

# 2024 WGYSL BOYS & GIRLS Basketball Rules

THE AGE CONTROL DATE IS THE PLAYERS AGE ON SEPTEMBER 1, 2023

ALL AGES WILL PLAY BY THESE LEAGUE RULES. ANY RULES NOT COVERED IN THESE LEAGUE RULES WILL FOLLOW GRPA RULES. ANY RULES NOT COVERED BY GRPA WILL FOLLOW GHSA RULES. PLEASE MAKE YOURSELF FAMILIAR WITH THE 2024 GRPA RULES & GEORGIA HIGH SCHOOL RULES.

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—THE LEAGUE WILL BEGIN PLAY ON THURSDAY JANUARY 4, 2024. LEAGUE PLAY WILL END FEBRUARY 3, 2024.

—The league All-star warmup tournament will be February 9-10, 2024.

—The gate fee is--\$3 per person, 5 & under is free

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Recreation Departments--It will be mandatory to have at least one staff member at the gym where games are being played that is familiar with the league rules and guidelines. This staff person should be capable of making decision concerning the games and should be readily available in case needed by officials and other staff members.

## COACHES GUIDELINES

1. Coaches **must pass** a recent background check to coach in the league. If a coach cannot pass a background check, he/she cannot coach for any recreation department in the league.
2. Coaches must be at least 18 years of age and know the fundamentals of basketball.
3. Coaches must show good sportsmanship to all players, parents, opposing coaches and game officials.
4. Teams may have 2 coaches and a scorekeeper on the bench per GRPA rules. Children, parents and other spectators must be kept off the sidelines and benches.
5. Coaches and Scorekeepers for each team will be given a coaching pass to enter the gyms.
6. The head coach shall be responsible for his/her assistant and players at all times.
7. If any coach touches a game official, player, fan, or an opposing coach in anger, he/she will be suspended.
8. Any coach that plays a player not on his/her roster will be suspended.

## DIVIDING TEAMS

1. When dividing teams into 2 or more teams, they must be divided as equally as possible. Do not make one team stronger than the others.
2. All players must go through a department evaluation so each coach can have a chance to evaluate each player that is registered.
3. Recreation departments must not promise any coach that he/she may have any player except his/her child and his/her assistant's child.
4. Coaches may not hand pick their team.

## UNIFORMS

All players on a team must have the same color jersey or t-shirt with a number on the back. If a t shirt is worn under the game shirt, it does not have to be the same color. Shirts must be tucked inside the pants.

## INJURIES/INSURANCE

1. Recreation departments should offer each player insurance.
2. Players having any major injury should not be allowed to practice or play in games unless his/her doctor, parents or guardian gives their permission.
3. In basketball, a player cannot play with any type of cast on the body. (By league rules and current GHSA rules).

## Common Rules

1. Players may not wear certain types of jewelry during a game; this includes watches, bracelets, or face piercings. Earrings must be covered and beads in the hair must be contained as to not swing and hit other players.
2. Teams must have 4 players to start a game. Less than 4 will be a forfeit. There will be a 10-minute grace period for the first game of the day only. After the first game it will be a forfeit.
3. Teams may start early if both coaches agree, but the coaches should take into consideration of parents and other spectators.
4. The 3-point shot will be in effect.
5. Teams will be allowed 5 minutes of warm up before play begins. Halftime will also be 5 minutes.
6. Teams will be allowed 3 full time outs and 2-30 second time outs per game.
7. Coaches should have their line ups turned in to the scorekeeper at least 10 minutes prior to game time. This must include all player's first and last names and jersey numbers.
8. Team fouls will reset at the end of each quarter, except in the fourth quarter team fouls could carry over to overtime.
9. On the fifth team foul teams would be in the double bonus.

## OFFENSE

1. The offensive team will have 30 seconds after crossing half court to take a shot. If a shot is not taken after the 30 seconds, the ball will be given to the defensive team.
2. The 3 second lane violation and the 10 second back court violation will be called.

## OVERTIME

1. Overtime will be 3 minutes with the clock stopping as in regulation basketball.
2. Teams will be given 1 timeout plus carry any over from regulation play. Only one overtime will be played.
3. If a winner is not declared in overtime the game will remain as a tie game.

## COACH EJECTION

1. If a coach gets ejected, he/she must leave the court and gym at the time of the ejection.
2. The coach will be suspended from his/her team's next game and cannot attend any practices. During the team's next game, the suspended coach cannot attend, nor can he/she enter the gym. (Even if the coach has a son/daughter on the team)
3. It is the responsibility of the coach's recreation department to make sure the suspended coach abides by these rules.
4. If the coach does not abide by the rules, a second suspension game will be added.
5. Coaches should be careful what and how they speak to the game officials. It could get them ejected.
6. If a coach is coaching two or more teams for his/her recreation department and he/she gets ejected from one team, he/she may continue coaching the team he/she did not get ejected from.

## THE SUSPENDED COACH

If a coach gets suspended from coaching from any recreation department which is a member of the West Georgia Youth Sports League, he/she cannot coach for any other recreation department that is a member.

## PLAYER EJECTION

If a player gets ejected, the player must leave the court at the time of the ejection and must sit out the remainder of that game and any overtime. He/she cannot play in the team's next game. He/she may attend the game but must sit on the bench.

## AGE SPECIFIC RULES

### 8u Boys & Girls

1. Goal height will be 8 ½ feet.
2. The length of each quarter will be 8 minutes with a running clock. With 2 minutes remaining in the game the clock will revert to a regulation clock for the remainder of the game and any overtime period, unless the mercy rule is in effect.
3. A coin toss will be held at the beginning of each game and/or any overtime period to determine possession for starting the game or overtime.
4. Walking and double dribbling will be called as in regulation basketball.
5. There will be a five second lane violation penalty.
6. Defense must be behind the 3-point line until the ball has reached half court. Starting the second half it reverts to regulation basketball. (Full Court)
7. Overtime will be a 3-minute regulation period with each team receiving one additional timeout in addition to any remaining timeouts.

### 10u Boys & Girls

1. Goal height will be 8 ½ feet.
2. The length of each quarter will be 8 minutes with a running clock. With 2 minutes remaining in the game the clock will revert to a regulation clock for the remainder of the game and any overtime period, unless the mercy rule is in effect.
3. A jump ball will be held to start a game or overtime period.
4. Walking and double dribbling will be called as in regulation basketball.
5. Overtime will be a 3-minute regulation period with each team receiving one additional timeout in addition to any remaining timeouts.

### 12u & 14u Boys & Girls

Regulation basketball will be played per GRPA rules. Any rules not covered by GRPA will follow GHSA rules.

GRPA Athletic Manual RULE IV (A) –

#### YOUTH AND ADULT BASKETBALL

#### ARTICLE I –

##### ELIGIBILITY SECTION A –

AGE DIVISIONS There are six age divisions for boys and girls and four divisions for adults. The age control date is on September 1, previous year. Participants must be 6 by age control date. The divisions are: YOUTH (Boys & Girls Leagues) 8 & Under 10 & Under 10 & Under Major (Class A & Class B/C combined - 10' goal) 12 & Under 14 & Under 17 & Under ADULT Men's Ages 18 and over Women's Ages 18 and over Men's Ages 35 and over Men's Ages 40 and over.

1. For all team sports allow within district lines for individuals to compete in the nearest or adjoin departments with the following restrictions:
  - a. Home County or Agency has no program.
  - b. Cannot cross district lines.
  - c. Cannot pass over a program to participate in another agency.
  - d. Must participate in the sport program in the host agency.
  - e. Host agency must endorse participant.
  - f. Participant must be approved by District Athletic Chair. Once approved, they are legal throughout District and State.

- g. Host agency must notify the District Athletic Chair with list and Home County of each crossover participant. The district must forward info to the State Host and Athletic Chair
2. There shall be three classifications in youth competition: A, B, C - Exception- 10U Major will play a Class A and Class B/C combined class district and state.
3. Youth coaches must be certified by one the following programs: NYSCA, ACEP, or GHSA 4. Any player or coach ejected from a game for unsportsmanlike conduct will be suspended for one game, in addition to the game from which ejected: or, in the case of an individual event within a meet or match, for the duration of that event.

## ARTICLE II –

### REGULATIONS SECTION A – GOVERNING RULES

1. Games in basketball at all levels of play are governed by the current rules and regulations of the GHSA Constitution and By-laws and the National Federation Edition of Basketball Rule Book with the exceptions as may be found in this manual. 69
2. Per the “Return to Play Act of 2013”, effective January 1, 2014, all agencies are required to provide concussion education material to all youth participants and their parents. The verification of compliance to this law is affirmed by the signature of the agency director on the GRPA roster.
3. All head and assistant coaches that are coaching youth teams participating in all levels of GRPA Athletics must have undergone a criminal background check through their department. By signing the teams GRPA roster, the Department Director or their designee attests that this has taken place.
4. Use of audio or visual recording devices, including a cell phone, is not permitted in changing areas, rest rooms, or locker rooms. The use of audio or visual recording devices is not allowed in resolution of protested matters.

### SECTION B – LENGTH OF GAMES

AGE 8U & 10U TIME 6-minute quarters OVERTIME 3 Minutes

12U & Up 8-minute quarters (Including Adult) OVERTIME 4 Minutes

### SECTION C – SPECIAL PROVISIONS There is no mandatory participation requirement for any GRPA sport.

1. A team must have at least four players in all divisions to start a game. A team can continue with four players except in the case of an ejection.
2. Basketball Free Throw: In both boys and girls ages 10U and 12U, the lane assignments are the same. In age groups 10U and up, the bottom block will be left open. 8U division free throw line will be 12 feet and the bottom block will be filled.
3. Cannot start Youth Tournament before 5:00 PM on the first day of the tournament.
4. During the school year, youth cannot start a new game after 10:00 PM on Monday through Thursdays. All games will be scheduled and start no later than 10:00 PM on Friday and Saturday nights but may be played in emergency situations (rain, game delays, etc.)
5. Cannot start Adult Tournament before 7:00 PM on Monday through Friday.
6. Mercy Rule - Beginning in the third quarter, if requested by the losing team’s coach, or any time in the fourth quarter a team gains a 20-point lead the clock will run continuously for the balance of the game except during timeouts and injuries. If not elected in the third quarter, it automatically occurs in the fourth quarter when a 20-point lead occurs. If the losing team gets within ten points, the clock will return to regulation.
7. No youth teams shall be required to play more than three games in a day. A mandatory rest time is required between games—it shall be 3 hours in a single elimination tournament - if teams vote to start early, the game cannot start in less than 2 hours without special circumstances. (i.e. weather, travel times, approaching storms)
8. No more than 3 coaches or non-players are allowed on team bench.

## ARTICLE III – EQUIPMENT

### SECTION A – APPROVED EQUIPMENT

1. Shoes shall be smooth and soft-soled for athletic use.
2. The approved basketballs for all divisions are as follows: a. For the youth 8U, 10U, and all female divisions, the basketball must be the adopted GHSA ladies' ball (28.5 or 28.5) size and weight. For all other divisions, a regulation sized (29.5 or 29.5) basketball that meets the current standards of the GHSA shall be used. It may be synthetic or leather. The ball should be at least a 5-ply nylon-wound carcass or better. The ball will be furnished by the Tournament Host and the same ball will be used throughout the tournament. Teams are responsible for their own warm-up balls.
3. Mandatory uniforms shall be matching jerseys with factory type legal numbers only on front and back described in the Georgia High School Association Rule Book. Legal numbers consist of 0, 00 (0 and 00 cannot be used on same

team) 1-5, 10-15, 20-25, 30-35, 40-45 and 50-55. It is legal for players to wear matching color or white t-shirts only under game jerseys.

- a. The basic body color determines matching jerseys. The logos, numbers, trim, etc. does not have to match if the basic color is the same. Penalty – Admin Tech per jersey upon entry into the game.
- b. Coaches and non-player personnel must be attired in a manner that puts GRPA and its member agencies in a positive light. Tournament Directors, Officials, and GRPA State Athletic Committee members reserve the right to remove those from the contest who do not adhere to the standards set forth by the GRPA State Athletic Committee. i. Managers, coaches, or team scorers who coach the bases must be attired in staff shirts or jerseys that are identical in style and color with each other.
- c. No other youth sports organization patches will be allowed on uniforms in GRPA tournaments.

4. Penalty – Illegal Equipment

- a. Emblem/Logo/Picture Placement: GRPA waives the GHSA and NFHSA penalties for logos and clipart placement on basketball uniforms. No technical foul will be administered.

5. The Host Agency shall be responsible for supplying scrimmage vests in events where jerseys need to be opposite colors. A coin toss shall be conducted, and the winner shall have the option of whether to wear the scrimmage vests or original jerseys.

SECTION B –

PLAYING COURT REQUIREMENTS AND SPECIAL 8U AND 10U RULES Court specifications and height of goals shall be in accordance with the Georgia High School Association standards found in the National Federation Basketball Rule Book, except 8U and 10U Divisions which is as follows.

1. Height of goals – 8 ½ feet (Exception – 10 & under Major A/B/C will play on 10' goals)
2. Length of quarters – 6 minutes
3. Free throw line: a. 12 feet – 8U b. 15 feet – 10U
4. Size of lane – 12 feet wide
5. Size of ball leather or synthetic – 28.5 in. or 285
6. 3 pt. Shot – same as other youth division rules.

ARTICLE IV – GAMES AND AWARDS

SECTION A –

1. District level competition in basketball is to be completed as follows.

- a. All youth divisions (8U, 10U, 12U, 14U and 17U) by the Saturday before the State tournament. All adult divisions by the Saturday before their State Tournament. Pool play is optional.

SECTION B – STATE

1. State level competition will be pool play. Any forfeit done during pool play will result in a \$750.00 fine payable to state host. For other forfeit information please see page 24. NOTE: Starting in 2020 GRPA and SCPRA will have post season games for age groups as mutually agreed upon. All teams will be responsible for their own travel expenses. Host Agency/Association will be responsible for all related expenses for the event (venue, publicity, concessions, gate, officials, scorers, etc.). Admission fees, concession and soft goods will be allowed to help offset expenses.

ARTICLE V – OFFICIALS AND PARTICIPANTS

SECTION A – GAME OFFICIALS

1. A minimum of two officials who are members of a GHSA-approved and/or GISA approved association must be used in all district tournaments; exception: finals must use three officials. Official crews must rotate every 3 games, preferably every two. Host may use additional officials as approved by the national governing body.
2. A minimum of two officials who are members of a GHSA-approved and/or GISA approved association must be used in all state tournaments; exception: finals must use three officials. Official crews must rotate every 3 games, preferably every two. Host may use additional officials as approved by the national governing body.
3. No official who has played during the season in the host's local league may officiate in the District or State tournament. ARTICLE VI – PROTESTS AND APPEALS For more information regarding protests and appeals, see: Rule I, Article IV, Section C-11. For more information on protest committee organization and responsibility, see Rule II, Article I, Section A.