

Cobb County PARKS

2022

Youth Basketball Program



**Fair Oaks Recreation Center
1465 W Booth Rd Ext SW
Marietta, GA 30008**



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I. PURPOSE OF THE YOUTH BASKETBALL PROGRAM

The basic purpose of our Youth Basketball program is to provide a leisure time activity that has all the characteristics necessary in helping youth to enjoy successful experiences at all levels of ability. The program also strives to increase each player's skill level and enjoyment of the game. We believe that under the proper leadership, the program can bring out these objectives. For this to become a reality, it is necessary to further develop the objectives below:

- By learning to get along with others and making friends
- Attitudes that are considered good for community living
- Sportsmanship
- Keeping fair play in mind, while obeying and respecting the rules
- Enjoyment and fun
- To develop healthy bodies and minds
- Belonging – being part of a group
- Appreciation of fine play of opponents as well as self
- Learning to cooperate – TEAMWORK
- Learning to compete – SELF DISCIPLINE

II. SCOPE OF THE YOUTH BASKETBALL PROGRAM

The program will encompass (7) areas of participation: 6U coed, 8U boys/girls, 10U boys/girls, and 12U boys/girls. The age of the player as of May 2, 2022, is the league age of the player. A player may participate in a higher division.

III. THE ROLE OF THE VOLUNTEER COACH

The Cobb PARKS wants to thank you for accepting the responsibility of coaching one of our youth basketball teams. No program can be a success without good leadership.

Please make sure that your assistant coach completes the Volunteer Coaches form before providing any assistance; return those forms to your supervisor immediately.

The sport will require many hours and you will serve without pay, but your job is still important. You will be building moral fiber, mental health, as well as physical strengths that will last a lifetime.

These players are at a most impressionable age and the training you give them, good or bad, will have a lasting effect on their lives.

For some, playing on your team may be their only contact with organized sports. We know you will want them to remember it as a pleasurable and meaningful experience.

A successful experience for youth of this age in a developmental sports program is to have an opportunity to participate and enjoy (have fun) doing the activity. If each participant perceives the activity in this fashion they will be at the height of their “teachable” moments. This is when they are prepared and interested in learning about this activity and will strive to enhance their abilities and skills.

Without your help, this program would not be possible. On behalf of the athletes, parents, and the Cobb PARKS, THANK YOU!!!!

IV. CODE OF CONDUCT

The Cobb PARKS operates many recreational programs for young persons and provides facilities for the operation of many others. The Department recognizes and greatly appreciates the commitment of its volunteer administrators, officials, and coaches involved in those programs. Your time and effort are greatly appreciated by the Department, the league or organization in which you coach, and the parents and participants in these programs.

The Department is committed to creating, through programs, opportunities and experiences that will foster the development of positive moral and ethical standards within the youth of our community and will promote good sportsmanship among all participants. The achievement of those goals, in large part, depends on the character and conduct of persons involved in those programs as administrators, officials, and coaches.

No person has a "right" to participate as a volunteer in any of the programs. Such participation is controlled initially by the administrators for the program; but as a result of its obligation and welfare of participants, its interest in the community and image of all such programs, and its interest in regulation of activities using facilities maintained by the Department. Participation by volunteers is ultimately subject to the oversight and sole discretion of the Department. An inducement to permitting their participation in programs which utilize its facilities, the Department must be assured that such persons are committed to conducting themselves in a manner which will serve as a positive role model for the participants and which will be consistent with the high moral and ethical standards, and with the ideals of good sportsmanship, which the Department seeks to develop through all its athletic programs.

To assure the Department of his/her continuing commitment to those goals, the undersigned administrator, official, and coach hereby agrees to abide, and be bound, by the following standards of conduct and further agrees to the authority of the Department to enforce those standards:

1. Abstain from using any tobacco or alcohol products in or around the playing field or the sports complex in which the activity is located.
2. Refrain from participating in any game or practice activity when it is apparent that you have consumed alcohol prior to arriving for that activity.
3. Refrain from using abusive or profane language in or around the playing field or the sports complex in which the activity is located.
4. Refuse to permit a player to participate in a practice or game when in doubt as to the player's health or physical condition.
5. Provide equal opportunities for all players regardless of race, color, ethnic background, religion, or age, or otherwise qualified.
6. Refrain from accepting or offering any gift, gratuity, or favor that might influence your judgment, or with the intent of obtaining special privileges, and from exploiting any relationship with a player for your personal gain or other advantage.
7. Strive to promote good mental and physical health in all aspects of participation and refrain from any type of verbal or physical abuse of any players.

8. Constantly display and demand good sportsmanship in practice and in games, including, but not limited to, accepting decisions of game officials in a professional manner, refrain from criticizing opposing coaches, players, and fans; congratulate opposing players and coaches following a game; refrain from teaching unsportsmanlike strategies; and refrain from running up the score, rather than providing more players with opportunities to participate.
9. Conduct yourself in accordance with all rules, regulations, and determinations of the league or program in which you are participating.
10. Make any criticism “constructive” in nature and reserve it for private moments.
11. Hold a pre-season parents’ meeting and maintain open communications with parents relating to all aspects of participation, including conduct of both parents and players.
12. Consistently act in the best interest of the players and the athletic program in which you are participating to provide a positive experience for each player and to promote a positive image of the program.
13. Do not attempt to make a farce of the game by telling or teaching players unsportsmanlike strategies.
14. Always speak to officials in a courteous manner when discussing a rule interpretation.

V. REFUND POLICY

All requests for refunds must be requested through the League Coordinator for review explaining the situation.

Full Refund

- A refund is requested prior to player evaluations being held and the uniform order has not been placed.
- A player has not been placed on a team.

No Refund

- If a player attends any or all of the evaluations and then decides not to participate.
- If the uniform order has been placed and a player decides not to participate. (The player will be given the uniform purchased.)
- There will be no refunds once teams are selected.

The League Committee will review special circumstances to consider refund requests on a case by case basis. The League Committee reserves the right to grant a refund of registration, full or partial, for special circumstances.

VI. GUIDELINES FOR EJECTIONS

The League Coordinator shall have the authority of imposing penalties on all ejections. For any violation not included below, the penalty shall be at the discretion of the Committee of Coordinators.

Tier 1: Ejection from current game

Please note that a warning will be given prior to any ejection due to the following reasons:

- A. Any player or spectator guilty of using profane language or other unsportsmanlike conduct.
- B. Failure of the Coach or Assistant Coach to maintain team/parent control.

Tier 2: Ejection from current game, two (2) game suspension. Season Probation.

- A. Verbally threaten a player, an official, Cobb PARKS staff member, or spectator.
- B. Any sport-specific ejection (i.e. a basketball player receiving two technical fouls).
- C. Deliberately throwing equipment, or materials, or other unsportsmanlike conduct.

* Please note that a Tier 2 ejection will be served county-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all Cobb PARKS facilities, including coaching youth leagues, or attending youth practices).

Tier 3: Ejection from current game, and the remainder of the season

- A. Any player/coach receiving a Tier 1 ejection while on Season Probation.
- B. Serious acts such as inciting a riot, disrupting the progress of any game, etc.
- C. Act of fraud (i.e. playing a player under an assumed name).
- D. Threaten a player, an official, Cobb PARKS staff member, or spectator by using physical harm.

* Please note that a Tier 3 ejection will be served county-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all Cobb PARKS facilities, including coaching youth leagues, or attending youth practices).

Tier 4: Ejection from current game, one (1) year suspension

- A. Any player/coach receiving a Tier 2 ejection while on Season Probation.
- B. Deliberate act that causes bodily harm to another player or property.

* Please note that a Tier 4 ejection will be served County-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all Cobb PARKS facilities, including coaching youth leagues, or attending youth practices).

Tier 5: Ejection from current game and life from all County facilities.

- A. Physically attacking an official, Cobb PARKS staff member, or spectator.
- B. Any player/coach receiving a Tier 3 ejection while on Season Probation.

* Please note that a Tier 5 ejection will be served County-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all Cobb PARKS facilities, including coaching youth leagues, or attending youth practices).

NOTE - All hearings will be held in front of a Coordinator Committee to determine the outcome. Based off review penalties can be subject to change.

VII. BASKETBALL RULES, REGULATIONS AND INFORMATION

1. **COACHES** - All coaches must complete a Cobb PARKS Background check. Each team will have two (2) coaches, if possible, and no more than three (3) coaches. During practices and games, only players and coaches participating are allowed on the court. Coaches are responsible for cleaning up around the bench area after each scheduled game and practice.

2. **GAME DAY VOLUNTEERS** - All teams must provide one volunteer to keep the scorebook and scoreboard for each game. The home team will be responsible for providing one volunteer to keep the scorebook and the away team will be responsible for providing one volunteer to keep the scoreboard.

3. **ELIGIBLE PLAYERS**

Birth Certificates - All participants are required to have birth certificates presented at the time of player evaluations.

- 6U coed
- 8U boys/girls
- 10U boys/girls
- 12U boys/girls.

Age divisions may be combined when deemed necessary by the coordinator of the league. In the event, there are not enough select teams, all players will be placed in the appropriate league.

4. **EQUIPMENT** - Jerseys will be provided. Players must wear non-marking shoes always. The team jersey must be worn always and must be tucked inside the shorts. The home team jersey will be the lighter of the two colors. The jersey cannot be altered in any way. If the jersey provided does not fit the player, the supervisor on duty may allow a different jersey. If a child's jersey is lost parents may buy a new one.

No jewelry will be allowed during games or practices. Hair clips or bands will be allowed if they are made from rubber or fabric.

Mouth pieces and eye glass straps are strongly encouraged.

5. **COST** – \$100.00

6. **LEAGUE** - All games and practices will take place at Fair Oaks Recreation Center. In the event the league grows beyond capacity or the gymnasium is unavailable, games may be played at other designated Cobb County facilities.

7. **WEBSITE** - League information, newsletters, scores, results, standings, and playoff information will be posted through www.QuickScores.com/CobbCounty.

8. **NUMBER OF PLAYERS PER TEAM** - Each team will have a maximum number of ten (10) players and three (3) coaches.

9. **PLAYING COURT** - The 6U, 8U, 10U, and 12U divisions shall be played on an official high school regulation basketball court.

10. **OFFICIALS** - The expectation is to have two officials if possible, for all league games, the 6U and 8U division can be supervised by just one official. When an official or staff recognizes an injury, it is an OFFICIAL TIME OUT and a staff member shall determine if the player may be allowed to continue to play (if physically able to do so). If it is necessary for the coach or staff member to come onto the court to assist the injured player, the player must leave the game until the next dead ball.

11. **PLAYER PARTICIPATION RULE**

Players must play one uninterrupted quarter in the 1st and 2nd half

- **UNLESS:**
 - They are injured
 - Player gets into foul trouble (receives more than 3 fouls within the 1st half).
 - The team has less than 7 players present (2 on the bench)
- **Foul Trouble Rule**
 - It will be the coach's discretion to take the player out or keep the player in the game if the player gets into foul trouble (at least 3 fouls) in the 1st half of the game.
 - In the case the coach decides to take the player out of the game during the 1st half to avoid foul trouble, that player **MUST** start the second half to finish their playing time
 - Example. Player plays in the 1st quarter and receives 3 fouls with the clock showing 4 minutes and the coach decides to take the player out of the game the player would need to start the second half (3rd quarter) and play for 4 minutes before he/she is substituted out of the game.

12. **PLAYER SUPERVISION** - In order to ensure the safety of all players, Cobb PARKS is asking each coach to stay with your players after practices and games until all players have been picked up and accounted for. If the same parents are consistently late, please inform the supervisor on duty and they will talk to the parents about this. If it continues, a player may be dismissed from the league. Under no circumstances shall a coach leave a player unattended.

13. **MANDATORY PARENTS MEETING** - All coaches must have a pre-season meeting with parents to discuss the philosophy of the program, expectations, parental conduct, various rules and regulations, and other necessary team information.

14. **BALL SIZE**

- 6U coed – 27.5
- 8U boys/girls | 10U boys/girls | 12U girls - 28.5 *Circumference*
- 12U boys – 29.5 *Circumference*

15. **GAME RULES** - All games will be played in accordance with the Georgia High School Association rules, unless otherwise stated in these rules. The 6U division will play a different variation using boxes for defensive players and x's for offensive players to stand. Each player must stay in their defensive box area until there is a change of possession.

- A team must have at least 4 players to start a game. There is no grace period. Game time is forfeit time.
- Teams are allowed a 5-minute grace period beyond the scheduled start time of the game. If a team is unable to produce the total starting number of players required, they will be charged with a forfeit.
- Only one coach will be allowed to stand while their team is playing. First infraction will be a warning; second infraction will be a technical foul.
- Coaches are not permitted on the playing court at any time except for injuries and coaching the 6U year old division. Violations will result in an automatic technical foul.
- Length of quarters, foul line distance, and time outs per game:

Age	Length of Quarter	Foul line	Goal	Time Outs/Game
6U	6 minutes	8 ft	8 ½ ft	TWO 30-second & THREE 60-second
8U	8 minutes	10 ft	8 ½ ft	TWO 30-second & THREE 60-second
10U	8 minutes	15 ft	10 ft	TWO 30-second & THREE 60-second
12U	8 minutes	15 ft	10 ft	TWO 30-second & THREE 60-second

- 3 minute warmup period prior to each game and at halftime. 1-minute break in between quarters.
- Games will be played with a running clock. The game clock will only stop for:
 - With the whistle in the last two minutes of each half (*except when a team is leading by more than 20 points)
 - Time outs
 - During overtime with every whistle in the last 1 minute of play.
 - During the one (1) minute break between quarters
 - During the three (3) minute break between halves
- **If a team has a lead of more than 20 points, the clock will not stop until the lead falls below the 10-point mark or time runs out.
 - When a game continues past the scheduled start time of the next game, the next scheduled game of the tournament will start 2 minutes following the end of the previous game.
 - During a running clock, if a time out is taken during free throws, the clock will not resume until the ball is put back into play after the free throw.
 - At any time a team's lead reached 40 points the game will be stopped.
- *Overtime*
 - If a game is tied at the end of regulation play, a three (3) minute overtime will be played with a continuous clock until the final minute of overtime.
 - If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken. The last minute of play will be regulation time.
 - Each team will receive one additional time out at the beginning of each overtime period.
- *Beginning Possession* - All age groups will participation in a jump ball. Possession of the ball at the beginning of the game shall be determined by a jump ball for all age groups. Ball possession will alternate throughout the rest of the game.
- *Full Court Pressure*
 - No full court pressure will be allowed in the 6U division.
 - In the 8U division, full court pressure will only be allowed in the final 2 minutes of each half. In all other age divisions, regular game rules apply.
 - One (1) warning will be given if teams press outside of the allowed timeframe. The second (2) infraction will result in a technical foul.
 - If at any time during the game a team (any age division) gains a lead of 20 point or more, NO full court pressure will be allowed until the score differential drops below 10 points
- *Lane Violations*
 - In the 6U division the lane will have a 10 second restriction and the 8U division will have a 5 second restriction.
 - In all other age divisions, the standard 3 second lane restriction applies

16. **TIEBREAKERS**

The guidelines for rankings are as follows

- 1) FIRST - W/L Record

- 2) SECOND - In case of tie, head-to-head competition
- 3) THIRD - Point differential (points scored minus points against) within the league
- 4) FOURTH - Coin Flip

17. **GYMNASIUM RULES** – Cobb PARKS staff will be responsible for enforcing all Cobb County facility rules.