

CORNELIUS PARKS & RECREATION (CPRD)  
AND  
DAVIDSON PARKS & RECREATION (DPRD)  
2024-25 YOUTH WINTER BASKETBALL LEAGUE

**League Rules**

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I. NAME

The league shall be known as the Cornelius-Davidson Youth Winter Basketball League.

II. PLAYING RULES

The league will be governed by the National Federation of State High School Associations (NFSHSA) along with the CPRD and DPRD local rule modifications as listed and described below. Instructional Division rules (5-6) are listed in a separate document.

III. TEAMS

1. All teams and participants in the league must abide by all rules and regulations set forth by CPRD and DPRD, which will govern participation in the league.
2. All teams shall be of uniform dress consisting of same or similar color jersey with a number (jerseys issued by the league). Any player not having a league-issued same or similar color jersey with number must wear the same color shirt as their team for that day and must get approval from league staff to participate. No taped-on numbers or magic marker numbers will be allowed without expressed permission from league staff. Also, participants may not switch or change numbers at any point during the season.
3. Teams will carry a maximum of ten (10) players per roster. Each player must be a registered member of the league in the division in which they are playing and must have submitted an official registration with correct name, address, phone number, and date of birth.
4. Each team must be ready to play with five (5) players on the court at their scheduled times. NOTE: A team must begin a game with a minimum of five (5) players. However, a team can finish a game with less than five (5) players.
5. In the event that a team does not have five (5) players on the court at their scheduled game time, a five (5) minute grace period will be given to allow a team to meet the minimum player requirement. If this requirement is not met before the time run the game will be forfeited and a scrimmage game will be played with players present.

PENALTY: Forfeiture of game to opposing team. In the event that both teams are unable to play within the specified time limit, both teams shall be charged with a forfeit and both shall receive a loss on their record.

IV. PLAYER ELIGIBILITY

1. Individuals may play on only one (1) team within the league structure.

2. Any coach/manager knowingly or willingly playing a suspended or ineligible player will be suspended for one (1) year from the date of infraction. The ineligible player will be subject to suspension, pending review of the incident.
3. If a player is deemed ineligible by league administrators, all games that he/she played will be counted as losses.
4. All participants will be placed on a team via a league draft. Players are not permitted to transfer to another team unless a conflict prohibits them from playing on the team for which they were drafted. Those players will be placed on a conflict resolution spreadsheet and moved to new teams if the opportunity becomes available and at the discretion of the league staff. All player transfers must be orchestrated and approved by league organizers.
5. Each coach/manager should give the Official Scorer a written list of players and their numbers at least ten (10) minutes prior to the start of their game. This will allow for a smooth start of the game and for manageable substitutions.
6. All line-ups shall be first and last names only. A name cannot be entered into the scorebook unless the player is present at game time. Coaches/managers are required to check scorebook prior to each game to verify that only players present are listed for the game.
7. For late players to be considered eligible for play, they must arrive and be entered into the official scorebook prior to the end of the 2<sup>nd</sup> quarter. If a player arrives during the 2<sup>nd</sup> quarter, they must be entered into the game immediately for a player who has already played the entire 1<sup>st</sup> quarter. If a late player arrives after the end of the 2<sup>nd</sup> quarter, they will be ineligible.
8. Any player wearing a hard-shell cast will not be allowed to play.

## V. RULES BY DIVISION

### 1. Age Classifications:

#### INSTRUCTIONAL DIVISION

Boys and Girls ages 5 and 6 (Age as of December 31, 2024)

#### ALL OTHER DIVISIONS

Girls 7-8 (Age as of December 31, 2024)

Girls 9-10 (Age as of December 31, 2024)

Girls 11-14 (Age as of December 31, 2024)

Boys 7-8 (Age as of December 31, 2024)

Boys 9-10 (Age as of December 31, 2024)

Boys 11-12 (Age as of December 31, 2024)

Boys 13-14 (Age as of December 31, 2024)

### 2. Game Length

- A. All age groups will have a running clock with the exception of the final two (2) minutes of each half and any overtime period.
- B. Games cannot end in a tie. If a game is tied at the end of regulation, teams will play one (1) overtime period. If the game remains in a tie, the game will reset with a jump ball and play will continue until the next point is scored. The team that scores first will be declared the winner.

AGE	QUARTER LENGTH	Halftime	Overtime
7-8	7 MINUTES	5 MINUTES	2 MINUTES
9-14	8 MINUTES	5 MINUTES	2 MINUTES

- C. The clock stops only on free throws or time outs, and at the referee's discretion to retrieve loose balls, tend to injured players, or make corrections to the official score book. During the last two (2) minutes of each half, the clock will stop on every whistle, in accordance with the NFSHSA rulebook. This rule applies to both regular season and tournament games. **COACHES: Please inform parents of this process prior to the start of the season.**
- D. If one (1) team is ahead by fifteen (15) points or more at any time during the game, the clock will run continuously, with the exception of time outs or free throws, and no pressing will be allowed until the deficit is less than fifteen (15) points.

### 3. Basket Height, Free Throw Distance, Basketball Size

CLASSIFICATION	AGE	BASKET HEIGHT	FREE THROW	BALL SIZE
INSTRUCTIONAL	5-6	8'-6"	Yellow line	Size 5 (27.5")
BOYS/GIRLS	7-8	8'-6"	12'	Size 6 (28.5")
BOYS/GIRLS	9-10	10'	12'	Size 6 (28.5")
GIRLS	11-14	10'	15'	Size 6 (28.5")
BOYS	11-12	10'	15'	Size 6 (28.5")
BOYS	13-14	10'	15'	Size 7 (29.5")

### 4. Full Court Press

CLASSIFICATION	AGE	PRESSING RULES
INSTRUCTIONAL	5-6	See Instructional Division Rules
BOYS & GIRLS	7-8	Defenses must retreat inside of the three (3)-point arcs during the game. During the last two (2) minutes of each half; half-court pressing is allowed. <b>Defensive players are not permitted to defend, reach in, play the ball, or defend the opponent outside of the three (3)-point arcs except during the last two (2) minutes of each half when half court pressing is allowed. NO full court pressing is allowed in this age group.</b>
BOYS & GIRLS	9-10	Pressing is allowed in the backcourt only during the last two (2) minutes of each half and any overtime quarter. During the last two (2) minutes of each half, and while in the backcourt, defensive teams must allow an opponent to throw in the ball and gain control before pressing. Balls being thrown in bounds in the offensive team's frontcourt may be contested and defended.
BOYS & GIRLS	11-14	Pressing is allowed in the backcourt the entire game, but while in backcourt, teams must allow an opponent to throw in the ball and gain control before pressing. Any pass beyond the backcourt free throw line may be contested and defended. During the last two (2) minutes of each half and overtime, defensive teams are allowed to contest all inbound passes. Pressing may occur on throw ins in front court.

5. Additional Game Rules (Unless otherwise noted, for all division except Instructional League)

- A. The three (3) point shot will be in effect for all divisions.
- B. Lane violations will occur at five (5) seconds in the lane for the Boys & Girls 7-8 divisions. Violations will occur at three (3) seconds in the lane for all other divisions.
- C. Each team will be allowed to have up to two (2) coaches on the team bench during each game. Coaches must have a current application and a completed background check on file with the league and must have also attended one (1) of the pre-season coaches' meetings. If substitute coaches are needed, prior approval must be received from CPRD or DPRD league coordinators.
- D. The head coach, or recognized head coach, is the only person who may approach the officials and/or scorekeepers with any questions regarding game play or scoring, before, during, or after a game. Coaches are responsible for the actions of parents, participants, and associated spectators. Parents/spectators may not approach the scorer's table at any time. Any parent or spectator who comes onto the floor will be ejected from the gym immediately.
- E. **Boys and Girls 7-8 are allowed to play traditional man-to-man only.** All other divisions may play any type of defense. If a team is participating in any other defense type a bench warning. If this continues, a technical will be given to the team.

VI. PLAYER SUBSTITUTION/ROTATION

1. All youth classifications will abide by these "MUST PLAY" rule:

- A. Coaches must play ALL participants a minimum of one (1) full uninterrupted quarter in the first half of the game.
  - B. Coaches with six (6) to ten (10) players must play five (5) players in the first quarter (uninterrupted) and the remaining players in the second quarter (uninterrupted). There will be no substitutions in the first quarter. If less than ten (10) players, substitutions will be allowed in the second quarter at the midway point (only) if a coach chooses to sub for a player that has already played in the first quarter.
  - C. "Must Play" rules for the second half of games are as follows per division. Please have these substitutions take place in a timely manner:
    - Boys & Girls 7/8, Boys 9/10, Boys 11/12, and Girls 9/10- Every player must play half of the third quarter and half of the fourth quarter uninterrupted. Coaches may only substitute players at the midway point of the third and fourth quarter.
    - Girls 11/14, Boys 13/14, - Every player must play half of the third quarter and half of the fourth quarter substituting freely. Coaches may start, rotate, and substitute players liberally for the duration of the entire third and fourth quarter in accordance with official substitution rules. Substitutions may take place during situations in which the clock is officially stopped and all other dead ball situations.
2. To help facilitate Rule VI, Section 1, the clock will be stopped at the first dead ball NEAREST the midpoint of the third quarter and fourth quarter. Please note: the game and clock will not be stopped while in progress, the game and clock will only be stopped at a dead ball nearest the midpoint of the quarter. This will be decided at the discretion of the official timer and the game officials. Note: this stoppage of the clock is strictly for substitution purposes and not to be used as a timeout.

3. Coaches are expected to ensure that all players participate throughout the game and are also expected to ensure that all participants sit out at some point during the game. No player should play the entire game and every player must sit out at least half of one quarter uninterrupted.
4. Coaches not playing all participants in accordance with Rule VI, Section 1-3, will be placed on probation and possibly, at the discretion of Parks & Recreation staff, forfeit the game in question. A second infraction will result in the coach's removal from the basketball program.
5. Players arriving during the second quarter will be substituted immediately for a player who played the first quarter. Players arriving after the second quarter ends will not be eligible for participation in that game (Rule IV, Section 7).
6. Players waiting to be substituted into a game must check in with scorer's table. Players should be crouched down as to not block the court from scorer's table's vision.

## VII. GAME PLAY MODIFICATIONS

1. An official clock will govern all games, stopping only as described in Rule V, Section 2-A, and Rule VI, Section 2-C.
2. One-and-one free throws will be awarded on the seventh (7<sup>th</sup>) team foul of each half. Two (2) shots will be awarded on the tenth (10<sup>th</sup>) foul and every foul thereafter.
3. Each team will receive two (2) full time outs and one (1) 20-second time out per regulation game. One additional full time out will be available per overtime quarter.
4. All players fouled while attempting a three (3) point shot will be awarded three (3) free throws. If the three (3) point shot is made, then one (1) free throw will be awarded.
5. Any player who accumulates three (3) or more technical fouls during the season will be reviewed in accordance with the Disciplinary Actions regarding suspensions from the league.
6. Technical fouls will count as personal fouls and as team fouls. EXAMPLE:
  - A. A player has four (4) personal fouls and gets a technical foul. He/she would then have five (5) personal fouls and be disqualified from competition.
  - B. The team has six (6) team fouls and then scenario VII, 6-A occurs...the team now has seven (7) team fouls and the opposing team is in the bonus, with one-and-one free throws being awarded for the remainder of the half.
7. During multiple free throw attempts, or on personal fouls, substitutions may be made only before the final attempt in the shooting sequence or after the final attempt is successful.
8. A head coach or player in control of the ball may orally or visually request a time out.
9. No designated warm-ups prior to games beginning unless there is a forfeit or games end early. Games will begin promptly to stay on track for the duration of each game day.
10. In case of a tie at the end of regulation, overtime quarter(s) will be addressed in accordance with Rule V, 2-B.

11. All players must be listed on official team rosters.
12. A team must be ready to play on any night, including weeknights, if necessary, if games are cancelled due to inclement weather, school closures, or playoff schedules.
13. The scorekeeper at the head table will be the official scorer at all times – NO EXCEPTIONS. All players must check in with the official scorer prior to entering the game. No one else is allowed on the scorer stage or in the scoring area where the Clock Operator or Scorekeeper are assigned.

#### VIII. CODE OF CONDUCT

1. All coaches/managers are responsible for the conduct of their players and the conduct of any team player(s), spectator(s), and other team-affiliated persons. Any and all team-affiliated persons, including parents, must conduct themselves in a sportsmanlike manner at all times. This rule of conduct applies to all league play, practices, communication pertaining to the league, or related to the league in any way, shape or form, while on Parks and Recreation, Town, or School property, before, during, or after scheduled games or activities, or by any type of communication. Suspension of coaches, players, or team-affiliated persons will occur if any eligibility requirements, rules, or conduct procedures are violated.
2. Only coaches/managers will be permitted to consult with or address officials at any time before, during, or after games. This MUST be done in a sportsmanlike manner. PENALTY: Any coach/manager ejected for unsportsmanlike conduct will be suspended for a minimum of three (3) games for the first offense and one (1) year for a second offense from the date of infraction. (Rule IX, Sections 1-5)

Unsportsmanlike conduct is defined as follows:

- A. Yelling or screaming at participants, officials, volunteers, or staff
- B. Obscene or vulgar language or gestures
- C. Any attempt at physical violence
- D. Any behavior that compromises the integrity of the league and threatens the atmosphere that is intended for our youth participants

3. Players will not be permitted to consult with officials, question calls or rules, or act in an unsportsmanlike manner.

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PENALTY: Minimum three (3) game suspension.

4. Sportsmanship - Coaching Expectations

- A. Coaches are expected to exhibit good sportsmanship at all times. Coaches, you are role-models and your players learn from your actions and behavior.

- B. Coaches are expected to accept the judgement calls of the game officials, even if there is disagreement with the call. **Complaining, arguing, yelling, repeated or prolonged questioning of calls and other acts of disrespect or unsportsmanlike behavior are unacceptable.** Coaches are expected to model respectful behavior towards game officials, staff, and volunteers at all times. Questioning of an official's decisions should be very rare occurrences and should be done discreetly, quickly, and respectfully.
- C. Coaches should communicate respectfully with players, officials, opposing coaches, scorekeepers, parents/fans, and others present at the game.
- D. Coaches are responsible for promoting sportsmanship from their players and their players' parents/fans.

**In addition, coaches are expected to understand and abide by the following:**

- *Occasional mistakes and missed calls are part of the game. We do not have video replay. Coaches are expected to set an example for their players and fans by handling such instances in an appropriate and sportsmanlike manner.*
- *This is youth recreational basketball. Youth basketball players will make mistakes and are far from perfect. It is unacceptable for a coach to embarrass, demean, or humiliate a player. Excessive yelling/screaming at players (especially in a negative manner in front of fans and other players), staff, and volunteers is not appropriate in youth basketball. Occasional yelling out instructions or other appropriate "coaching" is perfectly fine.*
- *Game officials and Cornelius and Davidson Parks and Recreation Staff have the ultimate authority to address violations of the above. Coaches are expected to adhere to any requests or instructions from officials or town staff.*

- A. Coaches/managers, players, parents, spectators, or other team-affiliated persons are not allowed to make physical contact, provoke physical violence, or communicate threats of any kind to other players, coaches/managers, officials, parents, spectators, or league administrators at any time before, during, or after scheduled contests. PENALTY: Suspended for a minimum of one (1) year from date of infraction.
- B. Absolutely no one will be permitted to participate in scheduled or unscheduled league activities at any time while under the influence of alcoholic beverages, or any other controlled substances. PENALTY: Suspension for a minimum of one (1) year from date of infraction.
- C. No one is allowed on the court during warm-ups, or between quarters, unless they are a coach or a player on one of the teams currently playing a game or immediately preparing to play.

**IX. DISCIPLINARY ACTIONS**

1. Unless otherwise noted, any coaches/managers, players, parents, or spectators who are ejected from league play, suspended from league participation, or later suspended from league play, will be suspended for a minimum of three (3) games for the first offense and one (1) year from the date of infraction for the second offense.
2. All game and league-related decisions, including suspensions, will be made at the discretion of Cornelius and Davidson Parks and Recreation Department staff.
3. Any person suspended for any reason will be ineligible for league play, even as a spectator, for the duration of his/her suspension.
4. Any person who threatens or attempts to threaten physical harm or violence will be suspended from league participation, in any capacity, for a minimum of one (1) year.

5. Any suspension for one (1) year or more will require a written request for reinstatement.

X. PROTESTS

In accordance with the NFSHSA Rule Book, PROTESTS WILL NOT BE HONORED except in the case of ineligible players.

1. If the eligibility of a player or roster is protested and is allowed, the game shall be forfeited to the opponent of the offending team. An ineligible player protest must be filed with Cornelius and Davidson Parks and Recreation Department league staff no later than 5:00 pm of the next business day after the game involved.
2. If the protest is allowed (i.e., the player is found ineligible), rules described in Section IV will be followed.

XI. Any rule in question not mentioned in this manual will be ruled in the accordance with NFSHSA rulebook.