

COLUMBUS PARKS AND RECREATION
COLUMBUS YOUTH BASKETBALL



2024 MANUAL

COLUMBUS YOUTH BASKETBALL (CYB)

2024 ORGANIZATIONAL MANUAL

MISSION STATEMENT

Columbus Youth Basketball (CYB) League has been organized to provide youth of our community with a structured basketball organization that promotes fair play, skills, development, respect, and most of all fun. We believe that successful programs are successful because of good communications and a solid based organizational staff.

COACH SELECTIONS

The selection of coaches is one of the most important responsibilities of league officials since the coach is in direct contact with CYB players. The coach is directly responsible for the safety, attitudes, behaviors, skills, and knowledge that their players learn from the game and the program. One of the functions of the CYB program is to teach youth respect for authority. Coaches are expected to reinforce this function by their own attitude towards game and league officials. The league will select coaches based on experience, qualifications, and willingness to administer CYB league rules.

Coaches who berate players, officials and parents will not be allowed to participate in the program. Head Coaches will be given a collared shirt with the CYB logo on it, and all coaches will be given a credential badge which must be worn to coach. A maximum of three Coaches/Team parents are the only adults that can be on the bench during games with the players.

REGISTRATION OF PLAYERS

All participants must be registered before they will be allowed to participate in any CYB function. All players will have a birth document on file prior to the start of the regular season. A birth document is a birth certificate, passport, military ID, State Driver's License or State ID or a Medicare card. A parent or guardian must sign registration forms, before participants are allowed to play.

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UNIFORMS

All players must wear an approved CYB uniform. No substitutions will be allowed. A jersey and a pair of shorts are issued at the start of the season to each player that has paid league fees. No alterations of logos or added graphics or designs will be allowed. Players who alter uniforms will not be allowed to play in games until the uniform is returned to the issued state. Jerseys will be tucked into shorts and shorts will be worn on the waist. Earrings, rings, watches, necklaces or other jewelry that will cause cuts shall not be worn during games or practices. Players may wear T-shirts under their jersey, the T-shirt may not have ragged edges; shirts must have a smooth seam on the sleeves and neck area.

ELIGIBILITY

The age division in which a youth participates is determined by their age on September 1, 2023. All Muscogee County or Ft. Benning middle school (A team), high school varsity, high school junior varsity, and freshman players whose name is on an official roster at the start of the regular school season are ineligible to participate in CYB. If deemed ineligible, the player will be removed from the roster and league.

TRANSPORTATION

Transportation is the responsibility of the parent or guardian to and from all practices and games. All coaches that transport participants to and from games and practices must have valid motor vehicle insurance. A copy of your insurance card must be attached to your coach's volunteer form, and on file in the Athletic Division Office.

SCHEDULING OF GAMES

The more a youth plays basketball, the better that player will become. However, playing a large schedule is not the goal of CYB. The league will consider other community functions and volunteer coach's work schedules when planning season and post season schedules. The league will schedule games depending on the number of teams in the league and the number of teams in each age division.

TEAM ROSTERS

League Coordinators and center Supervisors shall maintain all team rosters. Coordinators are the only persons who can officially **add or remove players** from rosters. Each team will have a maximum of 15 players. Players who show a trend of not attending games/practices shall be dropped from the team roster after the third unexcused absence of the season.

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AGE DIVISIONS

4-6 Instructional Program - skills and drills are the primary focus. Simulated ball games will be a part of the 5-week program. The first three weeks are devoted to skills and drills and the last two weeks will be skill and game play. Goals will be lowered to 8.5 feet and games are played with a 27.5 youth size basketball.

7-8 Coed - Skills, drills and the rules of the games. Each player must play in the first and second half of every game. Focus is on teamwork and sportsmanship. Youth will play on regulation 8.5-foot goals and use a 28.5 size basketball.

9-10 Boys Division - Skills, drills and the rules of the games. Each player must play in the first and second half of every game. Focus is on teamwork and sportsmanship. Youth will play on regulation 10-foot goals and use a 28.5 size basketball.

11-12 Boys Division - Skills, drills, teamwork, and sportsmanship are vital for this age group. Each player must play in the first and second half of every game. The focus is to increase skills, teamwork and the quality of play. Youth will play on regulation 10-foot goals and use a 29.5 size basketball.

9-12 Girls Division - Skills, drills and the rules of the games. Each player must play in the first and second half of every game. Focus is on skills, drills, teamwork and sportsmanship. Youth will play on regulation 10-foot goals and use a 28.5 size basketball.

13-14 Boys Division - Skills, drills, teamwork, and sportsmanship are vital for this age group. Each player must play in the first and second half of every game. The focus is to increase skills, teamwork and the quality of play. Youth will play on regulation 10-foot goals and use a 29.5 size basketball.

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TEAM SELECTIONS

Each recreation center will recruit and register participants for league play. There is no maximum number of teams per age division. A maximum of 15 players will be assigned to a team.

Once a player is placed on a team, he/she will remain on that team for the duration of the season. Unless moved by the League Coordinator. No player will be allowed to play for more than one team per season.

After the registration period a team roster will be provided to the coach by league coordinators. Coaches are responsible for notifying players of times and location of practices and games.

TEAM PRACTICES

Only approved Parks and Recreation sites will be used for practices and games. Center Directors utilizing Parks and Recreation facilities will arrange all practices. Team members will be notified of practices by their team parent or coach. Practice times and schedules will depend on the availability of practice sites. Coaches must also have written permission from each participant's parent/guardian before transporting players to and from practices and games in privately owned vehicles. Practices will not be conducted before the announced start of eligible practice dates. Coaches, who violate this policy, shall be subject to a three-game suspension from the league.

OFFICIALS

The Columbus Youth Basketball League is officiated by contracted officials for ALL age divisions. The Athletic Program Supervisor or Recreation Services Division Manager assigns all officials to games. We ask that all players, coaches, and fans display good sportsmanship at all game sites with the officials assigned to the games.

PROTEST

Coaches must notify the table of playing under protest before the end of the 2nd period, the table staff will inform the referee of the protest. League Coordinators will have final authority to validate the protest. A coach may protest a rule interpretation, playing on another CYB team, or a player's name appearing on a middle school or junior varsity or varsity basketball roster during current school year. If deemed ineligible, the player will be removed from the roster and league. A judgment call by an official cannot be protested.

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RULES AND REGULATIONS

1. All players in all age divisions must play a minimum of 3 minutes in the first half and second half of all games. League Coordinators will ensure that scorebooks indicate what period a player entered the game. There will be an official league time out at the 3-minute mark of the second and fourth quarters at which time the scorer's table will notify Supervisors and floor officials as to which players have not entered the game. Coaches must sub players for the remainder of the period; failure to follow this procedure will be cause for a technical foul (2 shots) on the coach, and the opposing team will receive the ball. Two technical fouls during a season for failure to sub will be automatic suspension of one game.
2. Game rosters at the playing site are the only official rosters. No player can play if he/she is not on the official roster.
3. The clock stops when the official blows the whistle on Shooting Fouls, and the final 2 minutes of the second and fourth quarters on every whistle. The clock will also stop during injuries, timeouts, referee stoppage outside of normal play and ball being abnormally out of game play.
4. Each team receives (3) full timeouts per game and (2) 30- second timeouts per game. One additional timeout is given for overtime. Any remaining regulation timeouts can be used in overtime play.
5. The first overtime period will be 3 minutes. If after 3 minutes of overtime play the game is still tied there will be a sudden death. Teams will have a tip off and the first team to score wins the game.
6. Time of play:
 - a. 7-8 co-ed 4 - 8 minute quarters
 - b. 9-10 boys 4 - 8 minute quarters
 - c. 9-12 girls 4 - 8 minute quarters
 - d. 11-12 boys 4 - 8 minute quarters
 - e. 13-14 boys 4 - 8 minute quarters
 - f. Half time: 3 minutes all age divisions

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- g. Warm up: 5 minutes or until scheduled start time
7. Players must wear approved Columbus Youth Basketball League uniforms. No earrings, rings, watches, or other jewelry will be worn. Jerseys must be tucked in at all times (technical foul for jersey not tucked in). Shorts will be worn on the waist (no sagging shorts; technical foul for shorts pulled down below the waist). Any player not in official CYB uniform will not be allowed to play during the game **(no exceptions)**.
8. Uniforms are the responsibility of the player. Lost uniforms cannot be replaced.
9. Game time is forfeit time!
- Exceptions:**
- A fifteen-minute grace period for the first game only at each playing site.
 - A forfeit of any playoff game must be approved by a full-time Parks and Recreation Staff Member
10. There must be a minimum of four players to start a game. The fifth player must arrive before the end of the second quarter, or the game will result in a forfeit loss to the team without five players.
11. Sportsmanship is the name of the game. Any coach, player, or spectator who displays poor conduct will be given a warning by the floor official and league officials. Coaches and players are subject to a minimum 1 game suspension for repeated poor conduct on the floor and within the playing site. Spectators can be banned from sites. Players and Coaches ejected must leave the gym completely and immediately. Failure to do so will result in a forfeit. Any player or Coach ejected from a game will receive an automatic 1 game suspension. More than one ejection in a season will result in a loss of privileges for the remainder of the season.
- Coaches and Players will not:
- (a) Be disrespectful towards Officials
 - (b) Attempt to influence an official's decisions
 - (c) Use profanity; Disrespectfully address or bait an opponent
 - (d) Object to an official's decision by using gestures to incite undesirable crowd reactions

Penalty for these offenses will be: 2 free throws and a bench foul charged to the head coach. If bench fouls are flagrant, the offender shall be banished from the building and a foul to the head coach.

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12. There will be no protest of player's eligibility once the regular season has ended, that has been on the official game roster from regular season play.
13. Bonus Free Throws: A bonus free throw is awarded on the 7th team foul in a half. Teams committing the 10th team foul in half results in the offended team receiving 2 free throws.
14. No alcoholic beverages or smoking materials are allowed at Parks & Recreation facilities. Players and coaches who are suspected of being intoxicated will be suspended from the league. All recreation facilities are smoke free.
15. No multi-purpose cleats or jogging shoes will be worn. It is the responsibility of coach to ensure that each player wears proper footwear.
16. Coaches must enter roster in Numerical order in the scorebook prior to the game.
17. Cancellation of games. Games that are cancelled for weather or other natural occurrences will be rescheduled, if needed. If the standings at the end of the regular season require that the game be played, league coordinators will reschedule games. Games, which are forfeited because of lack of players, will not be rescheduled.
18. All coaches are required to wear the provided collared shirts during games, and must present themselves in a professional manner.
19. If there is not a CYB rule for a violation or infraction, Georgia High School Athletic Association rules will apply.

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Age division playing Rules

7-8 co-ed

1. No full court pressing (defense will start at half-court).
2. A defensive rebound requires the opposing team to retreat to defend their goal.
3. Free throws will be taken from the first lane mark in front of the regulation free throw line.

9-12 Girls

1. Regulation basketball rules.

9-10 Boys

1. Regulation basketball rules.

11-12 Boys

1. Regulation basketball rules.

13-14 Boys

1. Regulation basketball rules.

Mercy Rule

- A. If a team has a lead of (20) twenty points or more, the mercy rule will be implemented.
- B. A timeout will be called from the scorer's table; the officials and coaches will be notified of a twenty-point lead. From that point on the clock will run continuously and will stop on timeouts only (**exception:** player injury, as determined by the officials). If at any time the lead is less than 20 points, regulation play will resume. The mercy rule is created so that participants will have a positive experience.
- C. Full Court Press is not allowed during Mercy Play.