

Ocean Springs Parks & Leisure

Youth Basketball Rules

Questions and concerns may be

Addressed to: Chris Kostmayer @ Phone# (228) 875-8665

The Ocean Springs Parks & Leisure Services Department establishes the playing and administrative activities necessary for a successful program. All interested adults are encouraged to participate in the development of the program by attending meetings, sharing ideas, and volunteering your time to help with the various activities. The league presently consists of divisions for boys & girls:

- Co-Ed: 5-6, 7-8, 9-10
- BOYS: 11-12, 13-14

These groups might change due to participation numbers.

Age is determined as of September 1st of the year of registration. There is a registration fee for each player that is set annually. The fee this year is \$90 for O.S. Residents ages 7 & up, \$70.00 for O. S. Residents ages 5-6 (additional \$20.00 for Non-Residents). The league raises money from registration fees to provided uniforms, basketballs, officials, security, and other operating supplies.

OPERATING RULES (Section 1).

- 1.1 Water, plastic water bottles and sports drinks will be allowed in the gym.
- 1.2 Everyone must conduct himself or herself in a sportsman-like manner. **NO ONE WILL BE ALLOWED TO HARASS THE REFEREES.** If you have a problem with a referee, please do not approach him or her; call the Parks & Leisure Services at 875-8665 and speak with the Athletic Coordinator. In his absence please speak with the Director of Parks & Leisure Services.
- 1.3 No one will be allowed in the gym before 5:30 pm.
- 1.4 No basketballs will be allowed in the gym during game times except team balls. All other balls should be in possession of a Coach or the Assistant Coach.
- 1.5 No one in the court at half time except the members of the teams involved in the current game.
- 1.6 Players must play at least half of the game (unless a player has missed practices). If you do not play each player the required amount of time you will forfeit the game. Anyone who will not be playing due to an illness or health reasons must be reported to the scorekeeper before the start of the game. If the parent or guardian disagrees with the decision of the Coach they can discuss it with the Parks & Leisure Services. It is the parent's responsibility to inform the league representative that his or her child is not playing the required time. Once this is done,

the League representative will inform the Coach and the Coach must make up lost time in the second half. It is the Coach's responsibility to clock his/her own players. IT WILL BE REQUIRED IN THE FIRST AND THIRD QUARTER TO SUBSTITUTE ALL PLAYERS ON THE BENCH WITH FOUR MINUTE'S LEFT. SUBSTITUTION IN THE SECOND AND FOURTH QUARTERS WILL BE UP TO THE COACHES.

- 1.7 Under no circumstances should children who are not registered with the league be allowed to PLAY OR PRACTICE with a team. They are not covered by insurance. If a Coach allows this to happen he/she will be personally responsible for any injuries that may occur to the child or by the child and will be subject to suspension from Coaching.
- 1.8 You must have 5 players to start the game. If for some reason you do not have enough players, you can pick up players registered in the league to make a team; however, the game is recorded as a forfeit. We allow you to play under these circumstances because the children typically still want to play and because the referees are paid whether you play or not.
- 1.9 We will have a picture day or night. Please have your team ready for your scheduled time.
- 1.10 General complaints or questions should be directed to Athletic Coordinator.
- 1.11 League rules are reviewed and modified by the Ocean Springs Parks & Leisure Services.
- 1.12 To insure league parity there will be a new draft held every season. The head coach's child is the only player guaranteed return right to the team. There will be one head coach per team.
- 1.13 Any protest must be reported to the scorekeeper and recorded in the scorebook at the end of the game, and a written protest must be given to the Parks Department the following day so that a review and a decision can be made.
- 1.14 No one except players who are going into the game will be allowed at the score – keeping table. They do not need to give the scorekeeper their name, just wait to be buzzed in. **Only the Head Coach and Assistant Coach are allowed on the bench (side of the gym where the team sits) and one coach will be allowed off the bench at a time, except during time-outs and half time.** If you have a problem with the score or the game, call a time out and discuss it with the referee (this time out will NOT be charged to the team.)
- 1.15 All games will start at the scheduled time. Coaches, have your team at the gym and prepared to play 15 minutes prior to the game.
- 1.16 Uniforms: players must wear uniform issued. The jersey must be tucked in (plain white T-shirt may be worn under the jersey. Younger players may wear sweats or insulated garments under their uniform during cold weather. The gym is heated, so do not over dress. Players who do not meet the uniform code may be asked to leave the floor. If a problem arises with a uniform; it must be discussed with and approved by a league official.
- 1.17 The team listed first on the schedule is the home team. Home team will be determined on the schedule and will wear white jerseys.
- 1.18 Players may not wear jewelry, including earrings, large barrettes, or ponytail holders (plain rubber bands are best). No hats or headbands are allowed on the court.
- 1.19 Dunking is prohibited during practices and games.

PLEASE HELP US TAKE CARE OF THE FACILITIES BY MONITORING THE BEHAVIOR OF YOUR TEAM AS WELL AS OTHERS IN THE GYM. PARENTS, COACHES, AND PLAYERS ARE RESPONSIBLE FOR CLEAN-UP AFTER GAMES AND PRACTICES.

Ocean Springs Youth Basketball

Basketball Coaching Requirements (Section 2)

A team's coaching staff is in complete charge of the team whenever it is together practicing, playing, traveling as a group to and from practice sessions, or together at a team function. The Assistant coach is under the direction of the head coach. The following requirements must be met:

- 2.1 A Head Coach must be at least 21 Years of age.
- 2.2 An Assistant Coach must be 18 years old, or have prior approval of the board. A team can have one Assistant Coach.
- 2.3 Coaches will be selected by methods approved by the Ocean Springs Parks & Leisure Athletic Coordinator. A background check will be performed.
- 2.4 Coaches must be approved each year.
- 2.5 The head coach has final responsibility of his actions, those of his assistant, players, and team parents.
- 2.6 Head coaches and assistant coaches may be suspended and or terminated as a coach/volunteer at any time at the discretion of the Parks Director.
- 2.7 No tobacco or alcohol products are allowed in the gym or in the presence of your team. Absolutely no coach, assistant coach, or parent/adult may work with the children if under the influence of alcohol or other drugs.
- 2.8 Coaches are not allowed to run up and down the sidelines in the gym during a game. Remain to the left or right of the scorekeeper table at all times.
- 2.9 It is the coach's responsibility to keep parents informed. Each coach should issue a brief statement about yourself and your policies, plus inform them of league rules and regulations.

Ocean Springs Youth Basketball

Drafting and Coaching Regulations (Section 3)

- 3.1 The head coach's child will be protected, however, he or she will be considered as the coach's first round pick. Any additional siblings can be taken in the following rounds.
- 3.2 If you want a certain child so that you can have an assistant, you must draft that child in the second round.
- 3.3 All teams will have a minimum of five players and a maximum of eight. The ideal number is seven players per team.
- 3.4 Brothers/Sisters in the same age division will be placed on the same team if requested by the parent/guardian and drafted in next round or pick.\

3.5 there will be 15 minutes at the end of the draft to trade. Only one initiated trade allowed per team.

3.6 Any players registering after the deadline will be placed on a waiting list and positioned randomly until each team has eight players on it by the Parks Director.

3.7 Players who are on the Middle School or High School's basketball teams and wish to play with the recreation league may do so, but he/she must register before the deadline. These players will be drafted at the same time the other players are drafted. Remember; school games and practices come first. However, we do not schedule around school game schedules. Missed practices or games may result in loss of playing time according to league rules.

3.8 Players who did not try out will be placed on teams of their age group by a blind draw at the end of the regular draft. The team that picks first will be the next team in rotation at the end of the draft provided the team has not drafted the maximum number of players.

OCEAN SPRINGS YOUTH BASKETBALL RULES, REGULATIONS, & BYLAWS 5-6 YEAR OLD CO-ED (SECTION 4)

4.1 Basket height is at lowest setting at Taconi Gym. Ball will be junior size-(27).

4.2 Based on Registration numbers (number of participants registered) there is a possibility that the games will be played 4 on 4.

4.3 A team has THREE time-outs per half. No time-outs may carry over. Forty-Five seconds for each time out.

4.4 A game consists of four (4) Eight (8) minute quarters with a running clock.

4.5 Tied games will be scored as a tie; there will be no overtime.

4.6 Zone defense behind the three-point line only. No backcourt guarding is allowed. There will be no defending of any inbound ball in the backcourt. No fast breaking will be allowed (However, the official may use his or her discretion concerning what will be considered a fast break)

4.7 Each player on a roster must play two (2) quarters (SIXTEEN MINUTES) during the game. Infraction of the rule could result in the removal of the coach. If a player is not played for illness or health reasons the coach must report this to the scorekeeper before the start of the game. Failure to notify the scorekeeper or failure to play a child the required time will result in forfeiture of the game and the player involved will be given missed time in the next regular scheduled game. If the parent or guardian disagrees with the decision they can discuss it with the Athletic Coordinator.

4.8 In the event a team leading by fifteen (15) points, Please sit out your top scoring players and your better players for a few minutes and give the other team a chance. Remember, this league is implemented to teach children the fundamentals of the game as well as for **FUN**. This is not a championship of professional play.

- 4.9 All players should be allowed to play in every position and to take turns throwing the ball in, dribbling down court and every child should be allowed the opportunity to shoot in every game.
- 4.10 All players will shoot free throws from a position determined by the referee based on ability and size.
- 4.11 All other playing rules will be in accordance with the basketball rules recognized by the Mississippi High School Activities Association.
- 4.12 One coach from each team will be allowed on the court with the team during the game.
- 4.13 You must put all of your subs in the game at the four minute mark in the first and third quarter; they must play the remainder of the quarter unless there is an injury.
- 4.14 A player who commits **five** personal fouls over the course of a game, fouls out and is disqualified for the remainder of the game.

OCEAN SPRINGS YOUTH BASKETBALL RULES, REGULATIONS, BYLAWS 7-8 Co-Ed (Section 5)

- 5.1 Basket height is 8' feet. Ball size is intermediate (28.5).
- 5.2 A team has THREE time-outs per half. No time-outs may carry over. Forty-five seconds for each time out.
- 5.3 A game consists of four (4) eight (8) minute quarters with a running clock. The last two (2) minutes of each game uses a regulation clock.
- 5.4 Tied games will be decided in a two-minute overtime period with regulation clock. Each team has one time out. If the game is tied at the end of this overtime it will be scored as a tie.
- 5.5 There will be a zone defense inside the three point circle. No backcourt guarding is allowed EXCEPT IN THE LAST TWO MINUTES OF THE GAME. Defending past the three point circle is allowed if a team is losing by fifteen points. Then the leading team must use zone defense behind the three-point line only. There will be no defending of any inbound ball in the backcourt. Fast breaking will be allowed. If there is a fast break, it may be defended.
- 5.6 Players are allowed five (5) seconds in the lane.
- 5.7 Players must play at least half of the game. If a coach does not play each player the required amount of time, that game will be forfeited. Anyone who will not be playing due to an illness or health reasons must be reported to the scorekeeper before the start of the game. If the parent/guardian disagrees with the decision of the coach they can discuss it with the Athletic Coordinator. It is the parent's responsibility to inform the league representative that his or her child is not playing the required time.
- 5.8 Any team leading by fifteen (15) points or more must drop back into a zone defense. If a team catches up to within 10 points the leading team may resume a pressing defense. The penalty for not going to the zone, when requested by official, will be a "Technical" foul on the coach.

Continuous infraction of this rule will result in a board hearing and possible dismissal of the coach. (ZONE-below the top of Key-use three point line as boundary.)

5.9 All other playing rules will be in accordance with the basketball rules recognized by the Mississippi High School Athletic Activities Association

5.10 Coaches are not allowed on the court during game, only one coach will be allowed off the bench during the game except at half time and time-outs.

5.11 A player who commits **five** personal fouls over the course of a game, fouls out and is disqualified for the remainder of the game.

OCEAN SPRINGS YOUTH BASKETBALL RULES, REGULATIONS, BYLAWS 9-10 Co-Ed (Section 6)

6.1 Basket height is 10' feet Ball size is intermediate (28.5).

6.2 A team has THREE time-outs per half. No time-outs may carry over. Forty-five seconds for each time out.

6.3 A game consists of four (4) nine (9) minute quarters with a running clock. The last two (2) minutes of each game uses a regulation clock.

6.4 Tied games will be decided in a two-minute overtime period with regulation clock. Each team has one time out. If the game is tied at the end of this overtime it will be scored as a tie.

6.5 Defense can be played up to half court line. No backcourt guarding is allowed EXCEPT IN THE LAST TWO MINUTES OF THE GAME. There will be no defending of any inbound ball in the backcourt. Fast breaking will be allowed. If there is a fast break, it may be defended.

6.6 Players are allowed five (5) seconds in the lane.

6.7 Players must play at least half of the game. If a coach does not play each player the required amount of time, that game will be forfeited. Anyone who will not be playing due to an illness or health reasons must be reported to the scorekeeper before the start of the game. If the parent/guardian disagrees with the decision of the coach they can discuss it with the Parks Director. It is the parent's responsibility to inform the league representative that his or her child is not playing the required time.

6.8 Any team leading by fifteen (15) points or more must drop back into a zone defense. If a team catches up to within 10 points the leading team may resume a pressing defense. The penalty for not going to the zone, when requested by official, will be a "Technical" foul on the coach. Continuous infraction of this rule will result in a board hearing and possible dismissal of the coach. (ZONE-below the top of Key-use three point line as boundary.)

6.9 All other playing rules will be in accordance with the basketball rules recognized by the Mississippi High School Athletic Activities Association

6.10 Coaches are not allowed on the court during game, only one coach will be allowed off the bench during the game except at half time and time-outs.

6.11 A player who commits **five** personal fouls over the course of a game, fouls out and is disqualified for the remainder of the game.

**OCEAN SPRINGS YOUTH BASKETBALL
RULES, REGULATIONS, & BYLAWS
11–12, 13–14 YEAR OLD BOYS & OLDER (SECTION 7)**

7.1 Ball size is regulation for boys and intermediate size for girls.

Basket height will be regulation for both boys and girls.

7.2 A team has **THREE** time-outs per half. No time-outs may carry over. Forty-five seconds for each time-out.

7.3 A game consists of four (4) nine (9) minute quarters with a running clock. The last two (2) minutes of each game uses a regulation clock.

7.4 Tied games will be decided in a two-minute overtime period with regulation clock. Each team has one time out. If the game is tied at the end of this overtime it will be scored as a tie.

7.5 Players are allowed three (3) seconds in the lane.

7.6 Players must play at least half of the game. If a coach does not play each player the required

Amount of time, that game will be forfeited. Anyone who will not be playing due to an illness or health reasons must be reported to the scorekeeper before the start of the game. If the parent or Guardian disagrees with the decision of the coach they can discuss it with the Athletic Coordinator. It is the parent's responsibility to inform the league representative that his or her child is not playing the required time.

7.8 No dunking is allowed. Any player who dunks will be given a "Technical" foul and the basket will be disallowed.

7.9 All other playing rules will be in accordance with the basketball rules recognized by the Mississippi High School Athletic Activities Association

7.10 Coaches are not allowed on the court during game, only one coach will be allowed off the bench during the game except at half time and time-outs.

7.11 A player who commits **five** personal fouls over the course of a game, fouls out and is disqualified for the remainder of the game.