



# *Rules and Regulations Guide*

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# CCYB

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**Marc Bennett**  
**CCYB President**

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## I. Introduction

This document contains the rules, regulations, and professional ethics guidelines developed by the Cherokee County Youth Basketball Board of Directors (hereafter referred to as the BOD) and which apply to all individuals who choose to participate in the CCYB program. Participants include any individual who has signed and turned in to a CCYB Director one of the following:

- CCYB Player/Parent Contractual Agreement (Section X. in the CCYB Player Registration Form)
- CCYB Coaching Contract

### **A. CCYB Mission Statement**

The CCYB as an officially chartered organization exists in accordance with the following directives:

- Provide an alternative recreational activity parallel to, but mutually exclusive from, organized sports programs with the major emphasis on fun and learning
- Facilitate team-oriented athletic competition where the character values of sportsmanship, fair-play, commitment, contribution, and excellence are promoted

## II. CCYB Regulations and League Rules

This section identifies the CCYB Recreational League rules and regulations.

The regulations listed in this section pertain to the organizational structure of the CCYB Association and the operational framework of this organization.

The rules listed in this section are rules that fall into one of two general categories:

- (1) CCYB League rules that are *in-addition* to the rules listed in the National Federation of State High School Associations Basketball Rules Book.
- (2) CCYB League rules that *supersede* one or more rules listed in the National Federation of State High School Associations Basketball Rules Book as being CCYB specific.

### **A. CCYB Regulations**

#### **A.1 Purpose**

The purpose of the CCYB program is to provide a fun recreational activity to the children of our community, in a positive learning and positive competitive environment, while emphasizing the values of:

- sportsmanship
- respect
- commitment
- excellence
- dedication
- risk-taking

## A.2 Leagues Communities

The Cherokee County Youth Basketball program is offering basketball for boys and girls in the following League Grades:

- **BOYS:** 1, 2, 3, 4, 5, 6, 7-8, 9-10, 11-12 (9 leagues)
- **GIRLS:** 1, 2, 3, 4, 5, 6, 7-8, 9-10, 11-12 (9 leagues)

There are fifteen participating “communities that make up the CCYB constituency. Each community will form teams, within the league age-groups listed above, that will represent that community.

The fifteen participating communities are:

- Hickory Flat, Holly Springs, Hasty, Waleska, Sixes, Free Home, Clayton, Woodstock, Buffington, Macedonia, Arnold Mill, Mountain Road, Liberty, Knox Bridge and Ball Ground.

## A.3 Organizational Structure

1. The CCYB governing body (hereafter referred to as the GB) will consist of a President, a Secretary, a Treasurer, and a Board of Directors (hereafter referred to as the BOD) made up of a single CCYB Director representative from each participating community.
2. In certain extenuating circumstances, Co-Officers (e.g., Co-President, Co-Secretary, Co-Treasurer) are allowed as members of the GB (for example to help with delegation of operational workload/task management).
3. CCYB GB meetings will be held on a semi-regular basis as the operational and governing needs of the organization dictate. The scheduling of these meetings and the communication of the location/time to all CCYB BOD members is the responsibility of the President. Roberts Rules of Order will be the means by which business issues are introduced, discussed, and processed.
4. When voting on motions before the GB, each CCYB Officer and BOD representative will have a single vote. A 51% majority is required to carry a motion. During seasons where the GB includes Co-Officers, each Co-Officer will cast a single vote.

## A.4 Coaching Eligibility

1. Individuals desiring to serve as a Head Coach or Assistant Coach for a CCYB team must complete the following items for each coaching season:
  - Submit a completed CCYB Coaching & Code of Ethics Contract to the local CCYB Program Director (see sample form in Appendix)
  - Attend a CCYB Rules Changes/Coaches Orientation Seminar

In addition to completing these items, it is *recommended* that new coaches attend the CCYB Coaching Clinic.

2. *Coaching Staff Rule* - Each Head Coach and Assistant Coach will automatically have their son/daughter on their team, provided they are playing in their community. Only one Head Coach and one Assistant Coach per team will be formally recognized by CCYB. These two coaches will be the only coaches allowed on the bench during games. Additionally, assistant coaches are the sole responsibility of the Head Coach and must be named to the Director prior to the draft. Assistant coaches named subsequent to the draft have no privileges under the *Coaching Staff Rule*. For a named Assistant Coach to remain as an assistant coach, he/she must participate in 50% or more of a team's scheduled practices. Head Coach may appoint a temporary head coach that is over the age of 21 in the event the head coach can not attend.

## **A.5 Coaches' Code of Ethics**

A CCYB Coach must be constantly aware that they can be either a positive or a negative influence on the development of a child who plays for them. In all of their various contacts a CCYB Coach has with young athletes, game officials, other teams, other coaches, parents, fans, tournament officials, and others, a CCYB Coach should set an example of the highest ethical and moral conduct. In keeping with that goal, the following code of ethics applies to all Head Coaches and Assistant Coaches involved with CCYB Boys & Girls Basketball. As previously mentioned in Section A.4, each CCYB Coach will be required to submit a signed contract stating their agreement with and adherence to this ethical code of conduct.

The CCYB Coaches Contract consists of two sections outlined below: (1) Mandatory Conduct Rules and (2) Disciplinary Action/Appeal Process.

### **1. Mandatory Conduct Rules**

The following Rules are Mandatory Conduct Rules, and a violation of these Rules, determined after notice and an opportunity to be heard, will subject the Coach to the appropriate discipline, from a warning up to and including suspension or expulsion, depending on the severity of the violation, any mitigating or aggravating circumstances, and any prior discipline problems.

a. The Coach will always consider the personal safety and health of the athlete over a competitive advantage/disadvantage.

b. The Coach will participate and will require all athletes to participate (unless injured) in the exchange of handshakes after each contest.

c. The Coach will not use foul, abusive, obscene, or profane language during practices, games, or any activity with her/his team, nor will she/he permit it to be used by athletes or other adults associated with the team and its activities. This same rule applies to the use of foul, abusive, obscene, or profane gestures.

d. The Coach will treat Game Officials and Tournament Officials with respect. The Coach will not repeatedly berate, belittle, or harangue Officials before, during, or after contests. This is not to say that a Coach will agree with every call, but Game Officials and Tournament Officials will be respected. The Coach will not threaten, intimidate, bribe, induce, or otherwise attempt to influence an Official's calls in an unethical manner. The Coach will not indulge in such strong criticism, personal attacks, or other conduct that would be likely to incite the athletes, parents, or spectators to begin to harass, harangue and berate an Official. Public criticism of CCYB Officials or of CCYB athletes (the Coaches' own athletes or the opposing team's athletes) is unethical.

e. The Coach will provide drug-free, alcohol-free and tobacco-free practices, competitions, and team activities (e.g. team parties, trips, etc.).

f. Head Coaches will be 21 years of age, or older, and all Coaches will have no prior criminal convictions involving sexual crimes or selling illegal drugs. The CCYB Board of Directors has discretion to conduct a background investigation of a coach if the BOD deems it necessary.

g. The Coach will adhere to all age, participation and other eligibility requirements as set forth by CCYB Regulations, and will provide proper documentation of age to their local Director.

h. If a coach receives a technical foul for flagrant, unsportsmanlike conduct, the coach will be put on probation and suspended for one game. If a coach subsequently receives a second technical foul for flagrant, unsportsmanlike conduct, they will be dismissed from coaching for the remainder of the season. Flagrant, unsportsmanlike conduct would include fighting, obscene gestures or language, and the intent to hurt another individual (player, coach, or game official). These offenses would be determined by the referees and reviewed by the majority board of directors.

## 2. Disciplinary Action/Appeal Process

A Coach who is accused of violating any of these rules will be contacted verbally by their respective CCYB Director, in writing by the CCYB GB, and given an opportunity to respond to any allegation that has been brought to the attention of the CCYB GB. Should the allegations be substantiated and confirmed, then appropriate disciplinary action will be exercised by the CCYB GB. This action may range from a verbal/written reprimand and warning up to and including suspension or expulsion depending on: (1) the severity of the violation as judged by the CCYB GB, (2) any mitigating or aggravating circumstances, and (3) any prior disciplinary action or complaints.

*Disciplinary Action Appeal Process* - Should a Coach feel that disciplinary action taken toward him/her be unwarranted or unjustified, s/he may request an appeal hearing within 72 hours of the disciplinary decision handed down by the CCYB GB. The CCYB GB will then review the appeal at their earliest convenience and render a final decision in writing to the Coach requesting the appeal. All decisions in the matter are considered final at this point and no further review of the incident will be considered.

### **A.6 Fan's Code of Ethics**

Fans will treat Game Officials and Tournament Officials with respect. A Fan will not repeatedly berate, belittle, or harangue Officials before, during, or after contest. This is not to say that a Fan may agree with every call, but Game Officials and Tournament Officials will be respected by Fans. Fans will not threaten, intimidate, bribe, induce, or otherwise attempt to influence an Official's calls in an unethical manner. A Fan will not indulge in such strong criticism, personal attacks, or other conduct that would be likely to incite the athletes, parents, or other Fans to begin to harass, harangue and berate an Official. Public criticism of CCYB Officials, CCYB Directors, or of CCYB athletes (the Coaches' own athletes or the opposing team's athletes) is unethical and will not be tolerated.

The local CCYB Director has the authority to expel a Fan who violates this code of behavior.

Repeated violation of this code of behavior may result in a Fan being barred from attending any Future contests for the remainder of the current season.

## A.7 Player Eligibility

The following items apply to any individual wishing to play on a CCYB league team:

1. *Registration* - All prospective players must complete a CCYB Player Registration Form and pay the proper fees. All outstanding fee balances for a player must be paid by the first game of the season for the player to play.
2. *Grade Rule* - The CCYB recreational basketball league is open to all children between the grades of 1st and 12<sup>th</sup>. The grade the child is in during the current playing season determines the league grade the child will be placed in.
3. *League Grade Bracketing Rule* - There are nine CCYB league grade brackets for boys, and eight CCYB league grade brackets for girls. The grade brackets are as follows:
  - BOYS: 1, 2, 3, 4, 5, 6, 7-8, 9-10, 11-12
  - GIRLS: 1, 2, 3, 4, 5, 6, 7-8, 9-10, 11-12Player placement within each of these grade brackets will be governed by the grade rule defined in A.7-2. Any player may move up and play in a higher grade bracket if they wish to do so. A player wishing to move up would indicate this on the CCYB registration form. A player in their exiting year of their elementary or middle school will be allowed to play with their grade. All other players that need to play down will have to be approved by the BOD.
4. *Other Sports Program Exclusion Rule* - A player who is playing basketball on an organized school team, a church league team, or other non-CCYB recreational team during the current season may not play on a CCYB recreational league team.
5. *Community Rule* – Players from the community or school district they live in must play within that area. If there is an overflow of players from an area, or not enough players from an area, players may be placed on teams from a nearby community other than the one in which they live.

The BOD recognizes that this rule might need exceptions in certain individual cases (whether it be on the part of the coach, the parent, or the player), the BOD maintains the right to override this rule. This rule will be overridden, however, only when significant and just cause is shown to the board. All exceptions must be approved by the CCYB majority Board Of Directors. A list of names of players allowed to transfer and play in a community other than their own will be kept on file by the BOD. Any team found to have a player playing out-of-district without the expressed approval of the majority CCYB BOD will forfeit all games up to the point of discovery and will pay to the league the registration fee for that player. The team will also be declared ineligible for the end of the year tournament. The player will be given the option of playing in the community he/she is supposed to be in or have his/her registration fee refunded.

The league will not allow out-of-county players to play in the league. No player, however, will be disallowed to play because of an out-of-district player. All players must be registered within the designated registration dates.

## A.8 Team Formation and Provisions

1. *Player Try-outs/Draft Rules* - A CCYB director will supervise a player draft process. Players will attend a player assessment session to be evaluated of the player skills.

Each head coach and one assistant coach will claim his/her child to be on their team prior to the draft, providing they are not playing out of their community. The assistant must actively participate in at least 50% of the practices and games.

If a head coach does not have a child he will pick-up a player before the draft starts. If the head coach does not have an assistant he/she will get an extra pick in the 3<sup>rd</sup> round of the draft to even up the amount of kids that are on each team after that round. For example, three teams and team 2 does not have an assistant would draft like this. (1,2,3,3,2,1, team 2 would then make up for their assistant here, then continue 1,2,3, etc) If a coach picks, or protects a pair (brothers/sisters) he/she must take the other brother/sister on his/hers next pick of the draft.

### Draft Procedures:

- The Draft Director will provide a draft sheet to each coach listing all players in the age group.
  - The Director will assemble the coaches for the draft and go through the list identifying players that are protected and players with special requests.
  - The Director will identify each player by name as they take turns running various drills. Determined by the coaches and director before the draft.
  - Coaches should attempt to handle special requests through the draft
  - Each coach will pick a number from a hat to determine draft order. This will also determine team numbers (Sixes 1, Sixes 2, Sixes 3, etc.).
  - In the odd rounds of the draft coaches will pick in ascending order (1,2,3, etc.) and in the even rounds coaches will pick in descending order (3,2,1, etc.). Five rounds for three teams would be like this. (1,2,3,3,2,1,1,2,3,3,2,1,1,2,3, etc.)
  - In the event that a player is not present for the draft he/she will be considered a (hat pick). If there is only one player in the hat then the coach with the next pick in the draft will get that player. If there are more than one players then the names will go into a hat and the coach with the next pick will pick from the hat first and then the coach with the next pick will go until all names have been drawn. No coach may defer to not pick when it is his/her time to pick.
  - Player trade, see ccyb by-laws.
2. *Team Divisions* - Subsequent to registration and tryouts, but prior to the draft, the following will be established:
    - The number of teams in each division
    - The number of divisions in each league
    - The number of player slots for each team (maximum of ten, minimum of 6)
    - Head Coach staffing levels
  3. *Player Trade* - Provisions have been made to allow for the trading of players when unusual circumstances exist. These trades will be allowed, however, only if the head coaches from both teams involved and the local CCYB Director agree that it is in the interest of both players, and just cause exists. Parental permission and President/Co-President approval are required prior to any trades being affected after the draft.

4. *Player Additions* - After the last registration day, no new players will be added to any team except in the case of extreme emergency as determined by the director of the community. Such emergencies may include loss of a player for the season due to injury, leaving the community, etc. The team involved shall have gone below the respective league's established minimum number of players per team. Exceptions to this rule must be approved by the board of directors. No players may be added for the tournament under any circumstances.
5. *Organized Team Participation* - Participants cannot be playing basketball with an organized team during the current playing season. Any team(s) found to be using a player who is a member of an organized school, recreational, or church team will forfeit all games in which that player participated in. If the player is on any roster at any time after the CCYB season starts, the player will not be eligible to play in the CCYB league and will have their registration fees forfeited.
6. *Participation in Non-CCYB Events* - At the local community CCYB Director's discretion, a whole CCYB team may play in an outside organized non-CCYB event provided that it does not interfere with any CCYB games or tournaments.
7. *Team Attire* - CCYB will provide game jerseys that must be worn in all league play. No other uniforms will be allowed. No alterations, whatsoever, to a CCYB game jersey are permitted, including NO names printed on back of shirts. Each player should wear shorts of a color that is compatible with their jersey color. All players on a team should wear the same color shorts. Every player on each team should also wear either white socks, or socks of a color that is compatible with their jersey color.

No jewelry, including earrings, will be allowed. Hair clips or hair bands will be allowed if made of rubber or fabric. In all cases, the supervising game officials will have final say should disputes arise.

Players must wear tennis shoes—street shoes are not allowed on the gym floor.

In the event team colors match the visiting team will wear a pull over.

8. *Player Conduct* - If a player receives a technical foul for flagrant, unsportsmanlike conduct, the player will be put on probation and suspended for one game. If a player subsequently receives a second technical foul for flagrant, unsportsmanlike conduct, they will be expelled from CCYB without a refund of registration fee. Flagrant, unsportsmanlike conduct would include fighting, obscene gestures or language, and the intent to hurt another player, coach, or game official (ref.). These offenses would be determined by the referees and reviewed by the majority board of directors.

The *Player Registration Form*, which parents are required to sign, states the provisions for sportsmanlike conduct (see the section titled *Player(s)/Parent(s) Contractual Agreement*). By signing this form, parents acknowledge that they understand and agree to the terms and conditions set forth in the contract, and that they, or their child, will be ejected from any game where they exhibit unsportsmanlike conduct.

9. *Trophies* - League champions will be awarded first place trophies unless there exist multiple divisions within a league. If multiple divisions exist for a league age group, then first place trophies will be awarded for each division. For teams with identical records, head to head competition record will determine the tournament seating. Co-champion trophies will be awarded if applicable.
10. *Post-season Tournaments* - Post season tournaments will be held with the first and second place finishers receiving tournament trophies. Tournament sites and participants will be chosen by the CCYB BOD.
11. *Illegal Substances* - The use of illegal substances (alcohol, drugs, etc.) by any player is strictly prohibited and will result in:
  - a. immediate expulsion from the program
  - b. possible barred future participation in the program

It is the responsibility of the local CCYB Director to know which players at their school fall into this category.

12. *Player Suspension/Expulsion* - If a player is suspended from attending school temporarily, or expelled from school for any reason, the player is also suspended from the CCYB program and cannot resume participation in CCYB as a player without the approval of the Board of Directors.

It is the responsibility of the local CCYB Director to know which players at their school fall into this category. A process should be defined at the local school level whereby the CCYB Director is informed by the local school administration when a CCYB participant has been suspended or expelled from school.

#### **A.9 Game Execution**

1. *Length of Game* - See the *CCYB League Characteristics Matrix* (Section B) for Length of Game information.
2. *Start of Game* - Each game will begin at the scheduled time unless the previous game overlaps, in which case the game will begin three minutes after the completion of the previous game. A minimum of four players on the court is required for a game to begin.
3. *First Game Grace Rule* - The following rule applies for the *first game* of a game day only:

If a team cannot field the minimum number of required players (4) on the court to start a game, that team will be granted a ten minute "delay-of-game" grace period. At the end of the ten minute grace period, the team failing to place the required four players on the court will forfeit.

Should both teams be unable to field a minimum of four players at the end of the ten minute delay-of-game grace period, then the game will be canceled and the game will count as a loss for both teams.

4. *Mercy Rule* – Any time during the game if a team's lead reaches a minimum of 25 points for grades 7<sup>th</sup> – 12<sup>th</sup> or 20 points for grades 1<sup>st</sup> - 6<sup>th</sup> at anytime during the game, the lead official will announce a running clock is in affect and from that point forward. In the event that the score becomes within 15 points for grades 7<sup>th</sup> – 12<sup>th</sup> or 10 points for grades 1<sup>st</sup> - 6<sup>th</sup> the game will go back to regulation. During the mercy rule the clock will be stopped for time-outs only and no pressing is allowed by either team.
5. *Player Substitution Rule* - The clock will be stopped at the first dead ball situation closest to the 3-minute time frame (2:45-3:15) during the first and second quarters. Timekeepers should assist the referee by stopping the clock and signaling the referee that substitutions are required in accordance with this rule.

At that time the coach must substitute all players to ensure the subs get their six minutes of playing time. This should be the only subbing of the 1st and 2nd quarters unless one of the following situations occurs:

- (1) unless a player is injured
- (2) a player gets in foul trouble (Note: *foul trouble* here is defined as a player receiving 2 fouls in the first quarter, or 3 fouls in the second quarter).
- (3) A starter subs for a starter (explained below)

During the 1<sup>st</sup> and 2<sup>nd</sup> quarters, a player starting a quarter, and then who is subsequently removed at the mandatory substitution time, may sub for a player who started the quarter and who was not removed at the mandatory substitution time. In other words, during the remaining three minutes of the 1<sup>st</sup> and 2<sup>nd</sup> quarters, a player who started the quarter and was put on the bench at the mandatory sub time may sub for a starter who was not taken out.

If a child arrives to the game in the 1<sup>st</sup> or 2<sup>nd</sup> quarter of a game and within the first three minutes of that quarter they are to be subbed in during the 2<sup>nd</sup> three minutes of that quarter. If a child arrives after the first three minutes in the 1<sup>st</sup> or 2<sup>nd</sup> quarter of a game they do not have to play their allotted three minutes for that quarter and they do not have to make it up in the 2<sup>nd</sup> half of the game.

It is the responsibility of the scorekeeper to note players who start each quarter and subs as they enter the games differently in the scorebook and to make sure all substitutions are made.

6. *Game Staffing Rule* - Scorekeepers, timekeepers, and game officials are not to be disturbed by any individuals (fans or coaches of teams other than those teams involved in the current game) during the course of the game. The only individuals permitted to question a scorekeeper or timekeeper are the head coaches from either of the two teams participating in the current game and either of the officials referring the current game. Coaches are permitted to consult with the scorekeepers only during a dead ball and not while the game is in progress.

If a fan of a team is attempting to engage a scorekeeper or timekeeper in conversation, or is bothering them in any way, it is the responsibility of the head coach of that team to alert the offending individual to cease and desist. If the individual does not cease and desist, that person will be ejected from the gym by the local CCYB Director.

7. *Questioning Calls* - One and only one coach of a team is permitted to question a referee's call. No coach will be permitted on the court at any time unless a player is injured and not unless summoned by a referee, or Director. Violations will result in a technical foul.

8. *Coach's Box Rule* - One and only one coach of a team is permitted to be off the bench and in the coach's box during a game. If both coaches are off the bench in the coach's box, a verbal warning will be issued. If repeated violations of this rule occur during a game, it is at the discretion of the referee whether or not to charge the offending coach with a technical foul (for example, both coaches may be physically off the bench but are not engaging in disruptive or provocative behavior--under these circumstances, the referee may allow both coaches to remain in the coaches box).
9. *Dunking* – Dunking or attempting to dunk is not allowed in any age group before, during, or after any games or practices on either 8 or 10 foot goals. Players who violate this rule will be subject to the same consequences incurred by a player committing a flagrant foul, and may be suspended from play. If any damage to the goal or backboard occurs, the player will be responsible for any damages.
10. *Overtime* - In case of a tied game at the end of regulation time, a three-minute overtime period will commence. If a tie still exists at the end of the first three-minute overtime, successive two-minute overtime periods will be played until a winner is decided. During all overtimes for all age groups, unless otherwise noted in *Section B-CCYB League Characteristics Matrix*, the clock will be stopped on dead balls.
11. *Game Protests* - The Head Coach of a team may submit a game protest to the CCYB BOD as long as the subject of the protest addresses one or more blatant and obvious rule infractions committed by a winning team where the officials present either did not know, or had an incorrect understanding of, the rule(s) involving a game situation. For a protest to be considered, a coach **MUST** announce his/her intent to protest a game at the point of the protested incident to the contest officials, and the reasons for the protest **MUST** be recorded in the official scorebook maintained by the local CCYB Program Director.

Furthermore, the protested incident will not be considered unless it is the judgment of the BOD that the losing team filing the protest could possibly have won the game had the officials made the alleged proper call during the game. For example, if a team is behind by 15 points with 1 minute remaining in the fourth quarter, and a valid protest incident occurs, the BOD will not entertain the protest since the probability the losing team could win the game is nearly 0%.

For the BOD to consider a protest, a completed *CCYB Game Protest Form* must be delivered to the local CCYB Director for the team filing the protest within 36 hours of the completion of the game where the protest incident occurred. A non-refundable \$50 processing fee must accompany the protest form or the protest will not be considered. If a protest is ruled in favor of the coach, the \$50 fee will be returned to the coach.

12. *Half-time* – No shooting will be allowed during half-time for any body other than the two teams currently playing.

### **A.10 Players Rights and CCYB BOD Ruling Appeal Process**

Any player who is placed on probation or is expelled from the program is entitled to an appeal hearing of the decision. Attendance at this meeting is mandatory for the following individuals:

- CCYB Officers/Co-Officers
- The CCYB Board of Directors
- One or both parents of the individual for whom the appeal hearing was requested

The following individuals may optionally attend, or may be asked to attend by the CCYB BOD:

- Player's coach
- Opposing team's coach (if player infraction occurred during a game)
- Referees (if player infraction occurred during a game) Note: a written statement from one or both referees may be requested by the BOD in lieu of, or in addition to, their requested attendance at the appeal hearing

The purpose of the hearing is to provide an opportunity for due process and allow those wishing to appeal the BOD decision to submit new information related to the infraction. At the completion of the appeal hearing, a ruling on the appeal will be made by the BOD and the secretary will notify those requesting the appeal hearing in writing of the BOD's final decision.

A letter requesting an appeal hearing must be sent to the CCYB President. It is the responsibility of the CCYB President to schedule the hearing and to provide follow-up communication to all concerned.

### **A.11 Rule Exception Process**

There is no formal rule exception request process. Should a situation arise where a parent or other individual makes a specific request of a local CCYB Director that violates CCYB established policies, procedures, or rules; and the request is based on unique or exceptional circumstances, then the CCYB Director may request a formal BOD meeting to discuss the matter.

## **B. CCYB COMPETITIVE LEAGUE**

### **B.1 Team Formation and Provisions**

1. Teams must be formed and presented to the school director one week before the draft. Coaches must bring form with player names and parent signatures with consent to play on the team being formed. If each school wants to have a tryout they can, but teams can be formed without tryout.
2. If a 4th or 5th grade competitive team is formed at any school and at the recreational draft for that grade there are not enough players (less than six) to form a recreational team. The competitive team for that grade/school must be dissolved and presented at the recreational draft so that two teams may be formed. This rule is so that no elementary school age kids (4th or 5th grade) get stranded with no team and sent to a school out of their elementary school district.
3. For grades 4th – 6th players must live in the elementary school district that teams will play for. For grades 7th – 12th players must live in High school district that the elementary school they are playing for feeds into.

4. Participation in Non-CCYB Events. Same as CCYB rules. A whole CCYB team may play in an outside organized non-CCYB event provided that it does not interfere with any CCYB games or tournaments.
5. Player Additions – Same as CCYB rules.
6. For each age/gender group there will be a division for all the competitive teams.
7. Four team minimum to make a division
8. Six player min. Ten player max. to create a team.

## **B.2 Coaching Eligibility**

Individual must meet all existing CCYB eligibility requirements. School director will have discretion over who can and cannot be a coach just as they do now.

## **B.3 Game Execution**

1. Goal height – 10'
2. Ball size – 28.5" for grades 4th – 6th, Girls 7th – 12th and Regulation for boys 7th – 12th.
3. Foul line- 12' for grades 4th and 5th. Regulation for grades greater than 5th.
4. Lane violation – 5 seconds for 4th grade and 3s for grades greater than 4th.
5. Three point shot – counts as three
6. Backcourt pressure - Allowed anytime.
7. Full court pressure - Allowed anytime except when Mercy Rule.
8. Mercy Rule - Same as CCYB rules.
9. Length of game - Same as CCYB rules.
10. Player Substitution - Same as CCYB rules

B. CCYB League Characteristics Matrix

<i>League Name</i>	<i>Goal Ht</i>	<i>Ball Size</i>	<i>Foul Line</i>	<i>Lane Vio</i>	<i>3pt Shot</i>	<i>Backcourt Pressure Other Than Fullcourt Pressing</i>	<i>Fullcourt Pressing<sup>1</sup></i>	<i>Length of Game, Time-outs, and Miscellaneous Provisions</i>
<b>Boys/ Girls 1<sup>st</sup> Grade</b>	8'	27.0	10'	5s	2 pts	Not allowed anytime <ul style="list-style-type: none"> <li>• Defense picks up offense at <i>3pt line</i> or taped line across the court</li> <li>• Offense must cross 3 pt line within 5s of crossing half court and cannot attempt shot until crossing the line (exception here is a "last second" shot)</li> <li>• Defense violation results in personal foul against player. Defense can come across 3 pt line after 5 sec. 5 seconds resets after Dead Ball</li> <li>• No offensive violation.</li> <li>• 1 team warning per game.</li> </ul>	Not allowed	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys/ Girls 2<sup>nd</sup> Grade</b>	8'	27.0	10'	5s	2 pts	Not allowed anytime <ul style="list-style-type: none"> <li>• Defense picks up offense at <i>3pt line</i> or taped line across the court</li> <li>• Offense must cross 3 pt line within 5s of crossing half court and cannot attempt shot until crossing the line (exception here is a "last second" shot)</li> <li>• Defense violation results in personal foul against player. Defense can come across 3 pt line after 5 sec. 5 seconds resets after Dead Ball</li> <li>• No offensive violation.</li> <li>• 1 team warning per game.</li> </ul>	Not allowed	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys/ Girls 3<sup>rd</sup> Grade</b>	8'	28.5	12'	5s	2 pts	Not allowed anytime <ul style="list-style-type: none"> <li>• Defense picks up offense at <i>half court line</i></li> <li>• Violation results in personal foul against offending player unless two or more players are applying backcourt pressure illegally—then violation results in technical foul against the offending team's Head Coach</li> <li>• 1 team warning per game.</li> </ul>	Allowed in the following instances: <ol style="list-style-type: none"> <li>1. When a team falls 10 or more points behind, it may press the team in the lead until the team's lead drops below 10 points</li> <li>2. During the last 2 minutes of the regulation game, or at anytime during any overtime, the team behind may press the team ahead regardless of the point deficit</li> <li>3. During the last 2 minutes of the regulation game, or at anytime during any overtime, the team ahead may press the team behind as long as their lead is not 10 or more points                             <ul style="list-style-type: none"> <li>• Violation results in technical foul against the team's Head Coach</li> </ul> </li> </ol>	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>

<b>League Name</b>	<b>Goal Ht</b>	<b>Ball Size</b>	<b>Foul Line</b>	<b>Lane Vio</b>	<b>3pt Shot</b>	<b>Backcourt Pressure Other Than Fullcourt Pressing</b>	<b>Fullcourt Pressing<sup>1</sup></b>	<b>Length of Game, Time-outs, and Miscellaneous Provisions</b>
<b>Boys/ Girls 4<sup>th</sup> Grade</b>	9'	28.5	12'	5s	3 pts	Not allowed anytime <ul style="list-style-type: none"> <li>• Defense picks up offense at <i>half court</i> line</li> <li>• Violation results in personal foul against offending player unless two or more players are applying backcourt pressure illegally—then violation results in technical foul against the offending team's Head Coach</li> <li>• 1 team warning per game.</li> </ul>	Allowed in the following instances: <ol style="list-style-type: none"> <li>1. When a team falls 10 or more points behind, it may press the team in the lead until the team's lead drops below 10 points</li> <li>2. During the last 2 minutes of the regulation game, or at anytime during any overtime, the team behind may press the team ahead regardless of the point deficit</li> <li>3. During the last 2 minutes of the regulation game, or at anytime during any overtime, the team ahead may press the team behind as long as their lead is not 10 or more points <ul style="list-style-type: none"> <li>• Violation results in technical foul against the team's Head Coach</li> </ul> </li> </ol>	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys/ Girls 5<sup>th</sup> Grade</b>	10'	28.5	12'	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys/ Girls 6<sup>th</sup> Grade</b>	10'	28.5	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys/ Girls 7<sup>th</sup>-8<sup>th</sup> Grade</b>	10'	<u>Boys</u> Reg  <u>Girls</u> 28.5	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>• Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>• There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>• each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>

<b>League Name</b>	<b>Goal Ht</b>	<b>Ball Size</b>	<b>Foul Line</b>	<b>Lane Vio</b>	<b>3pt Shot</b>	<b>Backcourt Pressure Other Than Fullcourt Pressing</b>	<b>Fullcourt Pressing<sup>1</sup></b>	<b>Length of Game, Time-outs, and Miscellaneous Provisions</b>
<b>Boys 9<sup>th</sup>-10<sup>th</sup> Grade</b>	10'	Reg	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Girls 9<sup>th</sup>-10<sup>th</sup> Grade</b>	10'	28.5	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Boys 11<sup>th</sup>-12<sup>th</sup> Grade</b>	10'	Reg	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>
<b>Girls 11<sup>th</sup>-12<sup>th</sup> Grade</b>	10'	28.5	Reg	3s	Reg	Allowed anytime	Allowed anytime except for when the <i>Mercy Rule</i> (Section A.9.4) is in effect.	<ul style="list-style-type: none"> <li>Games will consist of four six-minute quarters with the clock stopping on all dead ball situations.</li> <li>There will be a one-minute break between quarters and a three-minute break at half-time</li> <li>each team will be allowed four one-minute time-outs plus one 20-second time-out per game--unused time-outs are carried over to any overtime period with one additional time-out being given for each overtime period</li> </ul>

**NOTES:**

1. These rules suspended when the *Mercy Rule* (Section A.9.4) becomes effective.
2. *Competitive League rules are different from this matrix.*