

# SCENIC CITY BASKETBALL RECREATIONAL LEAGUE RULES

## 1. GAME FORMAT

### 1. CLOCK

1. Pregame Warm-up
  1. (3) Three Minutes. *The Gym Manager may adjust if needed.*
2. Game Quarters
  1. (10) Ten Minute running clock.
    1. Clock will stop on the official's whistle during the final two (2) minutes of the 4th Qtr.
      1. If a team has a 10+ point lead the clock will be RUNNING CLOCK.
3. Halftime
  1. (1) One Minute. *The Gym Manager may adjust if needed.*
4. Time-Outs
  1. (2) Two Full for the Game.
5. Overtime Periods
  1. (2) Two Minutes Each Overtime Period
    1. Maximum of (2) Two Overtime Periods.
      1. Sudden Death if Game Still tied after (2) Two Overtime Periods.

### 2. JUMP BALL

1. 5/6, & 7/8 division will start games with the Away team having 1st possession.
2. 9/10, 11/12, & 13/15 divisions will start games with a Jump Ball at Center Court.

### 3. BALL SIZE

1. 5/6 will play with 27.5 junior basketball.
2. 7/8 & 9/10 Boys & All Girls will play with the 28.5" intermediate basketball.
3. 11/12 Boys & Above will play with the 29.5" basketball.

### 4. GOAL HEIGHT

1. 5/6, & 7/8 division will play on 8' goals
2. 9/10, 11/12, & 13/15 divisions will play on 10' goals.

### 5. FREE THROWS

1. 5/6 will shoot from the 10' line and may finish across the line.
2. 7/8 & 9/10 will shoot from the 12' line and may finish across the line.
3. 11/12 & 13/15 will shoot from the 15' line.

### 6. DEFENSE

1. 5/6
  1. Defense within 3 pt arc.
    1. "Man to Man" ONLY after the ball crosses half court the last 1 Minute of the game.
2. 7/8 & 9/10
  1. Defense within the 3 pt arc till the ball crosses half court.
    1. No Set Full Court pressure except the last 2 Minutes of the game.
    2. Allowed to pressure the ball if the opponent advances the ball after rebound.
      1. Must "Tuck" ball on rebound if you want NO full court pressure.
3. 11/12 & Above
  1. Full Court pressure at any time unless lead is 20 or greater.

### 7. ADMISSION

1. Gate Fees will be collected for Each Spectator Each Day.
  1. 13 & Over **\$5**
  2. 12 & Under **FREE**
2. It is the responsibility of the spectator to get a wristband if needed for later games.

### 8. UNIFORMS

1. Teams MUST be dressed alike. Teams must have matching jerseys with legal numbers. Teams must have reversible jerseys and/or a set of light and dark colored uniforms. Coaches must make sure that players' shirts/jerseys are tucked in.

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## 2. REGISTRATIONS

### 1. TEAM STAFF

1. Head Coaches (Free Admission to Games / Must be listed on Roster)
  1. Must Complete Background Screening. \*See Background Screening Policy
  2. Must Complete Concussion Training
2. Assistant Coaches (Free Admission to Games / Must be listed on Roster)
  1. Must Complete Background Screening. \*See Background Screening Policy
3. Scorekeeper (Free Admission to Games when working at Table)
  1. The Home team will be responsible for providing a Scorekeeper at the table each game.
4. Clock Operator (Free Admission to Games when working at Table)
  1. The Visiting Team will be responsible for providing the Clock Operator.

### 2. PLAYERS

1. NO Middle or High School players on Recreational Teams.
  1. School players will need to play in our Competitive Division.
2. Players sign up at their local association of choice.
  1. Teams will be formed out of associations' registrations.
3. Age Verification
  1. Hosting Associations will form teams and verify age eligibility of players.
    1. Rosters are LOCKED January 1st.
    2. Age Control Date
      1. Sept 1st the year the league starts.
    3. Acceptable proof of age
      1. Birth Certificates
      2. Adoption Papers
      3. Immigration Papers.
  4. Players may only participate on one team within a grade division; however, any player can play up on one additional team within the same organization/association.
    1. Age Divisions:
      1. 6U Coed
      2. 8U Boys & Girls
      3. 10U Boys & Girls
      4. 12U Boys
      5. 13U Girls
      6. 15U Girls

### 3. FORFEITS

1. Teams and coaches must be in the gym, ready to play at their designated times.
  1. There is a five (5) minute grace period for each game. This simply means that if a team of at least four (4) rostered players is not at their designated court at game time or five minutes after the designated game time, the short-handed team that is late or not present will forfeit the game and will be issued a 2-0 loss in the standings.
  2. Any team that does not inform SCYBL 24 hours prior to game time that they will not be available for game will pay a \$75 per game forfeit fee before the next scheduled game can be played. A team **WILL** be removed from the schedule after the 2nd forfeit. **NO EXCEPTIONS!**
  3. Hosting Associations are responsible to reimburse forfeit fees if one of their teams forfeit.

### 4. PROTESTS

1. Player Eligibility: All protests concerning the eligibility of any player **MUST** be made prior to the end of the game. If eligibility cannot be verified, the player in question will not be allowed to participate in the remainder of the game. There will be no protests concerning player eligibility after a game.
2. The decision on the protest will be made by the facility manager and /or scorekeeper. This decision is final and will not be overturned after play resumes.

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## 5. EJECTIONS

1. 1st Ejection – 1 game suspension defined for:
  1. Coach – may attend the game as a **SPECTATOR ONLY**. Coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility the suspended coach shall go to the spectator seating. Coaching privileges suspended include: pregame warm-ups, half time, and the duration of the game. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a 2nd Ejection (see below).
  2. Players – may attend the next game and sit on the team bench. **MUST NOT** be dressed out in a team uniform. Violation of these provisions will result in a 2nd Ejection (see below).
2. 2nd Ejection – 3 weekend suspension defined for:
  1. Coaches will not be allowed in the gym during suspended weekends after 2<sup>nd</sup> ejection.
  2. Players will not be allowed in the gym during suspended weekends after 2<sup>nd</sup> ejection.
3. Any team needing deputies called to remove a player, coach, or parent will be removed from the schedule

## 6. POST-GAME ACT OF SPORTSMANSHIP

1. Scenic City Basketball supports good sportsmanship such as a post-game handshake, high five, verbalizing “good game”, etc... A coach refusing or instructing his players to not show the post-game act of sportsmanship will be suspended accordingly:
  1. 1st Offense: One game suspension as defined above.
  2. 2nd Offense: Indefinite suspension. The coach will be required to meet Scenic City Basketball Board to determine if coaching privileges will be reinstated.

## 7. TECHNICAL FOULS

1. If a coach or player receives an accumulation of four (4) technical fouls during the season, he or she is subject to a one (1) game suspension. If a coach or player receives an additional technical foul after serving a suspension, he or she will be subject to suspension for the remainder of the season.