



HALL COUNTY
GEORGIA *We have it **all** in Hall*



Youth Basketball Guidelines & Procedures 2025 - 2026



Youth Basketball Rules & Regulations 2025 - 2026

Rules & Regulations not found within these guidelines and procedures will be listed under GHSA regulations. It is the responsibility of the coaching staff to be aware of those rules & regulations that fall under GHSA.

Eligibility

- Players will participate within the age control date of September 1, 2025. Whatever age a player is on that date will determine their age group.
- *The child's birth date will determine which age group they fall under. **No players are permitted to play down in an age group.***
- Players cannot be added to the roster unless otherwise approved or placed by HCPL.
- Players cannot be changed to another team once the draft/evaluation process has been completed unless approved by HCPL staff.
- Players are only allowed to play on one roster within the recreational or elite leagues. Illegal players will result in a forfeit.
- **It is the responsibility of the coaches to make sure that no child is playing illegally. Players found playing illegally will/may be expelled for the remainder of the season and the Head Coach may suffer further disciplinary actions.**
- Birth Certificates must be on file prior to the team's first scheduled game. Those participants that do not have their birth certificate on file with the HCPL office will not be eligible to participate until such documentation has been completed and filed.

Practices

- Team practices will begin the week of October 27th, depending on that all paperwork for the team has been submitted.
- Teams are limited to 2 practices per week before season begins, which will be scheduled by HCPL. Once the season begins, practices will be based upon availability only.
- Time limit for all practices is **one hour**. (Times will vary depending on availability)
- **It is each team's responsibility to clean up their practice area at the conclusion of their practice.**
- All facility rules and regulations not covered in this rule book revert to the Facility Guidelines and Procedures as well as Gym Usage Agreements with elementary schools. This goes for all teams (Check with facility management for further regulations).
- Practices may be limited to half court depending on gym availability.
- Practice schedules are subject to change once the game schedule begins.

Games

- K - 3rd Grade Divisions will be played primarily on Saturdays but could potentially shift to Saturday and one weekday game towards the end of the season.
- 4th - 5th Grade Divisions will play up to 2 games a week on Tuesdays and Fridays
- 6th-8th Grade Divisions will play up to 2 games a week on Mondays, Tuesday, Thursdays, or Fridays.
- All games are scheduled. Only games canceled by HCPL will be made up. Games canceled by teams/coaches will **NOT** be made up through HCPL.
- All games are subject to long travel, late time slots, and Wednesday evening/night play if necessary.
- All teams will have 10 games scheduled by HCPL. **The season will consist of an 8-game regular season with a 2-game double elimination tournament played at the end of the season.**

Background Checks & Coaches Certification

- All volunteers/coaches must undergo and successfully pass a criminal background check in order to participate within the league. All approved background checks are good for two (2) years from the date of approval.

- Children 18 years of age and under, still in high school are exempt from undergoing a Criminal Background Check. This also applies for all government employees who have a government issued photo ID.
- All **Head Coaches** and it is suggested, one assistant, must be certified by an approved, by a recognized national coaches' organization, such as Excellence Plus, NYSCA, GHSA, or any other certification that is approved by HCPL.
NYSCA certifications can be obtained online at www.nays.org.

Scorekeepers and Time Limits

- An official Scorekeeper & Clock Operator is provided by HCPL Staff.
- There is a one-hour time limit for all games. After the one-hour time limit has elapsed and the game is still under play, the clock will automatically be set to two minutes remaining in the game.
- Each team will have a 5-minute warm-up before every game begins.
- Each game will be divided into two eighteen-minute halves.
- Teams will have one full (60 second) and two half (30 second) timeouts per half. Timeouts will reset after the first half is concluded; timeouts do not carry over.
- **In the case of a tie, there will be a two-minute overtime period for both Recreational and Elite teams.**
- Teams will have no timeouts in the overtime period.
- **For recreational games, if the score remains a tie at the end of the allotted 2-minute overtime, the game will officially conclude as a tie.**
 - **This 2-minute overtime period will be a running clock apart from free throws.**
 - **During the end-of-season tournament, if the score remains a tie at the end of the allotted 2-minute overtime, the game goes into a "sudden death" format.**
- **For elite games, if the score remains a tie at the end of the allotted 2-minute overtime, the game goes into a "sudden death" format.**
 - **Another 2 minutes are added to the clock and the first team that scores are declared the winner.**
 - **Free throws will be considered as a winning shot.**
- The clock will continually run throughout the game except for **called timeouts, injuries, free throws (after the ball has been administered by the official to the shooter), and the last two minutes of each half** when the clock will then be operated under GHSA regulations.
- **Mercy Rule:** After 9 minutes of play in the second half, if a team has a 30-point lead, the clock will continuously run apart from timeouts and injuries. It will run through free throws.

Equipment

- An official size basketball (29.5) will be used in the Boys' Divisions Grades 6th - 8th.
- An intermediate Size Basketball (28.5) will be used in the Boys' Divisions Grades K - 5th and in all Girls' Divisions, K - 8th Grades.
- Undershirts and Extra-Long Underpants may be worn. It is highly recommended that these undergarments be the same color as the outer uniform. If the undergarments are the same color as the opposing team, the officials have the authority to have them removed if they feel it may pose as a distraction.
- All basketball jersey numbers must be 6 inches high on the back and at least 4 inches high on the front and not less than $\frac{3}{4}$ inch in width, excluding the border. The number shall be centered vertically and horizontally. Numbers cannot be duplicated.
 - Legal numbers: 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.
 - Numbers that are NOT listed above are considered illegal and WILL **result in a technical foul and the player must come off the court immediately; a player with an illegal number is ineligible to play. If a team has already been given a technical foul for an illegal number during the game, if they are reentered into the game this will result in a forfeit.**

- Teams with reversible jerseys only have to have numbers on the front and back of their primary side. They do not have to have numbers on the front of the reversed side but must have them on the back side.
- **Teams may not tape jerseys to alter numbers.**
- Goal height and lane width is regulation for divisions 4th grade Rec & up, if the facility can accommodate such. All Elite teams will play regulation goal height and lane width.
- Goal height and lane width for divisions 3rd grade Rec & under is 8 ½ ft. high and with a 12 ft. free throw line. If the facility can accommodate such.
- All jewelry must be removed prior to each game. Exceptions include: Emergency Medical Alert Bracelets and freshly pierced earrings with the officials' approval. For those with earrings, if a player can prove they have recently been pierced, they may pad and tape the ear, to the official's approval. The official's decision is final on whether he/she deems they are safe. The Medical Alert Bracelets must be taped with athletic tape.
- Fingernails should be kept cut short. Players with fingernails that pose as a safety hazard by the official may be removed for the remainder of the game.
- Players are not allowed to play with a hard cast or brace. Soft braces must be approved by HCPL staff.

Players/Substitutions

- During game play, a player must check in with the official scorekeeper before entering the game. A substitute should not enter the court without being beckoned by an official. A technical foul will be issued to that player if discovered he/she entered the game unofficially. **Note: The sound of the horn does not allow for the player to enter the game; the official must beckon them in.**
- Every player in the Rec League MUST play in the first half (9 Minutes required) and part of the second half (5 Minutes required). Coaches need to use good judgment for this rule in cases of substitutions due to tired, foul-troubled and/or injured players. Coaches who cannot fulfill this regulation may face disciplinary actions, such as suspension or removal from the league. Playing time for Elite League teams are at the discretion of the coach.

Sportsmanship

- No player, coach and/or spectator shall heckle, poke fun at or in any manner do anything that in the opinion of the official distracts the opposing team or single players.
- The use of alcohol or tobacco products within the confines of the Facility is prohibited (County and School property).
- The official has the authority to eject anyone for any act which, in his judgment, is flagrant, deliberate or dangerous to other players.
- Violations of sportsmanship could result in further sanctions being imposed on their team.
- During free throws all team personnel, including fans, must remain quiet and not do anything to distract the shooter. If the official feels a distraction of the player occurred, the player may be allowed to shoot again. This is at the official's discretion.
- All formal complaints on a coach or players need to be referred to HCPL staff.
- Players and coaches ejected from a game for any reason will automatically be ineligible for the next scheduled game. This cannot be protested.
- **There is a zero tolerance policy in effect.**

Playing Down

- No one is allowed to "Play Down" unless he or she has a mental and/or physical handicap, which must be documented by a physician and approved by HCPL.

Playing Up

- Participants who wish to "Play Up" are allowed to with the approval of HCPL and the participants' parents/guardians. Note: Players may only play up one age division in the Rec League (e.g. a 1st

grader may play up with a 2nd grade team, but not a team higher than that grade level). If they play up, they have to play in that age group all year.

Rules and Regulations

- All volunteers/coaches must sign in at each gym prior to taking the court/bench area (no more than two coaches and one scorekeeper).
- Game Time is Game Time. Game can start with 4 players, teams who have 3 players at game start will be considered a forfeit.
- Coaches will be allowed to be on the floor for the kindergarten and 1st Grade Divisions.
- Scoring
 - The 3-point line will be in effect for all age divisions.
 - Bonus: 1 and 1 (free throws) on the 7th team foul per half.
 - Double Bonus: 2 (free throws) on the 10th team foul per half.
 - All fouls count toward Bonus Stages.
 - All divisions will be allowed 3 free throws if fouled beyond the 3-point arch on a shooting foul.
- Score Clock Operations – Recreational Divisions
 - The Score Clock will run continuously with the exception of timeouts, free throws, and injuries.
 - For all divisions, the scoreboard will remain on regardless of the score (no resetting of score).
 - After the 9 minutes of the second half has elapsed and there is a 30-point lead by a team the clock will run continuously except for injuries & timeouts (see mercy rule).
 - **Free Throws: The clock will stop once the shooter gains possession of the ball from the referee during free throw attempts. The clock will start back under GHSA regulations.**
- Score Clock Operations – Elite Divisions
 - Elite League scores will remain on the scoreboard regardless of any score differential.
 - **Free Throws: The clock will stop once the shooter gains possession of the ball from the referee during free throw attempts. The clock will start back under GHSA regulations.**
- Full Court Press
 - For divisions 4th - 8th grade Recreational Divisions and all Elite Divisions, a full court press is allowed. Exception to this rule is a full court press will not be allowed if a team is ahead by 15 or more points in the Recreational league. The team ahead must allow the opposing team to cross the center court before closely guarding the ball handler. If this regulation is not honored, after the 2nd warning a technical foul will be issued. This does not apply in the Elite League. **Note: If the team on offense attempts a fast break, then the defense may press. All will be at the discretion of the officials.**
- Half Court Press
 - For 2nd - 3rd grade divisions, a full court press is not allowed. Teams will only be allowed to begin guarding at the half court line. Back court violations apply. All will be under the discretion of the officials.
 - For the K - 1st grade divisions, a full court press and half court press are not allowed. Teams on defense will be allowed to start guarding at the 3-point line. If an offensive player crosses the 3-point line and then retreats back across the 3-point line, defenders will be allowed to cross the line to take guard. The official will stop play and make any corrections if necessary.
- For K - 3rd grade divisions, floor violations by an unguarded player in the backcourt will not be a turnover but would be verbally corrected by the official with play stopping or slowing down depending on how the official feels it is necessary to teach the players or to allow the defense to set up if a violation occurred and offense is gaining an advantage.
- Lane Court violations are three (3) seconds for 4th - 8th grade divisions and five (5) seconds for K - 3rd grade divisions.
- Teams will be given 10 seconds to advance the ball past half court in all divisions except for K-1st. If teams fail to meet this requirement, it will result in a turnover.
 - K-1st will have 15 seconds to advance the ball past the opposing team's 3 point arc.
- Food and Drinks

- **Food and drinks in any HCPL & school gym are only allowed in designated areas, if allowed at all.** Please check with each facility for policies in this regard. Violators will be ejected.
- Protests
 - The only protest would be for an illegal player. The protest must be submitted at the beginning of the game and the game will then proceed to be played under protest. The protest will then be reviewed and both teams notified of the result.

General Information

- Two (2) coaches (1-Head Coach, 1-Assistant Coach, & 1-Scorekeeper) per team are allowed free admission to all games scheduled for their team. **Coaches must sign in at the gym prior to taking the court/bench area.** These are the only people allowed to accompany the players on the team benches.
- Starting lineups & player substitutes' first and last names, including jersey numbers, must be listed on a separate sheet & turned into the scores table at least **5 minutes** before your scheduled game.
- **Back Court** – When trying to cross centerline from back court, a player is considered to have crossed when the ball and both of his feet are across the center line. A team has only 10 seconds to get the ball across center court. A player shall not be the first to touch the ball after it has been in player and team control in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.
- **Out of bounds** if it:
 - Touches anything outside boundary lines
 - Touches ceiling or overhead support
 - Passes over top of rectangular backboard.
- **Clock** – The clock starts when the ball:
 - Is legally tapped on a jump ball
 - Touches a player on throw in
 - Touches a player after a free throw

Contact

- A player shall not hold, push, charge, trip nor impede the progress of opponent by extending an arm, shoulder, hip or knee or by bending the body into other than normal position. If committed, the officials will deem whether or not to call a foul.
- A dribbler shall not charge into nor contact an opponent in their path that has established legal guarding position.
- Incidental contact is that contact during a loose ball when players have equally favorable positions or when contact does not hinder the opponent's normal play. Excessive contact may result in a foul call. This is at the discretion of the officials.
- Any player who is bleeding or has excessive blood on uniform must leave the game. The wound must be bandaged and uniform cleaned before returning.

Control

- A player is in control when:
 - Holding a live ball
 - Dribbling the ball.
 - If airborne, a player is in control until he returns to the floor (any basket scored would not count if he commits a foul).
 - A team is in control if it is passing the ball and during an interrupted dribble.

Correctable Errors

Some errors may be corrected if called to the official's attention before the first dead ball becomes alive after the clock has started. Examples of correctable errors are:

- Failure to award a free throw
- Awarding an unmerited free throw
- Permitting wrong player to attempt a free throw
- An attempted free throw at wrong basket
- Erroneously counting or canceling score.

A scorekeeper can sound the buzzer or a coach can go to the scorer's table to request to talk it over with the officials.

Dead & Live Balls –

- The ball becomes dead when the following occurs:
 - After a goal, until player picks up the ball to throw it in.
 - When a free throw shot misses the rim.
 - When a free throw is to be followed by another free throw, jump ball or throw in.
 - When a held ball occurs.
 - When a foul occurs.
 - When official's whistle is blown.
 - When any floor violations occur.
- The ball becomes live when::
 - It is touched at the jump.
 - It touches an inbound player for a throw-in.
 - It is in the hands of a free throw shooter.

Dribbling –

- A dribble is ball movement caused by a player in control who intentionally strikes, pushes, or taps the ball to the floor with the hand.
- A dribble can be above a player's head as long as ball is not carried.
- Carrying the ball is a violation of catching the ball with one hand.

A dribble ends when:

- The player catches the ball with one or two hands.
- The player touches the ball simultaneously with both hands
- The opponent hits the ball
- The ball becomes dead

Excessive Elbows

- A player shall not swing his/her arm(s) or elbow(s) even without contacting an opponent. Excessive swinging of the elbows occurs when arms and elbows are swung about while using the shoulders as pivots, and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.

Fouls

- All fouls count toward bonus.
- Common foul – a personal foul neither flagrant nor intentional nor against a shooter.
- Double foul – 2 opponents commit against each other at same time. (No free throw). Alternate possession rule
- False double foul – a foul by both teams; one occurring before the clock started following the first foul.
- Flagrant foul (personal or technical) - a foul violent or savage if contact, or vulgar or abusive if non-contact. 2 shots and the ball.
- Intentional (personal or technical) - a foul designed or premeditated. It is not based on the severity of the premeditated. It is not based on the severity of the contact—2 shots and the ball.
- Personal foul—illegal contact during live ball or by an airborne player. After a dead ball the contact is ignored unless flagrant or intentional.
- Technical foul—is an infraction of the rules usually concerning unsportsmanlike non-contact behavior, and is generally considered a more serious infraction than a personal foul, but not as serious as a flagrant foul. – 2 shots and the ball

- Player control foul—the player with the ball causes contact. No free throw. Basket will not be counted if caused by airborne shooter. – Possession goes to the team which the foul was committed toward.
- Unsportsmanlike foul—a non-contact technical foul that consists of unfair, unethical or dishonorable conduct. Acts of deceit such as use of profane or inappropriate language or gestures are unsportsmanlike.

Technical Fouls

- **An illegal number will result with a team technical and the player cannot play in a/the game until the player gets a new jersey with a legal number. (Coach is still allowed to stand) If the player touches the floor then he will be ejected and the team will forfeit the game.**
- Illegal Players- If the player is not on the roster at the start of the season then it will result in a Technical Foul (Team Technical) and team Forfeits.
- Coaches Technical Fouls:
 - 1st Technical the Coach must sit down and the assistant must remain seated.
 - 2nd Technical the Coach is Ejected and game will not resume play until they have left the gym. Then the Assistant is allowed to stand and Coach.
 - 1st Bench Technical Foul- The Coach gets to still stand
 - 2nd Bench Technical Foul- The Person who it is called is Ejected and The Coach has to sit.
- Fan Zero Tolerance- Fan gets ejected it will be a Bench Technical. The opposing team will get Two (2) free throws and the ball.
- Player Technical Foul- Counts as 1 foul and the opposing team gets Two (2) free throws and the ball.
 - 1st- Counts as 1 foul. Opposing team will get Two (2) free throws and the ball.
 - 2nd- Player will be ejected and the opposing team will get Two (2) free throws and the ball.
- When someone is ejected we will follow our Zero Tolerance Rule of 1 game suspension or whatever we deem is the right amount of time due to the situation that has occurred.

Free Throws

- The try must be made within 10 seconds after the ball is given to the shooter by the official.
- The shooter cannot fake a try.
- No player may enter a lane space after ball is in shooter's hand.
- No player may line up inside of free throw line except in marked lane space.
- No player may break the plane of the lane boundaries, including marked lane spaces, until the ball is released from the shooter's hand.
- No opponent shall distract the shooter.
- The ball must hit the rim to be played.
- The 2 lane spots adjacent to the shooter must remain vacant.

Guarding

- **Legal** – There is no minimum distance to establish initial legal guarding position of having both feet on the floor and the front of the torso facing the opponent. After initial position the guard is no longer required to face the opponent and can move with the opponent as long as it is not toward the opponent when contact occurs. The guard may raise hands or jump within their vertical plane and may turn or duck to absorb the shock of contact. To guard a player without the ball the guard must give time and distance for opponent to avoid contact.
- **Closely Guarded** – Guard maintains position within 6 feet. A player when closely guarded in the front court cannot hold the ball for 5 seconds without dribbling or passing. Defensive players may change and maintain closely guarded status. Penalty for not dribbling or passing within five seconds of being closely guarded results in a violation and loss of possession.
- **Injured Player** – Is a player whom is injured to the extent that the coach must come onto the floor. Player shall leave the game and may return on the first dead ball or called timeout.

- **Held Ball** – Opponents have hands on ball in such a way that control cannot be gained without undue force.

High School Rule Ejection

- Any coach or player ejected from a game for unsportsmanlike conduct is automatically suspended for at least their next game. Depending on the circumstances of the unsportsmanlike conduct, a suspension can be more than one game. It is at the discretion of HCPL to determine if a longer suspension is more suitable.
- Anyone ejected that sits out their next game and then receives another unsportsmanlike technical within the same season will be suspended from the league for at least one (1) year with no reimbursements.

Injuries

- **All injuries, regardless of how minor one may think, need to be reported to HCPL within 24 hours of the incident. Please fill out and submit a copy of the Athletic Injury Report (See Page 12 for Athletic Injury Report Form) to your district Athletic Coordinator. (See page 11 for your athletic coordinator)**
- Any player who is bleeding or has excessive blood on uniform must leave the game. The wound must be bandaged and uniform cleaned before returning.

Jump Ball

- Jump Ball will be administered for all divisions to start the game and the start of the overtime period if applicable. The alternating possession arrow will play throughout the rest of the game. Be sure to teach your players how to properly line up for a jump ball at the beginning of a game.

Kick Ball

- This is a violation when done as a positive intentional act.

Lane Violation

- Players cannot remain for 3 (or 5 seconds depending on age group) seconds in their free throw lane while the ball is in control of their team in the front court. Allowance shall be made for a player who is in the lane less than 3 seconds, dribbles in or moves to try for goal. The count shall not begin nor shall it end during an interrupted dribble. There is no team control while ball is being shot and rebounded.

Overtime

- In the case of a tie, there will be a two-minute overtime period for both Recreational and Elite teams.
- There will be no timeouts during this overtime period.
- For recreational games, if the score remains a tie at the end of the allotted 2-minute overtime, the game will officially conclude as a tie.
 - This 2-minute overtime period will be a running clock apart from free throws.
 - During the end-of-season tournament, if the score remains a tie at the end of the allotted 2-minute overtime, the game goes into a “sudden death” format.
- For elite games, if the score remains a tie at the end of the allotted 2-minute overtime, the game goes into a “sudden death” format.
 - Another 2 minutes are added to the clock and the first team that scores are declared the winner.
 - Free throws will be considered as a winning shot

Screen

- An offensive player must give the screen player (defensive player) a step or two to avoid screen. He does not have to see it. If screen player (defensive player) attempts to go through screen, it is a foul. A moving screen is a personal foul on the offensive player if contact is made or the offensive player attempts to move from the set position in order to carry out the screen.

Throw Ins

- It is a violation for the thrower to:
 - Hold the ball for 5 seconds before releasing.

- Leave the designated throw in spot.
- Carry the ball onto the court.
- Try for goal.
- Be replaced after throw in count has begun.
- Release the ball in-bound then be the first to touch the ball once it has gone in-bound.
- Touch the ball in court before another player touches it.
- Have any teammate out of bounds when designated spot throw in begins.
- Hand the ball off to any team mate or opposing player that is in-bounds.
- It is a violation for the defense to:
 - Have any part of their body over inside plane of boundary line. Penalty – after 2nd warning to a player – technical foul.
 - Reach across plane and touch the ball while in opponent's hands. Penalty – technical foul.

Timeouts

Must be called by a player or head coach with oral or visual request when a member of their team is in control of ball or the ball is dead. **Teams have one 1-minute and two 30 second timeouts during each half of a regulation game.** Teams should be ready to resume play after the sound of the horn. If a time out is called and the team does not have one, it will result in a technical foul.

Traveling – Is moving a foot/feet in any direction beyond the prescribed limits while holding the ball.

- A player who catches the ball with both feet on the floor may use either foot to pivot.

Verticality

- A player is entitled to raise their arms or jump straight up when having established a legal guarding position. Offensive players may not cause contact, which is a foul within the defenders' vertical plane.

YOUTH SPORTS GUIDELINES

Please review these guidelines with the participants and parents/guardians.

Introduction

- In order to better the experience of our children in our Youth Sports Programs the Hall County Parks and Leisure Services would like to know that every parent understands the goal of Youth Sports – to have fun and learn skills.
- Head coaches are required to review these guidelines with their teams.

Sportsmanship

- No one will be allowed in any way to harass, disconcert, or intimidate players at any time. The players are children, not adults. For example, they should all be cheered when making a free throw and not screamed at to miss it before they shoot. Violators of this rule will be removed from the game areas. Normally this type of conduct in other areas would be considered mental abuse toward children. Please keep this in mind. They should be allowed to play without fear.
- All participants are expected to exhibit good sportsmanship throughout the program. Lessons are being learned for life. The worst call an official could possibly make will be forgotten while the memory of a temper tantrum by a participant, player or spectator will long be remembered. Our youth do not need to watch behavior by adults allowing them to think it's okay to scream, rant or rave at anyone during an athletic contest.
- Sportsmanship will be handled on a team basis. All involved are part of the team. If one parent loses control, then all may lose privileges. It is encouraged that all teams' members attempt to keep situations well in check before they get out of hand.

Officials and Staff

- HCPL Facility Supervisors and/or selected volunteer personnel will be available at all gyms during the season. If you need immediate assistance or have questions/concerns, please seek out such personnel and they will be able to assist you.
- A Facility Supervisor and game officials assume authority prior to the scheduled game time and until they have left the facility. The supervisors on duty have the authority to rule on any situation not specifically covered in the rules. His/her decision is final. The officials have the right to eject players or have them sit out of part or all of the game. Fans, coaches, and spectators are a part of a team and any fouls they commit will go against their team.
- Do not become too emotionally involved in a game. Members of a team should not help officiate. We do have positions open if that's what you would like to do. Helping to officiate without being asked could result in penalties against your team.
- Problems with officials or anyone else cannot be solved while angry emotions are running high. After calming down it is much easier to communicate with someone in an effective manner. Calm down first and then address your concerns.
- Officiating is difficult. Until you have done it successfully, please don't criticize others. If you are confused on what has happened or think the official needs help on a rule, ask the Facility Supervisor to intercede and let them be the middleman and find out for you.
- All complaints concerning/regarding officials must go through Hall County Officials. Their contact information is as follows: Email: coreycollins42@yahoo.com
- If you do have a problem with a coach or staff, you may file a formal written complaint and email your complaint to lbrooks@hallcounty.org or wbriscoe@hallcounty.org.

Parents and Coaches Relationship

- Parents must make every effort to support their coaches.
- Parents must take an active role in making sure rules, practice regulations and skills are properly followed and taught.
- Parents must make sure coaches are informed ahead of time if a player is going to be absent from a practice or game.
- Parents must always remember the coach is a vital role model in their child's life and should expect the coach to be worthy of the reverence a child may give him.
- Parents must take an active role in teaching skills at home. Practices are not long enough to teach all the individual skills as needed. Ask the coach what your child needs to work on at home and work with them.
- A parent must always show respect for their coach. It does take a lot of time and effort. If a problem should arise, talk with the coach first, then if the issues is still not resolved contact your district Athletic Coordinator. (See page 11 For The Contact Information) Talking behind the coach's back and complaining to other parents will only undermine the entire team. If there is a legitimate problem, then HCPL should be hearing from several parents.
- Parents should know the coach's rule on attendance and philosophy toward winning – is it “at all costs” or “players come first”???
- Parents must remember their best role is a supporter and not an extra coach at the games. Do not criticize player's performance but encourage effort.
- Coaches must refrain from all tobacco, alcohol or other drugs when around any of their team players and/or other youth players.
- Coaches must make every attempt to play their players based on their efforts, not ability, thus keeping it as fair as possible for all the players.
- Coaches must always use positive reinforcement. Good youth coaches should never have to yell or curse at a player to get a point across or criticize a player.
- Coaches must make sure they know the skills necessary and attempt to get the proper training needed to be an effective coach.
- Coaches must never use punishment drills for mistakes by players.

- Coaches must have someone ready to handle any emergency first aid and should use all safety precautions.

District Athletic Coordinators -

- Northern Districts – Wayne Briscoe - Email: wbriscoe@hallcounty.org. Phone: 770-535-8280
- Southern Districts – Lamar Brooks - Email: lbrooks@hallcounty.org. Phone: 770-503-3151

