



**YOUTH BASKETBALL
CAPE CORAL PARKS AND RECREATION
BY-LAWS AND LEAGUE RULES**

**ARTICLE I: NAME
YOUTH BASKETBALL LEAGUE**

Office: (239) 242-3491

Cell: (239) 707-7199

ARTICLE II: PURPOSE

The purpose of the CCYBL (Cape Coral Youth Basketball League) is to familiarize youngsters in the fundamentals of basketball and to provide an opportunity to play the game in a supervised, organized and safe manner. This is intended to keep the welfare of the participants free of any adult ambition or personal glory.

ARTICLE III: MEMBERSHIP

- A. The league is open to youths from **nine** (9) through **fourteen** (14) years of age for both summer and winter season registration.
 - 1. **Oldest eligible players:** Summer and winter season; must not turn fifteen (15) years old prior to August 1 (summer season) and February 1 (winter season).
 - 2. **Youngest eligible players:** Summer and winter season; must be nine (9) years old by August 1 (summer) and February 1 (winter).

ARTICLE IV: ADVISORY COMMITTEE

- A. This committee, appointed by the City of Cape Coral, will give opinions and recommendations to the City of Cape Coral Parks and Recreation Department.

ARTICLE V: COACHES AND ASSISTANTS

- A. Coaches shall be appointed seasonally by the League Director. One (1) Coach and one (1) Assistant Coach is allowed per team.

ARTICLE VI: PLAYER SELECTION

- A. Player selection process will proceed as follows:
 - 1. Player selection shall be carried out as directed by the City of Cape Coral.
 - 2. Registration and skill testing shall be done concurrently on dates set by the City of Cape Coral.
 - 3. There will be a registration fee charged for each player. The amount of this registration fee will be determined by the City of Cape Coral.
 - 4. The son/daughter of a Coach/Assistant Coach may be drafted onto that Coach/Assistant Coach's team, if so requested.
 - 5. Players will be drafted onto teams based on their skills and testing scores.

ARTICLE VII: LEAGUE CONDUCT

- A. Player attendance and conduct:
1. Players are expected to be at all team functions, unless the coach grants an excusal.
 2. Players that consistently have unexcused absences from practice and/or games may be subject to disciplinary action by the Coach and League Director. **Players may not be disciplined during the playoffs.**
 3. Players and Coaches will conduct themselves in an appropriate manner at all times. This will include practices, games and all other CCYBL (City of Cape Coral Youth Basketball League) functions. Failure to do so will constitute grounds for disciplinary action by the Coach and or League Director.
 4. No player shall be suspended by a Coach without the League Director's approval.
 5. If players are involved in a fight, they are suspended for the rest of the game plus the Next game (minimum). There may be additional penalties after the situation is reviewed by the Review Board or League Director.
 6. If a player is ejected for two (2) unsportsmanlike fouls in one (1) game, they are removed for the rest of the game and at least the next game.
- B. **Player schoolwork:** The CCYBL (City of Cape Coral Youth Basketball League) believes that school work is an extremely important and vital part of a youngster's life. Coaches are encouraged to stress responsible study habits and the importance of education to all of the youngsters participating in this program.
- C. **Technical fouls against Coaches/Assistant Coaches/Players:**
1. First Technical Foul- two (2) shots and possession.
 2. Second Technical Foul- two (2) shots and possession, and the Coach/ Assistant Coach/ player must leave the gym immediately and remain off school property.
 - a. The Coach/Assistant Coach has one (1) minute to leave the gym or his/her team will forfeit.
 - b. If a coach receives one (1) technical foul during the season, he/she may be suspended from coaching their team's next played game (at the discretion of league director). If a coach receives two (2) technical fouls during the season, he/she will be removed from coaching in the league for the remainder of the season.
 - c. **If a player receives a technical foul, they will be removed from the game for the remainder of that quarter. The opposing coach will choose the replacement. It will not count as a quarter played for the replacement player.**
 - d. All technical fouls against will count as a personal foul and a team foul
 1. NOTE- Certain incidents in the gym will be reviewed by the Review Board and additional penalties may possibly be given out.

ACTICLE VIII: LEAGUE DIVISIONS

- A. **Atlantic Division:** This division is made up of teams incorporating less experienced players that will practice and compete at primarily at an instructional level. While there is no absolute age or grade requirement beyond those of the league, it will be composed of youngsters drawn from the age of ten (10) and under.
1. A birth certificate is required to register.
 2. Game regulations are outlined under ARTICLE IX.
 3. Age requirements are outlined under ARTICLE III.
- B. **Central and Pacific Divisions:** These divisions are made up of teams that will practice and compete using primarily high school rules. While there is no age or grade requirements, beyond those of the league, they will be composed of more experienced players drawn from ages twelve (12) and under AND fourteen (14) and under.

1. A birth certificate is required to register.
2. Game regulations are outlined under ARTICLE IX.
3. Age regulations are outlined under ARTICLE III.
 - a. NOTE- Whether the youngster is age ten (10) and under (ATLANTIC division), age twelve (12) and under (CENTRAL division) or age fourteen (14) and under (PACIFIC division), no child will be restricted to a division based solely on their age. If their ability mandates a different division, this will be under the sole discretion of the City's League Director.

ARTICLE IX: GAME RULES AND REGULATIONS

- A. Rules governing play will be the same as in the current rulebook as set by the National Federation of State High School Athletic Associations unless otherwise stated.

1. TIME

- a. Four (4) periods of eight (8) minutes each will be the equivalent of one (1) game for the for the Central and Pacific Divisions.
- b. Four (4) periods of seven (7) minutes each will be the equivalent of one (1) game for the Atlantic Division.
- c. There will be one (1) minute between quarters for all divisions.
- d. There will be five (5) minutes between halves for all divisions.
- e. Clock Stopping
 1. Atlantic Division: The clock will only stop for the last one (1) minute of each quarter, unless stopped by a referee.
 2. Central and Pacific Divisions: The clock will only stop in the last two (2) minutes of each quarter, unless stopped by a referee.
 3. Exception: If a team is ahead by more than twenty (20) points in the second half, or twenty-five (25) at any point in the game, a running clock will be used. Clocks will stop during technical foul shots and timeouts or if the lead drops back below fifteen (15) points.
- f. Overtime: If the score is tied after regulation play, then there shall be a maximum of two (2) overtime periods consisting of three (3) minutes each.
 1. Unused timeouts may NOT be carried into overtime periods
 2. Each team will be allowed (1) one timeout per overtime.
 3. Full court press rules will be allowed during overtime in all divisions.
- g. Lane Violations: the lane violation penalty is five (5) seconds for the Atlantic division and three (3) seconds for the Central and Pacific divisions.
- h. Half Court Line: **Atlantic Division only**
 1. Once the offensive team crosses the half court line, they will have ten (10) seconds to advance the ball into the designated defensive zone (inside 3-point line). If they fail to do so, it will result in a turnover and the ball being awarded to the opposing team. If the ball is advanced in to the defensive zone, and brought back out behind the 3-point line, the ten (10) second count will reset.

2. DEFENSE

- a. Atlantic Division- Defense for this league is man to man or zone. All defenders must stay inside the three point line. As long as the defenders feet (both feet and planted) are inside the three point line he/she may reach across and steal the ball. No defense is allowed outside the three point line **until the last thirty (30) seconds of the fourth quarter only, at which point the defense may full court press.**
- b. Central Division- Defense for these leagues is either man to man or zone. **No defense will be allowed above half court until the last minute of each quarter.**

- c. Pacific Division- Defense for these leagues is either man to man or zone.
- d. Atlantic & Central Division- When two (2) players on the opposing team go up for a rebound, both have possession, this is a jump ball call. When the defensive player clearly has possession; he immediately becomes the offensive player and his opponent becomes the defensive player and cannot challenge him until he crosses the designated defensive area (half court Central division, three point line in Atlantic, until the last minute of each quarter). The defensive player in the front court must let the offensive player into the front court with the ball and both feet before he/she can play defense (Central). Defensive players cannot extend their arms over the mid-court line while waiting for the offensive player to get into the front court.
- e. No full court press will be allowed once a team is twenty (20) or more points ahead in all divisions. (At that point the defense must stay inside the 3 point line.) If the score drops below ten (10), defense may then use full court press until lead reaches twenty (20).
 - 1. NOTE- After a team has been warned twice for illegal defense, the third violation will result in a technical foul with one (1) free throw and possession of the ball being awarded to the offended team (this will not count as a team foul), and continue throughout the game.

**** If a team is forced to play short-handed (5v4) due to a player(s) fouling out, the last player to foul out will not be disqualified from the game. At that point, any ensuing foul on that player will result in two shots and possession of the ball for the opposing team. (Exp: If a player receives their fifth foul via a Flagrant/technical foul, playing time will be determined by the site supervisor).**

- f. Tiebreaker scenario (playoff seeding)
 - 1. *Head to head*
 - 2. *Head to head point differential (if teams split during the season)*
 - 3. *Points allowed for the season*
 - 4. *Points scored for the season*
 - 5. *3-way tie – points allowed for the season - if all three teams beat each other*

3. TIME OUTS

- a. Atlantic division- Teams will be allowed three (3) timeouts per half and one (1) additional timeout for each overtime period. Unused timeouts may not be carried over into the overtime periods.
- b. Central and Pacific divisions- Teams will be allowed four (4) timeouts per game and one (1) additional timeout for each overtime period. Unused timeouts may not be carried from the regulation game into the overtime period.

4. THREE (3) POINT SHOT- Allowed in all divisions.

5. PLAYING TIME AND SUBSTITUTIONS:

- a. All divisions- All players are required to play at least two (2) full quarters (FROM START TO FINISH). It is the Coach's responsibility to abide by this rule. Failure to comply will result in disciplinary action toward that coach. If a player is injured during play and has to come out of the game, the opposing coach will choose the replacement for the injured player. When a player is chosen to replace an injured player, it will not count as a quarter played for that player.

- b. Each player must sit out one (1) complete quarter (FROM START TO FINISH) in each game. *The EXCEPTION* is if a team has LESS than seven (7) players at the end of the first quarter, all players may play the entire game. If a player is not present before to the end of the first quarter, they will forfeit the required (2) full quarters of play. This player will still need to play (1) full quarter only. *If there is any confusion on how to play/sub your players with only seven players present, you may refer to the last page of the rules.* If a team has a player foul out and they do not have an eligible player to put in the game, the opposing coach will choose who enters the game in place of the player that fouled out.
- c. Coaches are not required to play any player that is:
 - 1. Injured- This must be reported to the score table prior to the start of the game.
 - 2. Disciplined- This will be determined by the League Director. If a coach is going to discipline a player, the coach must notify the league director by at least 4:00 pm the day of the game as well as notifying the scorekeeper prior to the start of the game. If the coach does not notify the league director and the score keeper then they may not discipline the player(s) for that night's game.

ARTICLE X: EQUIPMENT

- A. Basket Height
 - 1. The goals for the CCYBL (Cape Coral Youth Basketball League) shall be at a height of ten (10) feet.
- B. Basketballs
 - 1. The basketballs for all divisions will be provided by the CCYBL (Cape Coral Youth Basketball league). 27.5 – Atlantic Division, 28.5 - Central Divisions and 29.5 in the Pacific Division.
- C. Foul Lines
 - 1. The foul lines are to measure fifteen (15) feet from the backboard. Width of the lane is to be twelve (12) feet.

*EXCEPTION: **Atlantic & Central** Division- the foul shooter may land over the foul line while shooting foul shots, with no penalty.
- D. **Uniforms:**
 - 1. Uniforms for all divisions will be purchased by the City of Cape Coral.
 - 2. All participants must wear BLACK basketball shorts, and the jersey provided by CCPR, or will not be allowed to play in the game (unless determined by the League Director). – **NO EXCEPTIONS!**
 - 3. The league logo will appear on all uniform jerseys.
 - 4. No Jewelry, **NO EXCEPTIONS!!** (unless it's health related)

ARTICLE XI: PRACTICES

- A. Practice for all divisions will consist of:
 - 1. A practice schedule will be set up by the City of Cape Coral. If a coach cannot make his/her scheduled practice time, they will have to schedule a practice that fits their schedule on their own time.
 - 2. No more than one (1) practice can occur per week without the League Directors approval (once the games have started).
 - 3. Players are required to attend ALL practices unless otherwise excused by the Coach.

4. If a child has YBL (Youth Basketball League) practice and a different sports GAME at the same time, the child should go to the game, but inform the YBL (Youth Basketball League) Coach before the scheduled practice (this is to acquire the proper excusal needed to miss practice).
5. No team may practice outside Cape Coral city limits.

HOW TO PLAY/SUB WITH ONLY SEVEN PLAYERS PRESENT

<u>Players – 1st</u>	<u>Players – 2nd</u>	<u>Players – 3rd</u>	<u>Players – 4th</u>
A	C	A	A
B	D	B	B
C	E	E	C
D	F	F	D
E	G	G	F
			G

Only one player will play the first 3 quarters and not the 4th. The other six players can sub in and out in the 4th quarter.