

CHAPEL HILL PARKS AND RECREATION DEPARTMENT

YOUTH SUMMER LEAGUE BASKETBALL RULES: AGES 10-12, 13-15, 16-18

IMPORTANT NUMBERS

REVISED 2019

Athletic Hotline	919-685-8277
Community Center	919-968-2790
Lincoln Gym	919-9682792
Northside Gym	919-968-2794
Rashkis Elementary	919-918-2160 ext. 22513
Chapel Hill Parks and Recreation Department	919-968-2784

GENERAL INFORMATION

1. League standings will be posted on the department website, www.chapelhillparks.org under [League Central](#)
2. The Parks and Recreation Department will furnish the game ball, Gym Supervisor, Officials and game jerseys. Home team will provide a volunteer to keep the scorebook.
3. Tennis shoes must be worn by all participants.
4. Coaches are responsible for the conduct of players on their respective teams. Please maintain order among all team members before, during and after all games.
5. In the event of a game cancellation, change or other rescheduling, the team's coach will be contacted by the Parks and Recreation Department through e-mail or through the Athletic Hotline. The coach is then responsible for notifying his team of the change. In case of inclement weather, the status of games will be recorded on the Athletic Hotline (685-8277) between 4:00 and 5:00pm on the day of the game.
6. Participants are not allowed on any athletic equipment such as rings, wrestling mats, parallel bars, etc. Sitting on bleachers that are not fully pulled out may cause them to malfunction. The Parks and Recreation Department is responsible for all damages that may occur during hours in which we utilize school facilities.
7. No jewelry (watches, rings, chains, earrings, etc.) shall be worn during practices or games unless they are taped.
8. An eligible player is one defined as a player registered with the Department and on a team roster. Players cannot play on more than 1 summer league team in the same season. If coaches allow illegal players to participate or allow players to participate under false names, the game will be declared a forfeit and the coach may be subject to disciplinary action.
9. No glass containers are allowed in the gym. If players must drink fluids in the gym, they must be in a squeeze bottle. Please make sure all cups, plastic containers, etc. used by your team are removed immediately after your game.
10. The Department will not provide trophies at the end of the season. Coaches can purchase awards for their team if they choose, but it is not required and the Department will not pay for it.
11. Players can play on only one team in the Summer Basketball League at any given time. Players are not permitted to play on multiple teams at the same time.
12. The deadline for making roster changes is the 4th game of the season. Any changes to the roster need to be done by that time. Teams can have no more than 12 players on the roster at any time. Registration form, player/parent contract and copies of the player's birth certificate have to be turned in to the department before the player can play.
13. All player ages are determined as of August 31, 2019.



RULES AND REGULATIONS

1. **At least 5 minutes before scheduled game time**, each coach shall supply the scorer's table with their roster which includes the first and last names of all players and jersey numbers. If players come to the game late, they will be allowed to enter the game without a penalty.

At least 3 minutes before scheduled starting time, each team shall designate its starting 5 players.

2. The gym supervisor's watch is the official starting timepiece for each game. Wall clocks will not be used.
3. **If a team cannot field 5 eligible players by game time, the game can start with 4 players. If a team can't field 4 players at game time the contest will be declared a forfeit. Should neither team be able to field 4 eligible players by game time, a double forfeit will be declared giving both teams a loss.**

Only 2 coaches and twelve (12) team members are allowed on the team benches. At least one coach, 21 years of age or older must be in attendance at each game and practice. If a team does not have a coach approved by the department on the bench at the end of the first period, the game will be declared a forfeit.

4. In the event of a forfeit, the staff will wait around for ten (10) minutes. If enough players show within ten (10) minutes, the staff will work the game for one hour from the original game starting time. If at any time a forfeited game gets out of hand, the staff shall stop the game and clear the court for the next game.
5. Coaches are to remain in their seats except when at the scorer's table for team or player information. The staff's score book is the official score book.
6. All technical fouls carry a two shot penalty.

THE GAME

1. Unless noted as an exception in the league rules, all league rules will be governed by rules of the (ncnfhs) north carolina national federation high school basketball association.
2. 6 minute quarters--regulation clock stopping whenever the ball is dead. Half-time will be
3. 3 minutes. In case of a tied game, a one (1) minute overtime period shall be played. Each additional overtime will be a one (1) minute running clock - clock will stop on free throws.

RULES ON DEFENSE

Age 10-12

1. A pressing defense in the backcourt is only allowed in the last 2 minutes of each half. The first two violations will result in a warning. Third and subsequent violations will result in a technical foul. Exception: coach's corner.

Age 13-15 & 16-18

2. A pressing defense in the back court shall be allowed throughout the game, except as Stated in the coaches corner.

SUBSTITUTION

1. Substitutions may be made anytime the ball is dead. Players must check in at the scorer table and be allowed into the game by the officials.

TIME-OUTS

1. Each team will have four time-outs per game, 45 seconds in length.

FREE THROWS

1. Free throws are shot from the 15 foot line.
2. On a free throw, players may not enter the free throw area until after the ball leaves the Shooters hand.

BONUS FREE THROWS

1. Teams will be in the bonus situation on the 6th team foul. Teams will shoot on the 7th Foul.
2. On the 10th team foul of each half, two free throws are awarded.
3. Three free throws are awarded if a player is fouled in the act of attempting a 3 point shot - if the shot is unsuccessful.

THREE POINT LINE

1. The three point shot is allowed in all leagues.

ALTERNATING TEAM POSSESSIONS

1. A jump ball between any 2 opponents at the center circle will be used to start the game and any extra period.
2. The team that does not gain control of the ball on the first jump ball will obtain possession when the next jump ball situation occurs.
3. After the alternating procedure has started, the possession arrow will be pointed to the basket of the team that is to receive the ball on the next possession.
4. The team that has the possession arrow will receive the ball out of bounds to start the new quarter.

New quarter: the team that has the possession arrow will receive the ball out of bounds to start the new quarter.

Second half: the team that has the possession arrow receives the ball out of bounds to start the second half.

COACHES CORNER

At no time will any youth basketball coach take advantage of another team's inability to make a contest of each game. The department has no desire to eliminate the competitive spirit in youth basketball, but will not tolerate personal actions on a coach's part to humiliate any opponent. We have some rules to insure that youth basketball can be fun, whether winning or losing.

Once a fifteen (15) point lead is established, no pressing defenses will be allowed. Penalty: first offense results in a warning. Second offense and subsequent offenses will result in a two-shot technical foul.

Once a team has established a twenty (20) or more point spread, the gym personnel will designate players who can and cannot play, until the score has come down to a fifteen (15) point lead. The athletic staff feels this is the time to let those less talented players have more time on the court. This is not the time to work on a stall defense.

Once a team has established a twenty-five (25) or more point spread, teams must pack the defense back inside the 3 point line until the lead comes down to a twenty (20) point lead.

Once a team has established a thirty (30) or more point spread, we will use a running

clock for the rest of the game, stopping only for time outs. If the lead gets down to twenty-five (20) points, the game will return to a regulation clock.

PROTESTS

YOUTH LEAGUES ARE NOT ALLOWED TO PROTEST GAMES.

When a protest question pertaining to the interpretation of rules has not been settled at the Game, exact details of the game situation must be received in writing at the Recreation Department no later than 12:00 p.m. the following day of the game.

PROTESTED GAMES WILL NOT BE REPLAYED.

DISCIPLINARY PROCEEDINGS

Chapel Hill Parks and Recreation Department

ATHLETIC RULES OF CONDUCT

- The following RULES OF CONDUCT are sportsmanship guidelines utilized to maintain positive and safe atmospheres during recreational athletics sponsored by the Chapel Hill Parks And Recreation Department. These rules will be applied to all sports/athletics programs, youth and adult. Each participant/team will be provided this information and it is the responsibility of each team manager/coach to inform his/her team members. Ignorance of these rules will not be considered an acceptable excuse for violations.
- The gym supervisor is the first line representative of the parks and recreation department at each site. He/she is responsible for implementing Chapel Hill Parks And Recreation Department policies/guidelines. No spectator, player or coach may overrule any decision made by the supervisor within the guidelines set by the parks and recreation department. The gym supervisor has the authority to maintain order in the bleachers, on the bench and on the court.
- The rules of conduct will be in effect before, during, and after each game/match/practice beginning with departmental sponsored preseason practices and continuing through the conclusion of league/tournament play. All athletic special events will be governed by these rules. These guidelines will apply to all events conducted by the department regardless of whether these events are on city owned property or rental facilities.
 - Each league in each sport will have league rules to meet requirements of that particular sport.
 - These league rules can result in suspension.
 - Teams(s) and/or individuals(s) suspended as a result of infractions of the **RULES OF CONDUCT** will not be given refunds for team or individual fees.
 - A participant is defined as a player, coach or assistant coach, spectator, team or a team follower.
 - Any department staff member has the authority to eject a participant from a parks and recreation event or property (for further reference see the Chapel Hill code, sect. 12-3-u).
 - Repeated violations by team(s) or individual(s) will result in more severe penalties being applied.
 - **Violations of The RULES OF CONDUCT** at the conclusion of seasonal play may result in a penalty application in succeeding programs and/or seasons.
 - Penalties applied for any situation or circumstance not specifically covered in these **RULES OF CONDUCT** will be left to the discretion of the recreation superintendent.
 - Participants ejected from a game/match /practice must leave the facility in 60 seconds. Failure to do so will result in forfeit of the activity.

RULES OF CONDUCT

1. All participants must abide by the official's decision.
2. All participants must refrain from all objectionable demonstrations of dissent at an official's decision (i.e. Kicking or throwing a ball, bat, or equipment, speaking loudly to an official, making gestures toward an official, etc.).
3. During the course of a game/match, only one captain or one coach per team will be allowed to discuss decisions reached by an official with the officials.
4. All participants must refrain from using unnecessary roughness against the body and person of an opposing player during the course of play of the game.
5. All participants must refrain from using profane, obscene, or vulgar language.
6. Taunting, mocking, and/or harassment of participants or officials will not be allowed.

PENALTIES FOR ITEMS 1-6

THE PARTICIPANT WILL BE EJECTED FROM THE GAME/MATCH/PRACTICE AND MAY BE SUSPENDED FROM THE NEXT GAME (REGULAR SEASON OR TOURNAMENT) PLAYED BY HIS/HER TEAM. A WARNING WILL NOT HAVE TO PRECEDE THE EJECTION. UPON INVESTIGATION OF THE VIOLATION, THE RECREATION SUPERINTENDENT MAY TAKE MORE SEVERE STEPS IF THE VIOLATORS ACTIONS ENDANGER THE SAFETY OF PARTICIPANTS OR OFFICIALS.

7. Verbal abuse of the officials or participants will not be allowed.
8. Profane, obscene, or vulgar language used maliciously toward another participant or official will not be allowed. (for further reference see the chapel hill code, sect. 12-3 - p).

PENALTY FOR ITEMS 7-8

THE PARTICIPANT WILL BE EJECTED FROM THE GAME/MATCH/PRACTICE AND SUSPENDED FROM THE NEXT THREE REGULAR SEASON GAME/MATCHES OR THE NEXT TOURNAMENT GAME/ MATCHES PLAYED BY HIS/HER TEAM. SHOULD THE VIOLATION OCCUR LESS THAT THREE REGULAR SEASON GAME/MATCHES REMAINING, THE SUSPENSION WILL BE APPLIED TO THOSE REMAINING GAMES/MATCHES PLUS THE FIRST TOURNAMENT GAME/MATCH PLAYED BY HIS/HER TEAM.

9. Participants must refrain from pushing, shoving, striking, laying a hand on, or threatening to do any of these actions to another participant or official.
10. The drinking or possession of alcoholic beverages will not be allowed at parks and recreation department events or property. (for further reference see the chapel hill code, sect. 12-3 m).
11. Participants are not allowed to attend any parks and recreation department event or property while intoxicated.
12. Participants must refrain from any form of physical attack as an aggressor upon another participant or official.

13. Firearms, knives, or other weapons are not allowed at parks and recreation department events or property. (for further reference see the chapel hill code, sect. 12-3-l).

PENALTY FOR ITEMS 9-13

THE PARTICIPANT WILL BE EJECTED FROM THE GAME/MATCH AND SUSPENDED FOR THE REMAINDER OF THE SEASON OR, IF CIRCUMSTANCES WARRANT, BE SUSPENDED FROM FURTHER COMPETITIVE PROGRAMS OFFERED BY THE PARKS AND RECREATION DEPARTMENT. FOR VIOLATIONS OF THE ABOVE MENTIONED CITY ORDINANCES AND LAWS, LEGAL AUTHORITIES WILL BE CONTACTED.

APPLICATION OF THE RULES OF CONDUCT

- Upon receipt of a written report describing a violation, the department program staff or designee will investigate the report and will in turn apply the appropriate penalty in compliance with the **RULES OF CONDUCT**.
- The violator will be mailed a letter or receive a telephone call describing the violation and appropriate penalty. Additional copies of this letter will be issued to the team coach/manager, league supervisor, officials, etc. As needed. A parent/guardian will be mailed this letter for youth violators.
- Penalties will begin immediately following the issuance of the letter or telephone call.