



**City of Concord Parks and Recreation
Winter Basketball
5-6 League Rules & Regulations**

- Article 1.** **Eligibility**
- Section 1.** A player age as of December 1 (of current year) will determine the age group they participate in: Example: A player is 6 years old on December 1, 2022 will play in the 5-6-year-old division.
- Section 2.** A younger player may not participate in an upper age division without approval from the coordinator/supervisor. If this is approved, after one game in the upper age division, the player will be ruled ineligible to participate in their respective age group and must remain in that age group for the current season and any additional seasons to follow.
- Section 3.** A player cannot participate in more than one division in the Concord Parks and Recreation League.
- Section 4.** The coordinator/supervisor will approve each player's age by the use of birth certificates.
- Section 5.** Each player must be on the official team roster before the first game to be eligible to play in a league game.
- Section 6.** A participant may be added to a team roster after the cutoff date with the approval of the coordinator/supervisor.
- Article 2.** **Program Objectives**
- Section 1.** To contribute to the participant's physical skill, emotional maturity, social development, health, happiness, and moral support.
- Section 2.** To teach the participant values of cooperation and the spirit of competition in a controlled game situation.
- Section 3.** To provide athletic opportunities for all ages in our community through the use of public recreation centers.
- Article 3.** **Team Composition**
- Section 1.** Teams will be selected using the draft system in place by Concord Parks and Recreation or by athletic staff placing participants on teams in age groups.
- Section 2.** All teams should be formed with players and coaches after the initial draft. If a player drops from the program, the coordinator/supervisor has the authority to add players to that roster. No team shall exceed 10 players without approval by the Coordinator/Supervisor.

Article 4. **Duties and Responsibilities of the Coach**

Section 1. To provide instruction of basketball related skills and promote sportsmanship among all participants.

Section 2. All coaches must complete the Background Screening process and have an approved photo ID coaching badge on at all practices and games. **Badges must be worn and visible at all times.** If a team does not have a coach with an approved ID badge, then the game will not be played and will not be made up. Approved, means not expired.

Section 3. All head coaches must be at least 18 years of age.

Section 4. The coach is responsible for turning in lineups to the official scorekeeper 10 minutes before the scheduled game time. Failure to do so will result in a two shot technical foul at the beginning of the game.

Section 5. It is up to the coach of each team to maintain proper conduct among his team at all times. Failure to do so may result in disciplinary actions being taken by the gym supervisor and the league coordinator.

Section 6. Coaches should always keep in mind they are setting examples in sportsmanship and fair play and should conduct themselves accordingly at all times.

Section 7. Any coach not carrying out the duties and responsibilities as established will be subject to dismissal from the league.

Section 8. A coach may be suspended indefinitely for playing ineligible players.

Section 9. Coaches are to be present at mid court during the post-game handshake to watch for any unnecessary behavior by players and other coaches. Any disruptive behavior by a player or coach during the post-game handshake will result in a 2-game suspension.

Article 5. **Game and Practice Postponements**

Section 1. In case of inclement weather, athletic staff will contact all head coaches and necessary personal in the event games/practices need to be canceled.

Section 2. The coordinator/supervisor will make up games if possible.

Section 3. Any time school is canceled because of inclement weather, all practices and games scheduled for that day at all sites are cancelled.

Article 6. **Jurisdiction of Rules**

Section 1. Concord Parks and Recreation can make amendments to the Rules & Regulations at any time in order to meet the program's objectives.

Article 7. **Officials**

Section 1. Officials are to be furnished and assigned by Concord Parks and Recreation through the use of a booking agent.

- Section 2.** Officials will have complete control of all game situations and their calls will be final.
- Section 3.** After the game has begun, assigned officials, coordinator/supervisor, or athletic staff members will be responsible for discontinuing the game for any reason.
- Section 4.** Officials will report ejections to the gym supervisor and therefore fill out an ejection report to give to the coordinator. Coordinator/supervisor are then responsible for contacting the appropriate personal.
- Section 5.** In the event that only one official is present, that official should start the game on time and play until the second official arrives. The game cannot be protested when only one official is present.

Article 8. **Code of Conduct**

- Section 1.** If a player, coach, or spectator is removed from a game or facility by an official or gym supervisor for unsportsmanlike conduct (profanity, disruptive behavior, etc.), said person automatically suspends self from the next game for which that team is scheduled to play and from all practices before then. A coach who is suspended may not coach or practice with any team that he is affiliated with during that time, regardless of age group. If the removal is on the last game of the season, said person shall be suspended from coaching the next consecutive season. The ejection of a coach or assistant coach results in the forfeit of the head coach's credit at the end of the season.
- Section 2.** Any time a player or coach is suspended twice during the season, he or she will be dismissed for the remainder of the season. If the ejection occurs in the last game of the season, then the offender is placed on indefinite suspension.
- Section 3.** Any player, coach, or spectator that pushes, strikes, shoves, or threatens an official, gym supervisor, staff member, opposing player or coach, or fan with bodily harm, verbal abuse, or other inappropriate conduct before, during, or after a game will receive an indefinite suspension from all Concord Parks and Recreation leagues.
- Section 4.** If a player, coach, or spectator is involved in a fight before, during, or after a practice or game, that person is suspended from participating in any Concord Parks and Recreation League for one year.
- Section 5.** Any player or coach who refuses to abide by any officials' decision could result in suspension from the game or game forfeiture.
- Section 6.** No player or coach shall be guilty of objectionable demonstrations of ball throwing, stomping, kicking, loud verbal sounds, etc. due to an official's decision. If so, a two shot technical foul and suspension from the game may result.
- Section 7.** Indefinite suspension is at the discretion of the coordinator/supervisor of the league.
- Section 8.** Ejected players must remain on the bench during the game. Exception: A player may leave with a parent or guardian.

Article 10. Game Preparation

- Section 1.** Teams should be at the site ready to play 15 minutes ahead of scheduled game time.
- Section 2.** There is no grace period for games. All games will begin on time
- Section 3.** A five-minute warm up will be allowed at the start of game time.
- Section 4.** Starting time may proceed regular scheduled time if both coaches & officials mutually agree.
- Section 5.** All teams must start with at least 4 of their eligible team members. A team is not allowed to pick up non- registered players to make 5. A team may finish with less than 5 players in cases where players are disqualified for too many fouls or for injuries.
- Section 6.** Halftime will be 4 minutes in length.

Article 11. Game Playing Time

- Section 1.** All divisions will play four quarters. Quarters will be 8 minutes in length. The clock will be a 8 minute running clock for the entire quarter. The clock it will remain a running clock and will only stop for time-outs. A max time of 50 mins will be allotted for games.
- Section 2.** Each team will be allowed 1 timeout per half. Timeouts do not carry over to next half.
- Section 3.** NO Overtime Periods.

Article 12. Game Playing Rules

- Section 1.** Basketball Ball Size: 27.5 Intermediate / Goal Height: 8 ft
- Section 2.** This age group will play four (4) eight (8) minute quarters in order to allow ample time for coaches to substitute players. There will be a four (4) minute halftime.
- Section 3.** Each team will be allowed 1 (30 sec.) timeout per quarter. These timeouts may be utilized at the discretion of the coach. The time outs will not carry over to next half. The horn shall sound and clock will stop at the 4:00 minute each quarter to help coaches make substitutions. This will be an official's 30 second timeout.
- Section 4.** In this age group there will be NO overtime periods and NO score will be kept on the clock
- Section 5.** Teams must play a zone within the block area (at least one foot must be in the box). No block shots or steals unless in the box area ONLY.
Traveling will not be called in this league – players are just learning to dribble and we would like to encourage the skill.
NO Pressing Defense – offense must allow the defense to get back
NO Fast Breaks – only in the last two minutes of the 4th quarter (players must dribble during a fast break, traveling will be called ONLY at this time)
- Section 6.** NO free throws will be given for fouls in this age group. All fouls will be given as throw-in for the opposition.

Section 7. Practices will be played half court / Games will be played cross court

Section 8. Participation Rule ** All players must play a minimum of 4 minutes per half **.

This league is a solely instructional league and should be treated in that manner. The following will apply to the 5-6 Coed League:

- A. The Athletic Staff will build the teams, no skills assessments or draft will take place.
- B. No official scorekeepers will be used in this age group in an effort to keep the focus on instruction.
- C. Coaches will act as the on-court officials in this age group.
- D. This age group will have an official time keeper to run the clock.
- E. There is no defense in this age group other than rebounding. Defense must set up in the paint in a zone with hands up and cannot impede an offensive player from dribbling, passing, or attempting a shot.
- F. It is the duty of the coach to see that each athlete plays the minimum amount of time. Failure to do so will result in a warning and possible suspension from the next game.
- G. If a player leaves the game for an injury, sickness, etc. when and if they reenter the game and there is time for the player to get in its required minutes, then they shall do so. If not, there is not penalty for a player who leaves for injury, sickness, etc. and does not get in their allotted time.

Section 9. Any bleeding by a player or a player with blood on the jersey/shorts cannot reenter the game until the bleeding has stopped and a new uniform is used.

Section 10. Shirts of any color may be worn under the player's jerseys.

Section 11. Coaches must notify opposing coaches and referees prior to the start of each game if they have a player with a medical condition that may require them to leave the game if circumstances dictate. If this happens the coach should notify the referee, have the referee stop the clock and the player removed. There is no penalty for a player being removed and the player is eligible to return to the game. The team/player/coach is not penalized if the participation rule is not met.

Updated on October 2023