



Updated 10/29/2019

YOUTH BASKETBALL LEAGUE

We are pleased that you and your child have made the choice to participate in our program. Our goal is to provide a quality experience for your child; one that focuses on fun while learning how to play the game. Our program will provide your child opportunities to learn values essential in life and society such as sportsmanship, winning and losing, team work and much more. The staff believes that leisure or recreation opportunities are necessary throughout one's life by helping to maintain a healthy balance.

Staff/Special Needs

The staffs are available to answer your questions and to assist you as needed. We encourage you to discuss ideas, suggestions, problems and concerns with us at any time. The Wytheville and Wythe County Parks and Recreation Departments makes recreation programs and facilities available for use by everyone. Please discuss with us any accommodation needed to enjoy this program.

Eligibility

- **You must register in the area you live and/or in the area that you attend school. For the Town of Wytheville Parks and Recreation, you must either live in the Town of Wytheville and/or attend a school that is within the Town of Wytheville. For the Wythe County Parks and Recreation, you must live in the County and register with the booster club that is within your school district. No releases will be given unless the particular sport is not offered in your area during the same season.**
- **2nd – 3rd Grade League:** Any player in the 2nd or 3rd grade may participate unless he/she is 10 years as of September 30 of the school year, in which he/she will play in the next division. *Minimum eligible age is 7 years old as of September 30 of the school year. *
- **4th – 5th Grade League:** Any player in the 4th or 5th grade may participate unless he/she is 12 years old as of September 30 of the school year, in which he/she will play in the next division. *Minimum eligible age is 9 years old as of September 30 of the school year. *
- **6th - 7th Grade League:** Any player in the 6th or 7th grade may participate; however, if he/she is 14 years old as of September 30 of the school year, he/she is ineligible. *Minimum eligible age is 11 years old as of September 30 of the school year. *

Rules of the Game

1. There is a maximum of two (2) coaches allowed with the team. **Each team is allowed one (1) statistician on the bench, they must remain seated unless they are attending to an injured player.** Only one (1) coach is allowed to stand up at a time. All coaches and statisticians **MUST BE APPROVED** through our departments before they can help in any way. This includes practices and games. All players are to remain seated on the bench unless cheering a play or checking in with the scorer. Penalty: Warning and then a technical foul.
2. 2nd - 3rd grade league will consist of four (4) quarters with eight (8) minutes of continuous clock in each quarter except for the last two minutes of a game that is within 10 points which a normal clock will be run. In the 4th - 5th and 6th - 7th grade leagues, game will consist of four (4) quarters with six (6) minutes in each quarter.
3. Participants will play a minimum of eight (8) minutes in each game, unless held out for an acceptable reason. This is to be played with 2 consecutive minutes per quarter.
4. The goal heights are as listed:
 - 2nd – 3rd grade: Eight (8) foot
 - 4th – 5th grade: Ten (10) foot
 - 6th – 7th grade: Ten (10) foot



5. Participants will get:
 - 2nd-3rd grade: (6) personal fouls per game.
 - 4th-5th grade: (5) personal fouls per game.
 - 6th- 7th grade: (5) personal fouls per game.
6. **In the 2nd and 3rd grade, 3-point shots will count as 3 points.**
7. The Recreation Staff will remove the leading scorer if a team is ahead by 15 points. The player may return to the game once the lead is reduced to 10 points.
8. **GRACE PERIOD:**
 - A team must have at least four (4) players to start and play the game.
 - There will be a ten-minute grace period. If a team does not have four players ten minutes after the scheduled game time, the team will forfeit the game.
9. **STARTING THE GAME:**
 - The game will be started by a jump ball from the center circle and possessions will alternate throughout the regular game. If the game goes into overtime, it will begin with a jump ball at the center circle and possessions will then alternate.
10. **TIME-OUTS:**
 - Each team has five time-outs to start the game with one additional time-out awarded at the beginning of overtime. Time-outs do carry over from the regular game into overtime periods.
11. **FOUL SHOTS:**
 - A one and one will be shot on the seventh team foul.
 - After 10 fouls - 2 shots will occur
 - 2nd-3rd Grade: Marked 10ft line (WCC - short black line.) **The shooter/players may not cross foul shot lines until the ball has touched the rim.**
 - 4th - 5th Grade: Marked 13ft line (WCC – short red line) The shooter may not cross foul shot line until the ball has touched the rim. **Players filling spots along free throw lane may enter lane on the release of the free throw shot.**
 - 6th - 7th Grade: 15ft. Regulation Line. The shooter may not cross foul shot line until the ball has touched the rim. **Players filling spots along free throw lane may enter lane on the release of the free throw shot.**
12. **LANE VIOLATION:**
 - 2nd-3rd Grade: No Lane Violation
 - 4th - 5th Grade: Time limit inside lane is 5 seconds.
 - 6th - 7th Grade: Time limit inside lane is 3 seconds.
13. **SUBSTITUTE PERIOD:**
 - Every player must play 2 minutes each period. Players can not be substituted for another player until those 2 minutes concludes.
 - If a player comes to the game late, they cannot be played until players in the game at that point play 2 (two) consecutive minutes.
 - **Referee/clock operator will stop clock with two (2) minutes left in each quarter if there are substitutes waiting to enter game unless it's during a scoring opportunity.**



14. **PRESSING:**

- 2nd-3rd Grade: The defense will set up at their 3-point line and play defense. The player still has ten (10) seconds to cross half court. A player then has 5 seconds to cross the 3-point line and engage in play. If the player or ball does not cross the 3-point line within the 5 seconds, the play will result in a turnover. **Once the ball has crossed the 3-point line then defense can be played beyond the 3-point line at any time during that possession unless the ball is being thrown back in from sideline after a dead ball. Half-court press will be allowed the last two minutes of the 2nd & 4th quarters.**
- 4th - 5th Grade: Full court pressing is allowed in the fourth quarter and all of overtime. The defense may set up at half court the rest of the game.
- 6th - 7th Grade: Full court pressing is allowed throughout the game.
- ** If a team is winning by 15 or more points, they are not allowed to press the opposing team. However, the team losing is allowed to press.

15. **OVERTIME:**

- **If the game results in a tie, then both teams will enter an overtime period of two (3) minute periods and the clock will stop on all whistles. If the game is still tied after two overtimes, game will go to sudden death (next basket wins).**

16. **PRACTICES:**

- Players are expected to attend practices. A minimum of two pre-season practices must be attended before the first game to participate. The staff understands that players may miss practices for acceptable reasons such as death in the family, illness, or out of town. If a player misses a practice for reasons not acceptable, he/she does not have to be played in the following game. If a coach is not playing a player, they need to notify to score table and officials before the game. If a player is not showing up for practices, please contact that player and find out the reasons why they have not been showing up.
- Teams are limited to four practices per week before the season starts and a total of two practices per week after the season begins. Practice time is determined by availability of facilities.

17. **TOURNAMENT:**

- Seeds for tournament that result in regular season tie, will be head to head winner or loser from the game played against each other in the season. A split in wins will result to a coin toss. A three or more-way tie not broken by head to head results from regular season games will result in a draw between tied teams.

CONDUCT:

1. The Town of Wytheville and Wythe County Recreation Commissions are glad that you have chosen to participate in our recreation programs. All of the programs are offered and maintained to provide an enjoyable and wholesome recreation experience for you and all other participants. We hope that the programs offered will provide an opportunity for you to receive exercise and increase your skill level, but most of all, to have fun.



2. To assure that you and everyone participating are able to receive the most from this recreational experience, we ask that you and each participant comply with the general rules regarding the Wytheville and Wythe County Department of Parks and Recreation, its programs, and facilities. These are posted in the lobby for your review. The rules have been made to assure that each person participating in our programs has an enjoyable experience, that each individual's rights are protected, and the equipment and facilities are maintained so that others may utilize them in future program.
3. Each staff member and volunteer working for the Wytheville and Wythe County Department of Parks and Recreation will have the responsibility and the authority to enforce the rules and initiate disciplinary action. Participants have the responsibility to comply with the rules. Any participant who violates the rules will be subject to disciplinary action.
4. All spectators and parents are asked to remain in spectator areas.
5. We ask that the coaches, participants and their families treat spectators and players from the other team as well as the officials with respect.

Any rule or situation not addressed will be handled at the discretion of the staffs.