

CITY of CAPE
GIRARDEAU



GIRLS YOUTH BASKETBALL LEAGUE MANUAL 2017



League Director:
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PLAYER ELIGIBILITY

1. The purpose of the Girls Youth Basketball League is to provide girls from the Cape Girardeau area with the opportunity to compete on a team in a structured basketball league. The Girls Youth Basketball League is open to any organization or group of players.
2. In order to be in compliance with MSHSAA eligibility requirements, please consider the following criteria taken from the web site, www.mshsaa.org. Before you join a non-school team or enter any non-school competitive athletic event, your school principal or athletic administrator should be consulted to make certain these standards are met.
 - A. Same Season/Same Sport:** A student shall neither practice nor compete as a member of a non-school team or as an individual participant in organized non-school competition in that same sport.
 - B. Same Season/Different Sport:** A student may practice or compete as a member of a non-school team or as an individual participant in organized non-school competition in a different sport than the school sport in season under the following conditions:
 1. No school time is missed to compete, practice for, or travel to the site of such non-school competition unless the absence is approved in advance by the school administrator.
 2. The student shall not practice for or compete in the non-school competition on the same date he or she practices or competes for the school team without approval of the school administrator.
 3. School Coaches: If held during the school year but outside the designated school season for the sport:
 - (a) A high school coach of any sport may not provide any coaching or instruction to any student who currently attends or will attend the member high school (grades 9-12) the following year.
 - (b) A junior high school coach of any sport may not provide any coaching or instruction to any student who currently attends or will attend the member junior high school (grades 7-8; and grade 9 when included in a separate junior high school membership) the following year.
 - (c) No coach may play on a non-school team on which members of his/her school team will be participating nor may he/she be directly involved in the actual administration of such games, including officiating.
3. Players are only allowed to play on one team in their age group. A player may play "up" in the next division. **Players may play on two teams, but not two teams within the same age group.** Example: A player may play on a 3rd/4th grade intermediate team and a 5th/6th grade intermediate team. Scheduling accommodations will not be made for this situation.
4. Player eligibility protests will be accepted verbally to the official. The protest must be brought to the attention of the official and documented in the first half of the game unless the player does not enter the game until the second half. If this is the case, the protest must be made during the second half. No player eligibility protests will be accepted after the game is over.

LEAGUE REGISTRATION

1. The registration deadline for the Team Roster and the Team Registration Fee of \$350.00 to the Parks and Recreation Department by Friday, November 18, 2016. The participant release form is preferred at this time, however coaches may turn it in prior to first game.
2. Coaches may add players after the November 18th deadline by contacting the League Director by email. Once the t-shirt order is received, which is tentatively December 12th, a late fee of \$20 will be assessed for additional players and or reorder shirt size. No player will be added after January 21st.

LEAGUE ORGANIZATION

1. Games will be played throughout the day on Saturdays starting January 7th and will conclude on February 25th for the 2017 season. Each team will play at least eight games during the season. Teams may request to play double-headers. Teams may also request for up to two Saturdays not to play.
2. Games will be played at the Osage Centre, Trinity Lutheran School, Shawnee Park Center, and A. C. Brase Arena. If a scheduling conflict shall arise, the League Director will contact the head coach with the location/date change.
3. An invitational tournament will be offered the weekend of March 3 - 4, 2017 for 3rd – 8th grade teams. Teams must be able to play both dates of the tournament to participate. The tournament format will be determined later. A flyer and rules for the tournament will be distributed halfway through the season.
4. The League consists of four age groups. Within each age groups, coaches are to select their team's competition level. Depending on number of teams, divisions (not age groups) may be combined.

<u>Division</u>	<u>Ages</u>	<u>Level of Competition</u>
1 st – 2 nd grade	6 – 8	Beginners
3 rd – 4 th grade	8 – 10	Beginners, Intermediate
5 th – 6 th grade	10 – 12	Intermediate, Advanced
7 th – 8 th grade	12 – 14	Intermediate, Advanced

5. Each team will have a minimum of five players. There's no maximum amount of players for the team. In order to allow each team member adequate playing time, we recommend no more than ten players on a team.
6. Schedules will be available the week of December 19th. Coaches will be contacted when the schedule is ready. A copy of the schedule will be emailed and posted on the website (www.cityofcape.org/basketball). Please make copies for all team members. Once the schedule is sent out, there will not be any rescheduling. **The schedule is final unless the league director has to reschedule games due to facility availability or weather.** Friday evenings will be the first option for make-up games.
7. League winners will be determined by season record. In the event of a tie in the season play standings the following method of determining league placement will take place: Head to Head Competition, Head to Head Point Differential, Overall Point Differential and if necessary a Playoff Game
8. Protests: Protests will be accepted only for rule interpretation or misapplication and player eligibility. A protest must be made in accordance with the rule book guidelines, and made verbally to the official. The League Director must receive a formal protest in writing by the end of the next business day (except in the case of a player eligibility protest). Protests, which are held but have little or no bearing on the game, will not result in the game being replayed at the time of the protest. (The game will stand as is.) The Parks and Recreation staff will decide this protest. All decisions are final. If the play was crucial, it will be replayed from that point.

9. Suspensions: A player, coach, or team follower ejected from a game will be suspended for the remainder of that game and the next scheduled game. **As a reminder, coaches are responsible for their players, parents, spectators and their own actions. Verbal abuse toward the officials, scorekeepers, or other league personnel will not be tolerated.** If such actions occur, the officials and other Department staff have the authority to eject the person in question. Extremely poor behavior, loud and abusive language, and fighting will result in more severe penalties as decided by the Parks and Recreation Staff.

LEAGUE RULES

The Girl's Youth Basketball League will follow Missouri State High School Activities Association rules and guidelines. Listed below are rules that are specific for the Girl's Youth Basketball League or provided for further clarification.

1. **Line-Up:** Game Rosters will be available at the scorer's table and the head coach should double check their player's names match with their uniform number. Teams may start a game with four players. Players who come late can enter the game as soon as they are recorded into the official scorebook. Teams that have less than four players at the start of the game will receive a forfeit. If a team playing with less than five players has a player foul out, the game shall continue. A team must have one player on the court in order to finish a game.
2. **Coaches:** A coach must be present at each game by game time or the game will be forfeited. A coach must be 18 years or older. The maximum number of adults sitting with the team is three. The head coach must be designated before the game, and shall be the only coach that interacts with the officials or other game personnel.
3. **Uniforms:** All players are required to wear their t-shirt provided by the Parks and Recreation Department and the shirts must be tucked in. Pennies will be available in the case of similar t-shirt colors
4. **Playing Time:** In keeping with the purpose of the league, a coach should play all eligible players present on game day unless a player is benched under disciplinary action by the coach. Coaches are expected to ensure that all players receive fair playing time.
5. **Forfeits:** If a team fails to appear for their scheduled game two consecutive weeks, they will be dropped from the schedule and their remaining games forfeited to their opponents. If a team knows they will be unable to play a scheduled game, they must notify the League Director. If time permits the League Director will try to notify the opposing team.
6. **Game Time:** Games will consist of two (2) halves with five (5) minute break at half time.
 - 1st - 2nd grade: 16-minute halves
 - 3rd - 6th grade: 18-minute halves
 - 7th - 8th grade: 20-minute halvesThe clock will run continuously and stop only for time-outs, injuries and during the last minute of each half for all dead balls and referee whistles.
*If a game runs longer than one hour, the teams following are guaranteed 5 minutes of warm up time.
7. **Time-outs:** Each team is allowed (4) four one-minute time outs per game. First horn will sound with 15 seconds remaining and both teams shall be on the floor at the end of the time-out. Time-outs from regulation will not carry over to the overtime period. There will be one additional timeout awarded per overtime period.

8. **Fouls:** Player fouls will be kept, along with team fouls. Technical fouls are counted as a personal foul and a team foul in the game, which they occur.
- The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when she receives the ball. This would include a player in a post position.
 - Placing two hands on the player.
 - Placing an extended arm bar on the player.
 - Placing and keeping a hand on the player.
 - Contacting the player more than once with the same hand or alternating hands.
9. **Technical Fouls:** If a player receives an unsportsmanlike technical foul, the coach will be contacted by the League Director prior to the next scheduled game. If the same player receives a second technical foul she will be suspended for the remainder of the season. If a coach receives a technical, he or she will lose coaching box privileges and must remain seated throughout the remainder of the game. If inappropriate actions continue, they will be asked to leave the facility.
10. **Free Throws:** During a free throw, lane spaces may be occupied as follows:
Marked lane spaces may be occupied by a maximum of four defensive and two offensive players. The first marked lane spaces on each side of the lane must be occupied at all times by an opponent of the free thrower.
- No player shall enter a marked lane space or leave a marked lane space by contacting the court outside the 36-inch by 36-inch space until the ball is released.
 - The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle line until the free throw ends.
 - A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket until the ball touches the ring or until the free throw ends.
 - A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any land boundary, or beyond the vertical plane of any edge of the space designated by lane-space marks. A player shall position one foot near the outer edge of the free-throw lane line. The other foot may be positioned anywhere within the designated 36-inch lane space until the ball has been released.
 - On release of the ball by the free thrower, the defender boxing out shall not cross the free-throw line extended into the semicircle until the ball contacts the ring.
11. **Overtime:** If a game is tied at the end of regulation play, a two minute overtime period will begin after a one (1) minute break. The clock will run for the first minute and stop on all whistles during the final minute. If the teams are still tied at the end of the single overtime period, additional periods will continue at 2 minutes each until a winner is determined.
12. **Blow out Rule:** During the second half, when one team assumes a fifteen (15) point lead over its opponent, the clock will run continuously, except during timeouts and injuries.
13. **Enforcement of Rules - Authority:** A League Representative will be present at each site during league play. They will assume ultimate responsibility and authority on matters related to the operation of all aspects of league play, rules, or player eligibility. This excludes the referee's judgment calls (ex. traveling, fouls, etc.).

DIVISIONAL RULES

As of 11/15/2016

1st / 2nd / 3rd / 4th GRADE:

- 1st/2nd Grade Teams: 8 foot goal & will shoot free throws at 9 feet; 27.5 inch ball.
- 3rd/4th Grade Beginner teams: 9 foot goal & will shoot free throws at 10 feet
- 3rd/4th Grade Intermediate teams: 10 foot goal & will shoot free throws at 12 feet
- Teams may play a zone or a man-to-man defense. Defense can pick up players once the ball has crossed the top of the key extended. After this point the defense can guard the offense anywhere on the floor. **Teams may full-court press during the final minute of the game. Once a team has a 10-point lead, the team with the lead cannot full court press.**
- No deliberate double team or traps outside of the lane. If this occurs, the official will whistle the play dead and after explaining to the girls, play will resume by taking the ball out of bounds at the point of interruption.
- The offense has 5 seconds to begin their play (cross the 3-point line extended) once they have crossed the half court line.
- Once the player has established the rebound, all players are to fall back on defense behind the top of the key extended.
- Lane violations will be enforced on free throw attempts

5th / 6th / 7th / 8th GRADE:

- Teams are allowed to half court **and/or** full court press throughout the game.
 - Intermediate Division - Once a team has a 10-point lead, the team with the lead cannot full court press.
 - Advanced Division – Once a team has a 20-point lead, the team with the lead cannot full court press.

Once a player has established possession of a rebound, the opposing team must get back and set up their defense when leading by 10 or more points in the intermediate division and 20 points in the advanced division. The officials will determine when possession has been obtained.

Penalty: Team(s) that deliberately cause a jump ball or steal the ball in the backcourt will receive two team warnings. After the two warnings the opposing team will shoot one free throw and have the ball out of bounds at half court.

Standings and information for the 2017 Girls Youth Basketball League will be posted on the Cape Girardeau Parks & Recreation Department website at www.cityofcape.org/basketball.