



Basketball Rules

www.mustangyouthathletics.com

Lucky Shoals Park Community Recreation Center

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General Conduct:

- No smoking or use of any tobacco products. Must be outside and twenty feet away from the building in order to smoke or chew tobacco.
- No food or drinks allowed in the gym, except for bottles of water
- No noise makers
- No clothing advertising alcohol, illegal substances or profanity
- No basketballs allowed on the walking track.
- No balls will be allowed in the gyms during games other than the game balls provided by the association.
- No practice shooting/playing by other than active teams will be allowed. If violators persist, they will be asked to leave the gym.
- Coaches, players and spectators are expected to exhibit sportsmanship at all times! Yelling at or cheering an opposing player's error is unacceptable. An unruly spectator may be asked to leave the gym at the discretion of the game official, league director, or staff members. Any spectator not leaving the gym when asked to do so will cause the officials to forfeit the game on behalf of the opposing team. This decision may NOT be overturned or protested at any point.

Players:

All children who participate in Mustang Athletics must be knowledgeable of the eligibility rules that govern their specific activity. Each individual has the right to expect a fair and equal opportunity to participate, while at the same time maintaining a high level of sportsmanship and respect for officials, opponents, teammates, and members of the Lucky Shoals staff.

- Each team member must be currently enrolled into the Lucky Shoals Mustang Basketball Program and appear on the official game roster.
- An individual is only eligible for one team in each specific sport.
- The age groups for basketball are commonly: 4-6, 7-8, 9-10, 11-13, COED for Fall Season and 4-6, 7-8, 9-10, 11-13, and 14-17 COED for Spring Season. Players will be placed in the appropriate age group based on his/her age during the time of registration. Players cannot play down in a younger age group for any reason unless there is a special circumstance. Players may play up in an older age group if requested, and approved by the Lucky Shoals Staff. Age groups can vary depending on enrollment.

Coaches:

- All Coaches must completely fill out a Coaches Application, and pass the background check.
- Assistant Coaches, if desired, must fill out an application, and pass the background check.
- **If a coach/parent does not have an application on file they cannot sit on the bench during games. A technical foul will be given to those not abiding by this rule.**
- The League Director reserves the right to disapprove registration of any player or Coach, who might cause concern regarding the purpose of the program.

Referees:

The referees are NOT College or pro-level officials and may occasionally miss a call or two. Remember, they have no favorites or preference to who wins the game. Please remain respectful to the referees, players, parents and other coaches.

- Manage the games in a professional manner.
- Take a moment to explain infractions when it is obvious that the player doesn't understand what happened.
- Referees will report all technical fouls, expulsions, game suspensions, and game terminations to the Basketball Director not later than the following day after the occurrence.
- They will enforce all local league rules of Mustang Athletics.

Team Rosters:

- Each game's score sheet will serve as a team's roster and all players' full names and jersey number must appear on the score sheet.
- The first team score sheet/roster that a participant's name appears on is the only team for which that participant may compete. Signing in for another team will result in a forfeit for that team.
- The Lucky Shoals staff will determine eligibility in borderline cases. It is advisable to consult the appropriate Lucky Shoals staff member before participation if questions arise.
- A team coach must be designated for each team. He/she alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested.

Equipment & Uniforms:

- **Game Ball:** The department will supply a game ball. Ages 4-8 play with a junior- 27.5in ball. 9-10 will play with an intermediate- 28.5in ball. 11-up will play with a regulation- 29.5in ball.
- **Goal Height:** Ages 4-6 play on an 8ft. goal. 7-8 play on a 9ft. goal. Ages 9 and UP play on regulation size 10 ft. goal.
- **Jewelry:** There will be no jewelry allowed during any contests. Any participant wearing jewelry will not be eligible to play. Covering jewelry with tape or Band-Aids does not make the player eligible to participate.
- ☐ **Pants/Shorts:** Each player must wear shorts issued by Lucky Shoals to all games.
- **Headwear:** Players may wear a headband, but no bandanas, durags, baseball caps or visors.
- **Shoes:** Basketball or tennis type shoes must be worn. No dress shoes, boots, sandals, cleats or other shoes with marking soles are allowed.
- **Jerseys:** Teams must wear uniform provided by Mustang Athletics during games (If a player does not have a jersey at the start of the game, one will be provided). Names may be put on the jerseys at the teams' discretion & cost.
 - The home team will wear the **WHITE** jerseys. The visitor team will wear the **COLOR** jerseys.

The Game:

- Any team failing to report and/or not ready to play at game time shall forfeit to their opponents unless the opposing coach chooses to waive the forfeit win, and give the opposing team a 10 minute grace period. The game will be played using an adjusted clock based on the start of the game.
- To start and continue a game, a team must have at least 4 players on the court ready to play. The opposing coach may choose to play with 4 or 5 players.
- The game will be played in 4 quarters of 8 minutes each with a running clock. The clock will be stopped and started according to National Federation of State High Schools timing rules during the last 2 minutes of the second and fourth quarters (last 1 minute of the final quarter for ages 4-6).
- Halftime will be 3 minutes.
- A team will be limited to 4 time-outs per game. Time-outs will be 45 seconds in length. The game clock will stop for charged time-outs. Any team granted a time-out with none remaining will receive a technical foul.
- The game will be started with a jump ball; thereafter, any jump ball situations, including the start of the second half, will use the alternating possession procedure.
- The closely guarded 5 second count will reward the defense. The defense will be given the ball out-of-bounds.
- Dunking or attempting to dunk a ball and hanging on the rim or net during dead ball time will result in a Technical Foul. If the violation occurs after the game is over, the penalty will be enforced at the team's next played game. Players may dunk or attempt to dunk during league play only. Excessive hanging or force on the rim or net will not be tolerated, and will result in a Technical Foul and expulsion and suspension of the player committing the act.
- Only officials, players, and one coach per team are permitted on the main floor. Two coaches cannot be standing. Anyone standing under the basket or on the court will be given a technical foul for that team.

- Any profanity or degrading of the officials will result in a technical foul. Continued verbal harassment will result in a second technical foul and expulsion from the game. Anyone expelled from a game will be expected to leave the gym. Failure to comply results in forfeiture of the game. **Coaches are responsible for keeping their spectators under control.** Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain off the court. Only players are permitted in the playing area.
- **Any disputed discussions or protests based on rules (not judgment) will be solved on the floor during the first interruption after the time the dispute occurs even though it involves checking the official rule guide and/or getting an official interpretation from the Lucky Shoals Staff.**

Overtime: 2 minutes in length. The clock will stop on all dead-ball plays. 2 minute overtime will continue until a winner is established. For ages 4-6 if the game is still tied after 2 minutes each team will designate a player to shoot free throws to establish a winner (best out of 3). All player and team fouls carry over during overtime. Each team will be awarded one additional time-out during the entire overtime. **There will be no overtime in regular season play.**

Defense: Ages 4-6 must remain inside the 3-point arc while on defense until the offense crosses the top of the key extending to the sidelines. Stalling is prohibited. All other age groups are free to run whatever defense they like while abiding by their Press Defense restrictions.

Pressing: Ages 4-6 are only permitted to press HALF court the last 2 minutes of the 2nd and 4th quarters only. Ages 7-8 are only permitted to press FULL court the last 2 minutes of the 2nd and 4th quarters only. Ages 9-10 are permitted to press during the entire 2nd and 4th quarters only. Ages 11-up may press throughout the duration of the game.

Substitutions: Each child is required to play at least half the game (unless they show up after the second quarter begins, have not been attending practices, or for behavioral reasons).

Free Throws: 4-6 will shoot from the thin green line. 7-8 will shoot from the thick red line. 9-10 will shoot from the white line. 11-up will shoot from regulation.

Mercy Rule: If at any time during regulation play one team leads by 15 points or more a continuous running clock will be in effect, and that team is NOT allowed to press full court. When/if the lead is ever brought back within 15 points, standard clock rules will apply.

Fouls:

- Common Fouls will result in the ball being awarded to the offended team at the spot where the foul occurred.
- Shooting Fouls, if unsuccessful will result in either two or three free throw attempts. If successful, points and one free throw attempt will be awarded.
- 5 fouls (personal and technical combined) result in disqualification from the game. On the 7th team fouls in each half the bonus situation is in effect, and after 10 team fouls the double bonus will be in effect. Prior to the bonus situation “common fouls” will not be shot; the ball will be awarded out of bounds.
- Bonus situations with a common foul will result in a 1-and-1 attempt and 2 shot attempt if in Double Bonus.
- Players must be in 1 of the 6 marked lane spaces or be positioned behind the free throw line extended and the 3 point arch. Players in marked lane spaces may enter the free throw lane as soon as the ball hits the rim, backboard, or until the free throw ends. The shooter and all players not in a marked lane space may NOT break the plane of the free throw line until the ball touches the rim, backboard, or until the free throw ends.

- Technical, Intentional and Flagrant Fouls will result in two free throws attempts, the ball to the offended team, and possible ejection.
 - **Flagrant Fouls:** Any player committing a flagrant foul will be ejected from the game.
 - 2 technical fouls on a coach or player will result in automatic ejection and that person must leave the gym immediately. Any ejection of a coach or player will result in automatic suspension for the next game. Any Coach that is ejected will be required to meet with the league director and facility supervisor prior to the next game.

Lane Violations: No lane violations for 4-6 year olds. 5 seconds for 7-8 year olds. 3 seconds for 9-up.

Official Scorekeeper & Bookkeeper Duties:

Mustang Athletic officials may designate an official scorebook/clock keeper at their discretion.

- Bookkeeper responsibilities
 - Individual and team scoring.
 - Individual and team fouls, both personal and technical, and alerting coaches when a player is in foul trouble.
 - Providing the official information on bonus and double bonus situations.
 - Number of time outs per team.
- Clock/Scoreboard Operator Responsibilities
 - Keeping track of the possession arrow as designated by the official.
 - Keeping track and displaying quarter being played.
 - Keeping track and correctly displaying running score as designated by the official.
 - Keeping track of the time as indicated by the official and in accordance with that age division's rules.

No person other than the official scorekeeper and bookkeeper, officials, and Mustangs official are permitted to sit at the scorer's table during a game. The scorebook will be used as the official record for every game and must be kept with accuracy. In the event of any discrepancy, the scorebook overrules the scoreboard. The officials for the game in question will review the official book and sign the official score.

Standings Tie Breaker Rules:

- If the standings are tied at the end of the season before the championship tournament, the higher seed will be determined by comparing the amount of points **GIVEN UP** throughout the season.
 - If it is still tied, we will then see who has scored the most points between the tied teams.
 - If it is still tied, it is Head-to-Head wins between the tied teams.

“Lucky Shoals and Gwinnett County Parks and Recreation reserves the right to add, delete or amend the rules and regulations at any time for the betterment of the program”

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