

## CLEVELAND COUNTY FAMILY YMCA 9 - 10 YEAR OLD BOYS BASKETBALL RULES AND REGULATIONS

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### SECTION I. NAME

A. This league shall be known as the Cleveland County Family YMCA 9 - 10 year old Boys Youth Basketball League, and play will be governed by the rules and regulations set forth on these pages.

### SECTION II. OBJECTIVE AND PHILOSOPHY

A. To promote, develop and nurture in every child and family, values that are core to the YMCA: Faith in God, honesty, caring, respect, and responsibility. The Cleveland County Family YMCA Youth Sports basketball program should encourage teamwork, sportsmanship, and fairness while striving to build the self-esteem and physical ability of each child through equal participation and positive reinforcement.

### SECTION III. ELIGIBILITY

- A. This league is open to both male and female participants ages 9 -10. A participant cannot turn 11 before October 15 of the current year.
- B. Participants may play up one league of the one they are eligible for. If register to play up and then wish to move back down that request may not be granted.
- C. In the event that a player signs up late or is called off of the wait list and wishes not to play with the team who has the next pick, that player will not be allowed to participate until next season.

### SECTION IV. SCHEDULES AND FORFEITS

- A. Games will start at scheduled starting times. First games will have a 10-minute grace period.
- B. In case of a tie for first place in the league, the winner will be determined by head to head competition during the season. If there is a split in head to head competition, margins of scores of those games will be used to determine the first place team, in the event of equal margins of scores there will be a coin toss to determine the seeding.

### SECTION V. PLAYING RULES

The rules unique to YMCA youth basketball are designed to recognize that Every Child is a Winner by promoting: character, self-esteem and safety of all players.

- A. The National Federation High School Basketball, not conflicting with the rules on these pages will govern play in these leagues.
- B. All players must play 50% of the game. ***THIS IS MANDATORY AND IS THE COACHES RESPONSIBILITY***
- C. Any type of defensive strategy may be used (i.e. man-to-man, zone, etc). Defense is allowed to pick up at half court. *Full court press* will only be allowed the *last four minutes of the game*. If a team is leading by 15 or more points that team cannot press. First violation of backcourt press will result in a warning. Any following violations will result in a technical foul.
- D. *Full court press* will only be allowed the *last four minutes of the game*. Teams leading by 15 or more points cannot press. First violation of backcourt press will result in a warning. Any following violations will result in a technical foul being called.
- E. ALL JUDGEMENT CALLS ARE FINAL.
- F. All technical fouls ó sportsmanlike or unsportsmanlike ó will result in two foul shots and possession of the ball.
- G. The head coach is the only coach allowed to stand and coach from the sidelines; the assistant coach must remain seated except during timeouts. If a head coach receives a technical foul he/she will be required to sit the rest of the game. At no time will a coach be allowed to cross the half-court line.

ative of their team. They are responsible for the conduct of spectators of their team. The Code of Conduct and Coaches

ning their players of schedules, changes of schedules, game times and forfeits.

C. The head coach is also responsible for maintaining communications between his team members/parents and the YMCA.

## **SECTION VII. SUSPENSIONS**

A. Any player or manager removed from a game must meet with the Sports Director before participating in future games and will be ineligible to participate in their team's next two games. The suspended player or manager must leave the facility before the game will continue. Refusing to leave will automatically forfeit the game.

B. Any parent/spectator removed from a game due to the guidelines of the Code of Conduct and any other guidelines established by the Cleveland County Family YMCA must leave the facility before the game will continue. Parent/spectator refusing to leave will automatically forfeit the game.

C. Any player that has been suspended by the coach for disciplinary reasons (breaking YMCA or set team rules) is not required to play during the suspension period. All Suspensions or disciplinary actions taken, effecting playing time or participation must be given to the Sports Director, in writing, prior to the game(s) in question.

## **SECTION VIII. PLAYING TIME**

A. A team scheduled to play that fails to place at least 4 players on the floor at the scheduled starting time must forfeit the game. There will be a 10-minute grace period for the first game of the day.

B. Games will consist of two 20 minute halves with substitutions at the coach's discretion

C. Each player must play at least 50% of the game 10-minutes a half and also sit at least 5-minutes of each half provided that there are 6 or more players present. If only 6 players are present, each player must sit at least 5-minutes during the game. Substitutions are at the coach's discretion.

D. There will be a running clock stopping only for timeouts, official timeouts and injuries. The clock will only stop the last four minutes of the second half on dead balls unless a team is leading by 20 or more points.

E. The scoreboard will not display a lead of more than 20 points. The score will continue to be kept accurately in the scorebook.

F. In case of a tie game, there will be a 3-minute overtime period. If the game is still tied, 1-minute overtimes will be played until the game is decided. The clock will run regulation during all overtime periods. Teams are to remain on the floor between overtime periods.

G. Each team will have 2 timeouts per half. Each team will have 1 timeout for overtime play.

H. One jump ball to begin game and each overtime period. Alternating possessions will take place the rest of the game.

I. 5 personal fouls will result in a disqualification of that game. 2 technical fouls for disqualification of player/manager. Teams will be in the bonus on their 7<sup>th</sup> team foul. No double bonus. Personal fouls and technical fouls are combined to reach the 5<sup>th</sup> personal foul and the 7<sup>th</sup> team foul.

***YMCA Mission: Helping all people reach their God given potential in spirit, mind, and body.***