be considered a double forfeit and both teams will receive a loss on the records.

7. In the case of a game with two teams having the same colored jerseys, the home team will be required to accommodate the visitors. Different colored pennies will be provided.

8. Players may warm up just prior to their game.
9. Only players of the game in progress will be allowed on the court at half time.
10. No one shall stand around the court while the game is in progress. Seat your players in the stands or out in the lobby.
11. Each player is required to play 2 continuous but not necessarily consecutive quarters per game, going in at the beginning of each quarter (make sure he/she reports to the scorer's stand). If a player shows up at their game during first or second quarter, they have to play two quarters. If the child was supposed to play in the quarter that the game is currently in, then the coach can make a sub and put child in game. That will count as child's playing time for that quarter. If a player shows up at half time, he/she has to play one quarter. If a child shows up during third quarter or after, no playing time is required. Due to a team being given only one scheduled practice time per week, a child missing that one practice, will no longer be grounds for waiving all of his/her mandatory playing time. If a coach fails to play a player(s) the required amount of time, he/she shall be suspended for one game. Second offense will result in suspension from the program. In the event a player(s) is going to be disciplined, for whatever reason, a one quarter mandatory playing time will be in effect.

Coaches should note on the lineup sheet player(s) that are absent, sick, injured or being disciplined (i.e. tardiness, abusing equipment, disrespectfulness, arriving later than the first quarter). Line-ups with the appropriate notations must be in 10 minutes prior to scheduled game time. If a child is consistently late, disrespectful, or is not attending scheduled practices on a regular basis, his/her mandatory playing time may be waived only with prior approval of the Recreation Department.

**Starting line-up must contain the player's first and last names and jersey numbers.** A player may be substituted freely at any time providing he/she plays two continuous quarters. **EXAMPLE:** You may play a player the mandatory playing time in the 1st and 4th quarters and freely substitute in the 2nd and 3rd quarters. Injured players do not have to play required time.

12. Time outs must be called by players on the floor in all leagues except the Mighty Mite and Mini Mite Leagues. However, if the official sees the coach requesting a time out a time out will be given.

13. Each team is allowed 3 time outs per game. UNUSED time outs accumulate and may be carried over into an overtime period. One extra time-out is given for each overtime period.

14. Team players and coaches are restricted from committing any act which in the opinion of the referee and/or scorekeeper is intended to ridicule the game.

15. Junior size balls will be used in all Mini Mite and Mighty Mite games. Mite and Midget leagues will use intermediate size balls. Regulation size balls will be used in the Junior and Senior Leagues.

16. A team is allowed three (3) team meetings per week. This includes practices and games.

17. **No dunking** is allowed in any league.

**NOTE:**

WARNER ROBINS PARKS & RECREATION AND PERRY LEISURE SERVICES RESERVE THE RIGHT TO MAKE DECISIONS CONCERNING THE RULES AND REGULATIONS OF THE PROGRAM. REMEMBER-- THE PROGRAM IS FOR THE CHILDREN. COACHES MUST CONTROL THEIR PLAYERS, PARENTS AND FANS.

**COACHES RULES AND REGULATIONS**

1. Practice will not begin until team assignments and/or drafts have been made.
2. Never leave a player unattended before, during or after a game or practice.
3. All coaches are expected to conduct themselves in a proper manner at all times. Profanity will not be tolerated.
4. Coaches will not converse with the officials during play. A coach who wishes to ask an official a question must go to the scorer table. Scorers may beckon officials at next opportunity.
5. Coaches may not question an official's judgement call, only rule interpretations may be discussed.
6. Each Head Coach is responsible to see that the respective department has an application and back ground check on file for his Assistant Coaches. Failure to have these items on file may result in the head coach being suspended. These two coaches are the only ones allowed on the team bench during a game.
7. Any coach continually disregarding Recreation Department rules and regulations will be suspended and will not be eligible as a coach the next season.
8. **COACHES SHALL REMAIN SEATED.** Exceptions: to request time-outs; to spontaneously react to an outstanding play; to confer with scorer's table; to enter court when beckoned to attend injured player; rise during time-out or intermission; or while clock is stopped, stand in front of seat to communicate to a squad member.

**MISCONDUCT**

1. Any player caught abusing equipment or Recreation Department facilities will be suspended for one game. Second offense suspension from the program. Recreation Department personnel, officials and coaches may suspend players for such abuse.
2. Scorers will have the power to call technical fouls from the scorer's table (except at Perry).
3. A player may not talk to an opponent while ball is in play. (Technical Foul).

4. Players are eliminated on the fifth foul. The five fouls include **BOTH** technical and personal fouls.
5. Any coach or player having two technical fouls called on him/her during the course of a game will be ejected from the game and gym. If this occurs a second time, he/she will be ejected from the league. (EXCEPTION: See Mighty Mite League Rules, page 9, rule #8A).
6. Any player or coach thrown out of a game will sit out the following game also. This suspension will carry over into any post-season tourney if the ejection occurs on your last schedule game of the season. Suspension also includes gym attendance.
7. Abusive language and/or flagrant violations from players, coaches and/or spectators will not be tolerated. Violators will be subject to suspension for the remainder of the season and post-season tournaments.
8. During the course of a game, if any coach refuses to finish the game, or in any way obstructs the continuance of play, the game will be continued with a member of the Recreation Staff coaching the team. The coach will be ejected from the game and the program. If the team players refuse to continue to play, the game will be forfeited in favor of the opposing team.
9. Any player who dunks, hangs on the rim or slaps the back board is ejected from game and is suspended for one game. Second offense: suspension for the remainder of the season.
10. The Recreation Department has the authority to permanently suspend any player, coach, or spectator who is considered detrimental to the program.

#### **Tournament Play:**

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will draw to determine placement in brackets. **WILDCARD games do NOT count in the standings.**

#### **IMPORTANT NOTE:**

Gym Director is the Recreation Department Staff Member in charge of that particular gym. It is his/her responsibility to see that the rules set forth by the Recreation Department are followed. He/she has the authority to suspend coaches, players and fans for flagrant violations of any Recreation Department playing rules and/or facility rules. If deemed necessary the person will be asked to leave the premises. Failure to do so will result in a police escort.

**MIDGET LEAGUE (11 & 12 YEAR OLDS) BOYS & GIRLS**  
**JUNIOR LEAGUE (13 & 14 YEAR OLDS) BOYS & GIRLS**  
**SENIOR LEAGUE (15, 16 & 17 YEAR OLDS) BOYS & GIRLS**

1. Games will be four 8 minute quarters. Clock will stop only for called time outs or referee's time outs, and while team is lining up for a free throw shot. Clock will start on one shot foul and 1-if-1 as soon as official hands foul shooter the ball; clock will start on two shot fouls as soon as official hands foul shooter the ball for the second shot. **EXCEPTION:** Last minute of each quarter when High School Rules will apply.
2. Full court press is allowed.
3. Ties will be broken by extra 4 minute periods of play. The first three minutes of each overtime period the clock will run as it was run the first seven (7) minutes of each quarter. The last minute of each overtime period, the clock will run according to High School Rules.
4. The three (3) point shot will be allowed.
5. A team leading by 10 or more points in the 4th quarter may not use a full court press. **First offense a team warning will be given. Second offense by the defense will result in a 2 shot foul.** However, they can start their press once the offense crosses the half court line.
6. **Mercy Rule:** At the beginning of the 4<sup>th</sup> quarter, if a team is ahead by 30 or more points, 2 minutes will be deducted from the clock. Example, if you play 7 minute quarters the 4<sup>th</sup> quarter will be 5 minutes and if you play 8 minute quarters you will play 6 minutes. The clock will run the same as it has the first 3 quarters.

