

MAULDIN REC BASKETBALL

OBJECTIVES

- Provide a wholesome leisure activity for all persons interested in the basic fundamentals of sportsmanship, honesty and fair play. We expect all participants, both active and inactive, to respect these basic fundamentals. We also emphasize the teaching of youth basketball skills and techniques, while stressing sportsmanship and physical fitness.
- Unsportsmanlike conduct, poor attitude, disrespect, vulgarity or profanity will not be tolerated. A maximum enforcement of specific actions will be expulsion from the program.
- We are striving for the best possible program for all interested persons. Only proper conduct and attitude of the participants can, in turn, insure a wholesome program, and we will not let it be spoiled by a few.
- We will always promote safety first, encouraging programs with strict controls over age, equipment and proper behavior of participants, adults, coaches and spectators.

LIABILITY

- The City of Mauldin, Mauldin Parks and Recreation, sponsors, coaches, managers, referees or any supervisory personnel are not responsible for injuries to persons or damage to property. This is entirely the responsibility of the persons participating, all of whom participate at their own risk. Each team member must fill out a player contract, registration card, to be eligible to play.
- Insurance covering children: All children must be covered by a current insurance policy. The responsibility of proof will be on the coach of the team, and the group he represents. City of Mauldin, Parks and Recreation will not be responsible for injuries received while playing, practicing or traveling.
- City of Mauldin, Parks and Recreation will not be responsible for injuries or damage to property regarding any activity outside of the scheduled games or practices by the City of Mauldin, Parks and Recreation.

Coaches are responsible for themselves, players, spectators, and parents of your team.

1st offense – coach is warned of the action of himself/herself, the player, spectator, and parent's actions.

2nd offense – coach will receive a technical foul.

3rd offense - coach will be ejected from the game; if the assistant coach is not present, the game will be a forfeit.

(You can and may receive all offenses at one time if needed)

Ejection from the game – any player, coach, or parent ejected from a game can't attend the next basketball game.

Unsportsmanlike conduct of a willful nature against officials, players, coaches, etc. will result in an immediate ejection of such person.

General Rules for All Leagues

(Unless specified below we will follow SCHSL rules)

1. Player minimum is four players, less than 4 will constitute a forfeit situation.
2. A game will consist of four (**5 six minute**) quarters for **co-ed ages 6U**; the clock will run continuously.
- 3A. A game will consist of four (**6 six minute**) quarters for **co-ed ages 8U**; the clock will run continuously except the **last (two minutes) of the 2nd/4th quarter**.
- 3B. A game will consist of four (**6 six minute**) quarters for **girls ages 10U**; the clock will run continuously except the **last (two minutes) of the 2nd/4th quarter**.
- 4A. A game will consist of four (**7 seven minute**) quarters for **boys ages 10U**; the clock will run continuously except **the last (two minutes) of the 2nd/4th quarter**.
- 4B. A game will consist of four (**7 seven minute**) quarters for **girls ages 12U**; the clock will run continuously except **the last (two minutes) of the 2nd/4th quarter**.
5. A game will consist of four (**8 eight minute**) quarters for ages **12U**; the clock will run continuously except the **last (two minutes) of the 2nd/4th quarter**.
6. Two time outs, per half, per team; if they are not used they are lost. There will be one additional time out per team in each overtime period.
7. The game will begin on a jump ball and will have alternating possessions throughout the remainder of the game. A team may elect not participate in the jump ball and therefore forfeiting the first possession to the opposing team.
8. Full Court Press Defense will **not** be allowed in the 6U age **group**. Teams will be restricted to the 3 point line. Score will NOT be recorded. NO standings, playoffs or championship game for 6U.
9. Full Court Press Defense will **not** be allowed in the 8U age **group**. **Teams may trap the ball at the half court line after the 3rd game of the season. 8U Co-ed must be able to dribble after the 3rd game, as well.**
10. In the 8U age group, there will be no back court violations or 3 second penalties.
11. The 10U age group will be allowed to full court press the last two minutes of the 2nd/4th quarter. **Teams may begin pressing after the 3rd game of the season. 10U and 12U Girls must be able to dribble after the 3rd game of the season, as well.**
12. The 12U age group will be allowed to full court press the entire game. Except for the Jamboree.
13. On free throws, players may break to the basket upon release of the ball from the shooter. The players aligned at beyond the 3pt line must wait until the ball hits the rim.
14. **In the event of a tie in the regular season, there will be a two (2) minute overtime period. If tied after 1 overtime period, the game will be final and can end in a tie. Unless it is a playoff game a winner must be determined, an additional overtime period will be played until a winner can be determined in the game. A jump ball will begin each overtime period.**

15. No time outs will be allowed with less than a minute to play in the game if there will be no effect to the outcome of the game. The same will hold true for substitutions.
16. Any player or coach that uses profanity will receive a technical foul and a team warning. On the next incident, by any member of the team, a technical foul will be issued, and the player/coach will be ejected from the game.
17. Technical fouls will not be shot. **The team not receiving the technical foul will receive 2 points and the ball.** The player receiving the technical foul must be removed from the game until the next dead ball to re-enter the game.
18. **Home team – white or light jersey; Away team – dark jersey**
19. Only distribute post game snacks off the court in the concession area of the Sports Center.
20. No sports drinks are allowed on the player bench, strictly water.
21. No food in the gym.

Mercy Rule

In all age groups, if a team is up by twenty (20) or more points, they must restrict their defense to within the 3-point line in 10U & 12U, free throw line in 8U, and 6U will be restricted to the foul line. If the opposing team cuts the deficit to less than twenty (20) points, they may resume normal **half-court defense**. If the lead drops to ten (10) points they may resume full court pressure.

If a team is up by twenty (20) points or more in the last 2 minutes of the 4th quarter, the clock will not stop as previously noted.

Ball and Goal Size

The **6U** age group will be using a 27.5" size ball and shoot at a goal height of 8'.
The **8U** age group will be using a 27.5" size ball and shoot at a goal height of 9'.
The **10U Boys, 10U Girls and 12U Girl's** age groups will use the 28.5" size ball and shoot at a goal height of 10'.
The **12U** age group will use a regulation ball and shoot at a goal height of 10'.

Continuous Clock

The clock will run except for time outs, free throws, and injuries.

Player Participation

In the 6U, 8U, 10U, and 12U age groups, the following rules will apply regarding player participation:

Each player will play a minimum of (5) minutes per game in the 6U age group, six (6) minutes per game in the 8U age group and seven (7) minutes per game in the 10U age group, and (8) minutes per game in the 12U group. How the coach decides to split the time up is completely up to him/her.

If a child is injured in such a manner that they have to miss multiple games, they may not rejoin the team and participate in games and/or practices without parents and/or doctors' permission to do so.

Players are expected to attend all practices and games. Players that repeatedly miss practice are a valid reason for a coach not to play such player(s) the required playing time. If a player is unable to play due to illness, injury or discipline but is at the game, the scorekeeper and opposing team must know prior to the game.

Coaching Specifics

Up to three (3) coaches are allowed on the player bench during the game, including the head coach. However, only one (1) coach is allowed to stand during the game. Only the head coach may address the officials. The officials will only respond to the head coach. The head coach is responsible for his/her assistant coaches.

Coaches stand off the court and behind the blue tape.

Players must report to the scorers table prior to entering the game!

Your behavior on the bench will determine the behavior of the players and fans. We expect all comments to be of positive nature. If you wish to question an official's call, you may **calmly** do so during a dead ball period.

Please remember that this is Recreational ball. Fun, development and participation are our priority for every child. Yes, we keep score and winning is a goal, but it is not the only lesson that can be taught to the children.

We truly appreciate all of you that volunteer to coach for us at Mauldin Recreation. While our focus is typically on the children, we would not be doing our job if we didn't give some focus to the coaches. We hope that you as well will learn positive life lessons through your experience with us. Remember that true character comes out in the heat of the moment and what's in your heart will ultimately come out of your mouth. Blaming others is a lack of responsibility and lack of character. You can make a positive or negative experience for every child on your team. Best of luck everyone this season.