

**City of Huntsville Recreation Services Department
BASKETBALL
2007-2008**

MISSION STATEMENT:

To provide professional assistance and guidance to our youth participating in the sport of basketball, to help promote fair play, fun, and good wholesome sportsmanship while producing better citizens within our communities in the City of Huntsville.



PURPOSE

The purpose of the City of Huntsville Recreation Services Division Basketball program is to provide a RECREATIONAL youth basketball program for boys and girls ages 4 through 17 with emphasis on development of basketball skills, building character, promoting positive self-esteem, participation and sportsmanship.

AGE GROUP: 6, 8, 10, 12, 14, 15, 16 and 17 and under.

CUT OFF AGE CONTROL DATE prior to September 1st of current year.

A State Certified or County Certified Birth Certificate must be attached to rosters before the player is eligible. ONLY IF A PLAYER ID NUMBER IS NOT IN THE CITY'S DATABASE.

2006-07 Basketball Delay Warnings Are Trimmed (4-23-06)

Beginning with the 2007-07 high school basketball season, only one warning will be given for any of the four delay situations before a technical foul is assessed, including the newly-approved delay situation for water on the court following a time-out.

This change was one of five rules revisions approved by the National Federation of State High School Associations (NFHS) Basketball Rules Committee at its recent meeting in Indianapolis. The rules changes subsequently were approved by the NFHS Board of Directors.

In addition to the new delay situation for water on the court following a time-out, the other delay situations in Rule 4-47 are for throw-in plane violations, for a huddle by either team and contact with the free thrower, and for interfering with the ball following a goal.

Previously, a team could receive a warning for each of the other three delay situations before a technical foul was assessed and two free throws awarded to the opposition.

“The elimination of three warnings for various delay-of-game situations into one warning will better assist with the flow of the game as well as the administration of the rule by officials and scorers,” said Mary Struckhoff, NFHS assistant director. “With new tactics of additional delay-of-game situations increasing, such as wiping up the floor following time-outs, the rule gives coaches and officials clear direction on limiting these situations by allowing only one warning prior to administering a team technical foul.”

In another major change, the exact time observed by the referee may be placed back on the clock when an obvious mistake is made by the timer in starting or stopping the clock.

“With this change in Rule 5-10-1, it eliminates the lag time (reaction time) of the clock operator,” she said. “If the referee observes the time on the clock when an error occurs, the exact time can be put back on the clock.”

Two equipment changes were approved by the committee. In Rule 3-5-2, the guidelines for headbands and sweatbands were altered, and in Rule 3-6, the school logo/mascot now will be permitted on pants, compression shorts, sweatbands and headbands.

Headbands and sweatbands must be white or similar in color to the torso of the jersey and must be the same color for each item and all participants. Only one item is permitted on the head and on each wrist. Sweatbands, limited to a maximum of four inches, must be worn below the elbow.

“Increasingly, headbands and sweatbands have become items of concern, mainly on how and where athletes have worn them,” said Nate Hampton, chair of the NFHS Basketball Rules Committee from Michigan. “Many are concerned that these items are worn mainly for decorative reasons or individual identification rather than for a useful purpose. This change will give a clearer direction on where sweatbands may be worn, and the colors will be more reflective of team and school.”

Among the five rules changes was the addition of a new signal for a team-control foul. The mechanics for this signal will be extension of the arm with the fist punched. Struckhoff said the new signal should eliminate confusion at the scorer’s table, as well as with players, coaches and fans.

In addition to the actual rules changes, six major editorial revisions were approved by the committee, along with five points of emphasis for the 2007-07 season.

Among the editorial changes is a revision to Rule 5-11-2 which prohibits on-court entertainment during a 30-second time-out.

In addition to the point of emphasis on the Proper Procedures for Handling Apparent Concussions that is being emphasized in all NFHS sports rules this year, the Committee issued four other areas of concern: uniforms, time-outs, intentional fouls and rule/signal enforcement.

PLAYERS ELIGIBILITY

In order for a player to be qualified to participate in the City of Huntsville Recreation Services Department's Basketball Program, the following rules must be met:

- Any player participating in the Junior High Basketball Program who has met the above qualifications will not participate in the Recreation Basketball Program if this player dresses out the first Junior High game.
- Line-up cards will be pre-printed and given to the scorekeeper prior to game time. NO PLAYER will be added at game time. NO Player's name will appear on line-up card without player ID information.
- Player's names not appearing on the official line-up card will not be permitted to play.
- It is the coaches' responsibility to view the line-up card, check the starting line-up, and initial the official line-up card prior to game time.
- The Recreation Department has the authority to refuse participation to any player who does not meet the above qualifications

ROSTER

- 1.0 **Team rosters will consist of no less than seven players and no more than ten players. A team is not required to have seven players present at a game to start the game.**
- 2.0 Each league will be able to use their own procedure to form recreational teams as long as the teams are balanced by age and by player talent. No team will be allowed to move from age group to age group intact. Each league will be required to submit, in writing, its team formation guidelines to be approved by the Recreation Services Zone Coordinator. (See Sample on page 9-10)
- 3.0 Each player must be in a legal numbered uniform. **Illegal numbers are any numbers with a 6, 7, 8 or 9 in it.**
- 4.0 The Recreation Services Department shall set boundaries for the youth basketball league.
- 5.0 League Directors must verify date of birth and proper boundary for all players and turn in team rosters to their designated Zone Coordinator before November 23, 2007 for pre- season tournament, and before December 14, 2005 for regular season play.
- 6.0 **All players registering with a change of address must submit a copy of parent Utility Bill and attach it to the registration form which is turned it to your Zone Coordinator.**

UNSPORTSMANLIKE CONDUCT RULES

- 7.0 **Harassment of a sports official is a CLASS B misdemeanor**
- 8.0 If a player or coach receives a FLAGRANT technical foul during a league game, he/she will be suspended for the next league game.
- 9.0 If a player or coach receives two FLAGRANT technical fouls during the season, he/she will be suspended for the remainder of the season.
- 10.0 Coach who pulls his/her team off the court will be permanently dismissed from coaching another basketball team in the City of Huntsville Recreation Services.
- 11.0 Any coach that is being consistently reported for and confirmed of a violation of the minimum play rule or other unsportsmanlike behavior, he/she will be suspended for the next two games.
- 12.0 Any coach that receives a suspension for any reason must appear along with his/her league basketball director at a date, time and place designated by their Recreation Services Coordinator before they may resume their coaching position. Failure to appear at the designated meeting will result in a suspension for the remainder of the season.
- 13.0 Coaches are responsible for the conduct of all of his players and fans. Any unsportsmanlike conduct displayed by team players, fans or parents will result with the head coach and league basketball director meeting with the Recreation Services Coordinator to rectify the problem.
- 14.0 A protest committee of three (3) league basketball directors will be established to hear any grievance.

The Alabama High School Basketball Rules will cover any rule or regulation not covered by this document.

BASKETBALL REGULATIONS

- 15.0 The citywide minimum play and substitution rule in effect for the 2007/2008 season will be as follows: During the first three-quarters of the game, substitutions will be made at (3) three-minute intervals. At exactly the three-minute mark, the horn will sound to stop play at which time all substitutes must enter the game. This is not a time-out. Any basket made at the substitution buzzer will be allowed. During the fourth quarter, substitutions may be made at the discretion of the coach.
- 16.0 Any starter (game/quarter) that has fulfilled his minimum play rule requirement (3 minutes per quarter), may reenter the game during that quarter for any other “starter” that has fulfilled their minimum play requirement. A starter may not reenter the game for a substitute that has not met his minimum play requirement. (Exception, injury to the substitute)
- 17.0 The team having possession of the ball at the substitution break will retain possession when play is resumed with a free inbound pass at mid-court.
- 18.0 All games will be 6 minutes quarters with the exception of the 17U. The 17U will play eight (8) minute quarters with no mandatory substitution.

BENCH PERSONNEL: shall consist of seven (7) - ten (10) players, two (2) Coaches and one (1) bookkeeper.

BENCH PERSONNEL: All coaches and bookkeepers must submit and pass a background check by filling out a VOLUNTEER APPLICATION prior to working with the teams.

- 21.0 There will be no full-court press in the 8, 10, and 12 and under age groups until the 4th quarter. No pressing allowed in any age division at any time if you are ahead by 15 points.

TIME OUTS: Three (3) full time outs and two (2) 20-second time outs PER GAME will be in effect.

- 22.0 The score portion of the scoreboard will be turned off when one team has a lead of **20 Points**, and remain off until a ten point deficit has been reached. The official score book will be tallied for the entire game.
- 23.0 Game time is **forfeit** time. A team must have five eligible players to begin a game.

OVERTIME RULE

The length of each extra period shall be three (3) minutes for all ages. As many such periods as are necessary to break the tie shall be played. Extra periods will not be played for ages six (6) and under.

TAUNTING/SELF-PROMOTION

Players are increasingly directing their celebratory actions toward opponents, which should be interpreted as taunting and baiting, and penalized accordingly. Further, the committee is concerned with the trend toward players “playing to the crowd,” attempting to increase attention and praise for their own individual accomplishments rather than toward the game itself and team achievements. While many of these actions are not specifically illegal by rule, extreme behaviors could and should be considered taunting and baiting of the opponents. Officials should remind captains and coaches at the pre-game conference that all actions and reactions should demonstrate appropriate sporting behavior.

INCLEMENT WEATHER

In case of (ice and snow) and the Huntsville City School system closes for that day, City youth Basketball games would also be canceled for that day.

AGE GROUP	BALL SIZES	GOAL H EIGHT
6 and Under Boys & Girls	B250	8 FT.
8 and Under Boys & Girls	B250	9 FT.
10 and Under Boys & Girls	B285	10 FT.
12 and Under Girls	B285	10 FT.
14 and Under Girls	B285	10 FT.
17 and Under Girls	B285	10 FT.
12 and Under Boys	B300	10 FT.
14 and Under Boys	B300	10 FT.
17 and Under Boys	B300	10 FT.

Note: The free throw line will be shortened by two feet in the 6, 8 & under boys and girls, and 10 and under Girls. The balls to be used are the Jr. or **B250** for the 6, 8 and under. The 10 & under and all girls will use the intermediate or **B285**, and all others will use a regulation ball.

6U BASKETBALL RULES

- 1.0 Team rosters will consist of no less than (7) seven and no more than (10) ten players.
- 2.0 Players cannot be (7) seven years old before September 1ST for 6 and Under
- 3.0 The game will consist of four six-minute quarters with a continuous running clock that will only stop for time-outs and free throws. Ball possession at the beginning of the game will be determined by a coin toss.
- 4.0 Teams must play defense inside the three-point arc with the exception of the last minute of the last quarter. Defensive players may play a loose ball outside the arc. During this last minute, teams may play defense at the half court line.
- 5.0 Each available player must play half the game with substitutions being at the three-minute mark of each quarter. At exactly the three-minute mark of each quarter, the horn will sound at which time the substitutes will enter the game. This is not a time out. Any basket made at the substitution buzzer will count. The team having possession of the ball at the substitutions break will retain possession when play is resumed with a free inbound pass at said court.
- 6.0 The goal height will be (8) eight feet.
- 7.0 The official ball will be the Baden B250.

17U BASKETBALL RULES

- 1.0 Four eight (8) minute quarters with no mandatory substitution. TIME OUTS: Three (3) full time outs and two (2) 20-second time outs PER GAME will be in effect.
- 2.0 All other Youth Recreational Basketball Rules adopted for the 2007-2008 season will be enforced. The minimum play substitution rule does not apply.

PLAYING TIMES

6-7-8, 9-10 Girls league	6- minute quarters
11-12, 13-14, Girls league	6-minute quarters
15-17 Girls league	8-minute quarters
7-8 Boys league	6-minute quarters
9-10 Boys league	6-minute quarters
11-12 Boys league	6-minute quarters
13-14 Boys league	6- minute quarters
15-17 Boys league	8- minute quarters

HEAD COACHES

Head coaches are responsible for conduct of assistant coaches and players. All coaches must be approved by the leagues Basketball Director and Board Members, and approved through the City of Huntsville Recreation Services Department volunteer application form, prior to being permitted to work with the players. One (1) head coach, two (2) assistants, one (1) bookkeeper allowed on the bench during the game.

PROTEST

Protest on matters of judgment as rendered by an official will not be considered. Any game protested because of an ineligible player must be protested before the end of that game in writing to the Zone Coordinator. Proof of eligibility must be shown to the Zone Coordinator by the protesting coach and accompanied with a \$50.00 non-refundable cash fee within 24 hours for the protest to be considered. A protest committee of three (3) basketball directors will be established to hear any grievance.

GAME TIME

All players should be advised that the first game will start at the scheduled time. NO game will start prior to scheduled game time without the concurrence of both coaches. Game time is **forfeit** time. A team must have five eligible players to begin a game.

UNIFORM DRESS

No player will be allowed on the playing floor with his/her shirttail out or without socks; he must be dressed in proper uniform presented to him by his coach. Undershirts must be same color as jersey. Proper uniform is defined as the shirt and shorts issued by the League. Any alteration or addition to the proper uniform (warm-ups) must be approved by the gym manager.

BASKETBALL DRAFT PROCEDURES

SAMPLE

All players should attend their evaluations at the scheduled time for that particular age group. (See evaluation schedule)

EVALUATIONS SCHEDULE

- The evaluations will consist of several drills, (lay-ups, passing, free throws, dribbling, and speed through cones.
- The purpose of the evaluations is to help the coaches with player selections and try to bring about parity with all teams in respective age groups.
- Coaches will observe each player during evaluations to determine draft strategy.

DRAFT

- All teams will redraft each year.
- Each coach (by age group/division) will draw a number from 1 to “N”, where “N” is the number of coaches.

- A coach's child is an automatic last round pick in the draft. If an assistant coach is "signed on" with a coach, the assistant child is the third round draft pick.
- When drafting players, who have a sibling playing in the age group, the sibling must be chosen in the next round (next pick).
- The coach picks #1 picks first, followed by #2, and so on. For the second round, the order is reversed, so that #1 picks last.
- Coaches need to end up with the same number of players. This should be considered as the picks are made. The exact number will depend on the how many players are in each age group.
- Players who do not attend the evaluations will be selected by placing their names in a "HAT". Coaches will select from the hat until all names are selected. Coaches can go to the hat at any time during the draft. Names of players who are known and made available for the draft.
- To try and maintain parity, each age-group will be drafted from the available draft pool in descending age order:

(i.e.) 10 years old and under

A coach's first draft choice will be a 10 yr. Old His second draft choice will be a 9 yr. Old will be a 10 yr. Old and so on.

Trading within an age-group must be of equal age (i.e.) a 10 yr. Must be traded for a 10 yr. Old a 9 yr. Old must be traded for a 9 yr. Old etc.

- If the draft pool is not even, in terms of age, the youngest in the age group will be uneven; in other words, each coach must have the same number of upper age children. The younger age children will be where the unevenness fall.
- After all players are drafted, some trading may be done. All trading must be completed at this time, (before coaches leave the draft meeting)
- Request for a child to play on the same team as another child will be considered, but are not guaranteed. If a child request that he/she plays on the same team as another child, the coaches usually try to accommodate the request by trade.
- Once the teams are set, each coach will receive the registration forms for each child on his team. The forms include waiver information and should be with each coach at all practices and at all games.
- Each coach must complete a team roster of all players drafted. This roster should be turned in to the Basketball Director and submitted to the Zone Coordinator.

City of Huntsville Recreation Services Department

Zone Coordinators

Zone One Marvelene W. Crawford
883-3754
American International Southern
 Redstone

Zone Two David Delisser
851-4006
Continental Lakewood Northern

Zone Three Tony Hughes
851-4103
Civic Eastern Metro

Zone Four John Cooper
427-5810
National Patriot

**City of Huntsville Recreation Services Department
2007-08 BASKETBALL INFORMATION**

IMPORTANT DATES:

October 16, 2007	6:00 pm Basketball Directors Meeting-Brahan Spring Rec. Center
October 20, 27, 2007	9:00 am- 12:00 noon Basketball Registration
November 1, 2007	Leagues must commit to RecPlus
November 3, 2007	9:00 am- 12:00 noon Basketball Registration
November 3, 2007	RecPlus Tryouts
November 5, 2007	ALL Volunteer Coaches Applications Due
November 5, 2007	RecPlus Rosters and Fees Due by noon

MANDATORY CITY WIDE COACHES CLINIC WILL BE HELD IN EACH ZONE

November 12, 2007	Begin Basketball Practices
November 23, 2007	Rosters due for pre-season tournament

November 26, 2007 PICTURE ID BADGES @ BRAHAN SPRING REC. CENTER
(For City-Wide Teams Only)

December 7, 2007	Pre-Season Tournaments
December 14, 2007	Rosters due for regular season play
December 17, 2007	City-Wide Schedules
December 28, 2007	Final Rosters
January 4, 2008	Recreation Basketball Season Begin

2007 PRE-SEASON TOURNAMENTS

(All Age Divisions - Teams must apply through the League Director)

- 17 UNDER BOYS- Max Luther Drive Center/ Showers
- 14 UNDER BOYS- Brahan Spring Recreation Center
- 12 UNDER BOYS- Challenger Gym
- 10 UNDER BOYS- Fern Bell Recreation Center
- 8 UNDER BOYS- Optimist/ Lakewood Recreation Centers
- 8 UNDER GIRLS- Scruggs Recreation Center
- 10 & up GIRLS – Scruggs Recreation Center

PRACTICE

Practice can begin November 12, 2007 following the draft.

Practice schedules will be available at the draft.

PLEASE NOTE: Leagues will pay game officials expense for all Pre-Season Tournament and Regular Season Scheduled forfeited games.