

Walton County

Parks & Recreation

Youth Basketball – Rules & Regulations

Revised: 1-25-10

01. All games will be played under Georgia High School Rules with the exceptions found herein.
02. No girl or boy will be allowed to participate if their birth certificate is not on file with the Recreation Department.
03. Age Control Date is age prior to January 1st of the current year.
04. No girl or boy may participate with the Walton County Recreation league and an interscholastic athletic activity involving the same sport during the same period of time. This restriction applies to public and private schools.
 - A. An “Interscholastic Activity” is defined as “a program that provides competition between schools”.
 - B. “Period of Time” shall be interpreted to mean from the time a player participates with a school team until the end of the season in that sport.
 - C. “Participation” shall be interpreted to mean that the player is on the school’s initial playing roster.
05. A minimum of 4 members of a team is required to start an official game. If neither team has enough players to start, the game will be considered a double forfeit. Both teams will receive a loss on the records.
06. Players may warm-up for five (5) minutes prior to their game.
07. Only the players of the game in progress will be allowed on the court during half-time.
08. No one shall be allowed to stand behind either baseline during games, unless designated seating is available.

09. Each player is required to play half of every game. Quarters will be divided in half to enable coaches the opportunity to substitute players. Players must play a minimum of four ½ quarters. The clock will stop while players check-in with the scorekeeper. Coaches may only substitute when the clock stops at 4 minutes, unless substituting for an injured player. Failure to play player's required time will result in team forfeit and coach's warning. A second violation will result in coach's suspension and forfeit of game. Exception: Once the entire team has completely satisfied its playing requirements, coaches may substitute by sending player(s) to the scorekeeper area. The player(s) will be sent in on the next dead-ball in accordance with High School Rules. The clock will not stop for these substitutions unless done during the last two minutes of the 4th quarter. Teams that have six (6) players or more must sit-out each player 1 ½ quarter. It is recommended to play all players equally.
10. In the event a player is going to be disciplined, for whatever reason, a one-quarter mandatory-playing requirement will be in effect. The scorekeeper and the gym supervisor must be notified of this disciplinary action. The scorekeeper must be notified if a player is present and unable to play. Players who receive four (4) fouls prior to the end of the first-half may be protected and not play the mandatory playing time. These players must play at least the last ½ quarter. Notify the scorekeeper's desk of the situation.
11. Coaches should submit line-up sheets to the scorekeeper's desk ten (10) minutes prior to their game. Please note on line-up sheets appropriate information concerning players (tardiness, abusing equipment, disrespectfulness, sick, hurt, etc.). line-up sheets should also contain player's full names (no nicknames) and jersey numbers.
12. Coaches can call time-outs from the bench on a dead-ball or when his/her team has possession of the ball.
13. Each team is allowed three (3) time-outs per game. Unused time-outs may be carried over into an overtime game. One extra time-out is given for each overtime period.
14. Team players & coaches are restricted from committing any act which, in the opinion of the referee or gym supervisor, is intended to ridicule the game.
15. Practice & Game Balls:
- | <u>Division</u> | <u>Ball Size</u> |
|-----------------|------------------|
| 6 & Under Co-Ed | junior |
| 8 & Under Girls | junior |
| 8 & Under Boys | junior |
16. The alternating jump ball will be used (possession arrow).
17. A team is allowed three (3) team meetings per week. This includes games & practices.
18. No dunking is allowed in any division, except for the 15-17 age division.

Coaches Rules & Regulations

01. Never leave a player unattended before, during or after a game or practice.
02. All coaches and parents are expected to conduct themselves in a proper manner at all times.
03. Coaches will not converse with the officials during play. A coach who wishes to ask an official a question must go to the scorers' desk. Scorers will get the official's attention at the appropriate time.
04. Coaches will not question an official's judgement call. Rule infractions only may be discussed.
05. Each Head-Coach is responsible to see that the Recreation Department has an application on file for his/her assistant coach. Approved coaches are the only ones allowed on the players' bench during a game or practice.
06. Any coach continually disregarding the rules & regulations will be suspended and will not be eligible to participate as a coach during the next season.
07. Coaches shall remain seated during games.
Exceptions:
 1. to request time-outs
 2. to spontaneously react to an outstanding play
 3. to confer with scorer's table
 4. to attend to an injured player
 5. when clock is stopped
 6. to communicate to another member of the team not in the ballgame

Misconduct

01. Any player caught abusing equipment or facilities will be suspended for one game. Second offense will result in permanent suspension.
02. A player may not taunt or use abusive language or gestures towards another player. This will be a technical foul.
03. Players are eliminated on the fifth foul. This includes both personal & technical fouls.
04. Any coach or player having two technical fouls called on him or her during a game will be ejected . Coaches will be asked to leave the gym. Players may stay on the bench if they are not causing any further problems. Players & coaches will not be allowed to play or coach their next scheduled game. This includes tournaments if it is the next scheduled game.
05. 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 refuses to continue, the game will be forfeited. If this rule is enforced, the coach will have the right to appeal to the Director of Recreation. Disagreement of official's judgement calls will not be grounds for appeal.

Division: Co-Ed Age 5 - 6

1. This is a fundamental training program that has been formed to help teach the basic skills for the higher age divisions.
2. Games will consist of four (4) eight (8) minute quarters. The clock will stop only for called time-outs and while teams line-up for free-throw shots. All shooting fouls will be two (2) shots. The clock will start running when the referee gives the shooter the ball on the second shot.
3. No three (3) second violation.
4. No full-court press allowed.
5. No fast breaks allowed. Defense must have time to set-up.
6. Double dribble will be called in the following manner: A player may dribble.....stop and dribble again. If repeated, a double dribble penalty will occur. This will only be called when it gives the offensive player an advantage in scoring a basket. A player will not be allowed to run without bouncing the ball. Fouls or penalties will not be called in the back-court. Players should be instructed to go set-up for the next possession.
7. Foul shots will be shot five (5) feet in front of the regulation foul line.
8. Zone defense is required with 2 guards, 2 forwards and a center. All defensive players must keep at least one foot in the lane. Defensive players may go after loose balls. Any time the defensive players interfere with a pass or shot from outside the lane area, the offensive team will receive the ball at the top of the key. The second offense during the same possession will award the offensive team two foul shots.
9. Goals will be set at 8' (if gym facilities accommodate).
10. Players should play an equal amount of time. Coaches should discuss each game to try to match players of the same skill levels in the game at the same time. A minimum playing time of $\frac{1}{2}$ the game is required for all players. All players must sit-out $\frac{1}{2}$ of 1 quarter.
11. No score or "win – loss" record will be kept.

Division: Boys Age 7- 8

Division: Girls Age 7- 8

1. Games will be four (4) eight (8) minute quarters. The clock will stop only for called time-outs, referee time-outs, and while teams line-up for a free-throw. The clock will start on 1-if-1 when the official hands shooter the ball. The clock will start on two shot fouls when official hands shooter the ball for the second shot.
Exception: The last two (2) minutes of the 2nd & 4th quarter, high school rules will apply (clock will stop on each blown whistle and begin when the official motions).
2. **No three (3) point baskets will be allowed in the 7-8 age divisions (boys & girls).**
3. A five (5) second lane violation will be called.
4. No violations will be called in the back court unless flagrant.
5. Double dribbling will be allowed in the back-court only. Once the ball handler has reached the fore-court area, double dribbling will not be allowed. A violation will be called and the ball will be awarded to the opposing team.
6. Foul shots will be shot from four (4) feet in front of the regulation foul line.
7. Goals will be set at 8'.
8. A tie at the end of regulation play will result in one (1) overtime period of two (2) minutes. Each team will be given one time-out per overtime period.
A tie at the end of this period will remain a tie.
9. Fast breaks will not be allowed. All defensive players must be behind the half-court line when the ball is brought into the front court by the offense.
10. Defense must stay inside the three (3) point arc except to retrieve a loose ball.
If a defensive team fails to abide by this rule, the officials will give one warning per half before calling a technical foul on the second infraction per half.
11. The last two (2) minutes of the 2nd & 4th quarter, the defensive team may play man-to-man defense, but must remain inside the half-court line. Teams with a ten (10) point lead may not play man-to-man defense. Any time a ten (10) point lead occurs within this period, the team must fall back into the zone defense.
There will be no full court press.
12. There will be a continual running clock if a team is losing by fifteen (15) points.
The clock will only stop on time-outs. This rule will be waived once the point differential is less than eleven (11) points.
13. First offense for illegal pressing will be a team warning. The second offense will be a one shot technical foul plus possession of the ball.
14. The offense may not freeze the ball. The offense must make an attempt to take a shot.
The referee may turn the ball over if the offense is making an attempt to run the clock without progressing the ball towards the basket.

Division: Boys Age 9 - 10
Division: Girls Age 9 - 10

1. Games will be four eight (8) minute quarters. Clock will stop for called time-outs, referee time-outs, and while teams are lining-up for a free-throw shot. The clock will start on one (1) shot foul and 1-if-1 when official hands shooter the ball. The clock will start on two (2) shot fouls when official hands shooter the ball on the second shot. Exception: The last two (2) minutes of the 2nd & 4th quarter, high school rules will apply (clock will stop on each blown whistle and will start when the official motions).
2. A three (3) second violation will be called.
3. No double dribbling.
4. Defensive players may pick-up the ball-carrier at half-court. The defensive team may not steal the ball until it crosses mid-court. If this should occur, the referee should stop play and warn the player & team. The second infraction would result in a one (1) shot technical foul and the offense would retain possession of the ball.
5. A full-court press will be allowed the last two (2) minutes of the 2nd & 4th quarter. Teams with a ten (10) point lead can not use the full-court press.
6. Fast breaks are allowed. The defense may not steal the ball until half court. A loose ball may be picked-up by either team. It is the referee's judgement if the ball is controlled by the offensive team.
7. An extra two (2) minute period will be used to break ties at the end of regulation play. At the end of this period, if the game remains tied, it will remain a tie in the record book. Each team will have one (1) time-out per overtime period.
8. Goals will be set at 8' 6".
9. All games will be played with a 28.5 size ball.
10. The three (3) point shot will be allowed.
11. Free-throws will be shot from the regulation free-throw line.
12. There will be a continual running clock if a team is losing by 15 points or more. The clock will only stop for called time-outs. This rule will be waived once the point differential is less than eleven (11) points.

Division: Boys Age 11-12
Division: Girls Age 11-12

Division: Boys Age 13-14
Division: Girls Age 13-14

Division: Boys Age 15-17
Division: Girls Age 15-17

- Games will be four (4) eight (8) minute quarters. The clock will stop only for called time-outs, referee's time-outs, and while teams are lining-up for free throws. The clock will start on one (1) shot foul and 1-if-1 when official hands shooter the ball. The clock will start on two (2) shot fouls when official hands shooter the ball on the second shot.
Exception: The last two (2) minutes of the 2nd & 4th quarter, when high school rules will apply (clock will stop on each blown whistle and will start when the official motions).
- A full court press is allowed in all age divisions (boys & girls 11-12, 13-14, 15-18).
- Teams leading by fifteen 15 points or more may not full-court press.
- An extra two (2) minute period will be used to break ties. The clock will run according to high school rules. A tie at the end of this period will result in a tie in the record book. This extra time will be played in accordance with the rules of the 4th quarter.
- Goals will be set at 10'.
- Game & Practice Balls:

Division	Size	Division	Size
girls 11-12	28.5	boys 11-12	28.5
girls 13-14	28.5	boys 13-14	regulation
girls 15-17	28.5	boys 15-17	regulation
- Free-throws will be shot from the regulation free-throw line.
- There will be a continual running clock if a team is winning by twenty (20) points or more. The clock will only stop on time-outs. This rule will be waived once the point differential is less than eleven (11) points.

Walton County Parks & Recreation Department Youth Basketball

Rule Clarification

Teams that have six (6) or more players at the start of a game, must have each player "sit-out" the minimum amount of time which is four (4) minutes or one (1) block.

This rule is not revoked when players are injured, foul-out, or leave a game due to any reason. Teams may have to play with less than five (5) players in order to accommodate this rule.

Teams that start a game with less than six (6) players do not have to meet the required "sit-out rule". The opposing team may also disregard this rule if they are playing teams with less than six (6) players.

All players must still play $\frac{1}{2}$ of each game.

Players that arrive after the game has started, but prior to half-time are required to play $\frac{1}{2}$ of the remaining blocks. Example: If a player arrives after the end of the first quarter, he must play three (3) of the remaining six (6) blocks.

After the third quarter has started, players that show-up are not eligible to play unless approved by the opposing coach and recreation department staff.

Walton County

Parks & Recreation Department

Youth Basketball
All-Star Selection Process
Revised: January 3, 2005

All-Star Selection

A. The Walton County Parks & Recreation Department will select all-star coaches by utilizing the following criteria:

1. Does this individual demonstrate the desire to coach an all-star team?
2. Does this individual have a positive attitude toward the teams, parents, and staff?
3. Does this individual possess sufficient knowledge of the game.
4. Is this individual capable of organizing an all-star team in two (2) weeks?
5. Did this individual's team improve during the local season?
6. Did this individual create a positive environment for his/her team throughout the season?
7. Can this individual handle the ego of ten (10) all-star players and their parents?
8. Does this individual have the time to take on such a challenge (i.e., unlimited practice schedule)?
9. Does this individual possess the characteristics that you would like your child to be exposed to (i.e., good morals, dedication, persistency, perseverance, etc...)?
10. How did this individual's team finish in the county-wide tournament?
The coach of a first place team is not guaranteed a coaching position on the all-star team. Remember, a winning team is not always a successful team.

B. Special Notes

1. Only head coaches are eligible for the all-star head coaching position.
2. If a coach declines his/her position or fails to adhere to his/her responsibilities, he/she will be replaced. The administrative staff of the Walton County Parks & Recreation Department will have full authority when selecting a replacement.
3. The all-star head coach will be allowed to choose one assistant coach and a scorekeeper. He/she must chose the assistant from the certified coaches in his/her team's age division. He/she will then submit the names of these individuals to the Athletic Division Manager for final approval.

All-Star Players Selection

- A. The Walton County Parks & Recreation Department will administer the all-star selection process.
- B. Only head coaches will be allowed to participate at the all-star selection meeting. Assistant coaches will not be allowed to attend the meeting.
- C. Head coaches should be prepared to nominate the number of players, from his/her roster, that corresponds with the place the team holds at the time of the meeting (refer to the chart below).

Division: Age 9-10		Division: Age 11-12		Division: Age 13-14		Division: Age 15-17	
Place	Nominations	Place	Nominations	Place	Nominations	Place	Nominations
1 st	4	1 st	4	1 st	4	1 st	4
2 nd	4	2 nd	4	2 nd	4	2 nd	4
3 rd	3	3 rd	3	3 rd	3	3 rd	3
4 th	3	4 th	3	4 th	3	4 th	3
5 th	3	5 th	3	5 th	3	5 th	3
6 th	3	6 th	3	6 th	3	6 th	3
7 th	3	7 th	3	7 th	3	7 th	3
8 th	3	8 th	3	8 th	3	8 th	3

- D. All-star players will be chosen by a majority vote of the head coaches. Players will be considered by position.
- E. The all-star selection process will be final after the completion of the meeting.
- F. The Athletic Manager will add or delete players from the roster as necessary. Head coaches and assistant coaches do not have the authority to add or remove a player from the team roster without the permission of the Athletic Manager.

All-Star Selection Meeting

Locations: Central Walton Park (Monroe & Social Circle coaches)

Norris Street
Monroe, Georgia 30655

West Walton Park (Loganville coaches)

925 Twin Lakes Road
Loganville, Georgia 30052

Date: Wednesday, February 2, 2005

Time:

Girls & Boys Age 9-10	6:00 PM
Girls & Boys Age 11-12	7:00 PM
Girls & Boys Age 13-14	TBA

It is mandatory that all coaches attend this meeting!

If for any reason you can not attend, please contact Brad Huff at:

770-267-1483 (office)

770-846-5764 (cell)

770-267-4589 (home)

Your cooperation and participation is necessary to insure your players are recognized.

Walton County

Parks & Recreation Department

Youth Basketball All-Star Nomination Ballot

Head coaches must nominate the number of players from his/her roster that corresponds with the place his/her team holds. Please refer to the chart below.

Division: Age 9-10		Division: Age 11-12		Division: Age 13-14		Division: Age 15-17	
Place	Nominations	Place	Nominations	Place	Nominations	Place	Nominations
1 st	4	1 st	4	1 st	4	1 st	4
2 nd	4	2 nd	4	2 nd	4	2 nd	4
3 rd	3	3 rd	3	3 rd	3	3 rd	3
4 th	3	4 th	3	4 th	3	4 th	3
5 th	3	5 th	3	5 th	3	5 th	3
6 th	3	6 th	3	6 th	3	6 th	3
7 th	3	7 th	3	7 th	3	7 th	3
8 th	3	8 th	3	8 th	3	8 th	3

Division: _____ (circle one) 9-10 11-12 13-14 15-17

Team Name: _____ Head Coach: _____

Player	Position
01.	
02.	
03.	
04. (if necessary)	