

General Conduct

- Smoking or use of tobacco products is not allowed inside building or within 20 feet of exterior
- Except for water bottles, food and drinks are not allowed in gym
- Noisemakers are prohibited
- Clothing advertising alcohol, illegal substances, or profanity is prohibited
- Basketballs are not allowed on walking track
- Except for game balls provided by association, balls are not allowed in gym during games
- Except for active teams, practice shooting/playing is not allowed; violators will be asked to leave
- Coaches, players, and spectators are expected to exhibit sportsmanship at all times. Unruly spectators 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 officials to forfeit the game on behalf of the opposing team. This decision may NOT be overturned or protested.

Players

Participants 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 maintaining sportsmanship and respect for officials, opponents, teammates, and staff members.

- Each team member must be currently enrolled into the Lucky Shoals Mustang Basketball Program and appear on the official game roster
- An individual is eligible for only one team in each specific sport
- The basketball age groups are 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 their age during registration. Players cannot play down in a younger age group, unless there is a special circumstance. Players may request to play up in an older age group; requests must be approved by staff. If a player plays up, they must abide by the rules set forth by the age group they've joined. Age groups may vary depending on enrollment.

Coaches

- Coaches and assistant coaches must complete an application and pass a 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. Please remain respectful to the referees, players, parents, and other coaches.

- Manage the games in a professional manner
- Explain infractions when the player doesn't understand what happened
- Report all technical fouls, expulsions, game suspensions, and game terminations to the Basketball Director not later than the following day after the occurrence
- 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.
- Staff will determine eligibility in borderline cases. Consult the appropriate staff member before participation if questions arise.
- A team coach must be designated for each team. He/she alone may appeal to the official, only on interpretations of the rules. Judgment calls may not be protested.

Equipment & Uniforms

- Game balls, supplied by department: ages 4 – 8, junior 27.5-inch ball; ages 9 – 10, intermediate 28.5-inch ball; ages 11 – up, regulation 29.5-inch ball.
- Goal height: ages 4 – 6, 8-foot goal; ages 7 – 8, 9-foot goal; ages 9 – up, regulation size 10-foot goal
- Jewelry is not allowed during games. Any participant wearing jewelry will not be eligible to play. Covering jewelry with tape or Band-Aids is not allowed.
- Players must wear game-issued shorts
- Only headbands are permitted; bandanas, do-rags, baseball caps, and visors are not allowed
- Basketball or tennis shoes must be worn; dress shoes, boots, sandals, cleats, or other shoes with marking soles are not allowed
- Teams must wear game-issued uniforms. If a player does not have a jersey at game time, one will be provided. Names may be put on jerseys at the team's discretion and expense.
 - Home team wears WHITE jersey
 - Visiting team wears COLOR jersey

Game Play

- 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 four players on the court ready to play. The opposing coach may choose to play with four or five players.
- The game will be played in four 8-minute quarters with a running clock. The clock will be stopped and started according to National Federation of State High Schools timing rules during the last two minutes of the second and fourth quarters (last one minute of the final quarter for ages 4 – 6).
- Halftime will be three minutes
- A team is limited to four 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, who 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 staff.

Overtime: Two minutes in length. The clock will stop on all dead-ball plays. Two-minute overtime will continue until a winner is established. For ages 4 – 6, if the game is still tied after two minutes, each team will designate a player to shoot free throws to establish a winner (best out of three). All player and team fouls carry over during overtime. Each team will be awarded one additional time-out during overtime. There's 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 permitted to press HALF court only during the last two minutes of the 2nd and 4th quarters. Ages 7 – 8 are permitted to press FULL court only during the last two minutes of the 2nd and 4th quarters. Ages 9 – 10 are permitted to press during the 2nd and 4th quarters only. Ages 11+ 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 2nd quarter begins, have not been attending practices, or for behavioral reasons).

Free Throws: Ages 4 – 6 will shoot from the thin green line. Ages 7 – 8 will shoot from the thick red line. Ages 9 – 10 will shoot from the white line. Ages 11+ 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: the ball will be 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.
- Five individual fouls (personal and technical combined) result in disqualification from the game.
- On the 7th team foul 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 one of the six 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 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 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
 - Two 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 ages 4 – 6, five seconds for ages 7 – 8, three seconds for ages 9+

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, personal and technical, and alerting coaches when a player is in foul trouble
 - Official information on bonus and double bonus situations
 - Number of time-outs per team
- Clock/scoreboard operator responsibilities
 - Keeping track of possession arrow as designated by official
 - Keeping track and displaying quarter being played
 - Keeping track and displaying running score as designated by official
 - Keeping track of time indicated by 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 Tiebreaker 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 number of points GIVEN UP throughout the season

- If it is still tied, it will be whichever team 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 Parks and Recreation reserve the right to add, delete, or amend the rules and regulations at any time for the betterment of the program.

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