



HANAHAN RECREATION AND PARKS

2016



YOUTH BASKETBALL RULES AND REGULATIONS



MISSION STATEMENT

The mission of Hanahan Recreation and Parks is to enrich the lives of its citizens by providing a comprehensive system of parks and affordable, diverse recreation programs that encourage health, fitness, relaxation, and cultural enrichment, as well as providing opportunities for community involvement.

PURPOSE

The Hanahan Recreation and Parks Department will provide a comprehensive set of recreation programs for individuals of all ages with the purpose of improving their health and well-being through participation in activities that enhance their physical, cognitive, social and emotional abilities. An emphasis will be placed on five key areas.

- A) Learning and developing the basic skills of the game
- B) Physical Fitness
- C) Developing values of sportsmanship, teamwork and fair play
- D) Enjoyment through the participation of all players
- E) Provide a competitive atmosphere in a controlled environment



YOUTH ATHLETIC PHILOSOPHY

The Hanahan Recreation and Parks Department believes that youth athletic programs serve an important part in the development of physical, emotional, and mental abilities of children. The main emphasis for all HRPD youth athletic programs is participation, increasing individual skill levels and aiding in character development. This philosophy can be achieved by teaching our youth the following concepts:

Fundamentals of the game – Regardless the sport, the primary concern of coaches should be to teach the basics. Each child should receive individual instruction and encouragement to increase his/her personal skill level.

Sportsmanship – All children should be taught the qualities of sportsmanship and fair play. The emphasis should be on each child doing their best and having fun, not on winning or losing.

Team Concept – In all team sports, each member should feel that he/she is valuable to the team and can contribute to the team effort. Learning to work with others as a team is essential for successful teams and team members.

Respect for Officials – Coaches should teach children to respect the game officials. Participants should not be led to believe that the actions of an official determined the outcome of an athletic event. The example that is set by the coaches (and parents) speaks much louder than the words that are spoken about sportsmanship and respect for others.



GOALS/OBJECTIVES

BASKETBALL

The Hanahan Recreation and Parks youth basketball program will accept registration for all participants through November 16th with late registration open until the team placement date or until the league is full.

All Youth teams will be established and organized on or before Wednesday, December 2.

All practices will begin no later than the week of Monday, December 7th.

All regular season games will begin Saturday, January 9, 2016.

All team pictures will be scheduled for Saturday, January 9, 2016

All leagues will conclude on or before the first week of March, 2016.

It will be the intent of the Hanahan Recreation and Parks Department to reach the following goals during the youth basketball season.

- To provide a comprehensive youth basketball program for children ages 4-17 to include instructional practices, league games, and tournament play.
- To allow all children regardless of skill ability the opportunity to participate and learn the game of basketball through equal training and leadership from qualified adult coaches.
- To offer all participants an opportunity to participate in league games in a structured environment.
- To provide leadership and instruction from competent volunteer coaches.
- To provide clean, safe and attractive facilities.
- To allow all participants the opportunity to develop relationships and enhance social skills while participating in the game of basketball.



CODE OF CONDUCT

1. In order to maintain a healthy atmosphere the following rules and regulations are applicable at all youth and adult athletic events. All coaches, players and league officials are expected to abide by them.
 - a. No fighting-physical or verbal
 - b. No alcoholic beverages or illegal use of drugs. No one under the influence of alcohol or drugs is allowed on the premises.
 - c. No obscene or abusive language allowed at any time during athletic events by coaches, players or spectators
 - d. No coach or spectator will openly abuse any player, official, or coach.
2. **DISCIPLINARY ACTION:** At all games there will be a designated person from the Hanahan Recreation and Parks Department staff. If a serious violation occurs, the representative is authorized to take whatever action deemed necessary. However, the normal disciplinary action is as follows.
 - a. **IN THE CASE OF A SPECTATOR:** If it is determined by the person in charge that a spectator has flagrantly violated any of the above rules, the following disciplinary actions will be taken:
 - i. **First Offense:** The offending spectator will be notified that their conduct is unsatisfactory. Should the misconduct not be immediately terminated, the offender will be required to leave the premises.
 - ii. **Second Offense:** Person will be dismissed from the league and prohibited from returning to the games for the remainder of the season. A letter stating the disciplinary action taken will be sent to the violator
 - b. **IN THE CASE OF A COACH OR PLAYER:** Disciplinary action for the coaches and players during the game is the responsibility of the game officials, which may range from verbal warning to ejection from the game and/or area. The officials will record all incidents in the official scorebook. The Recreation and Parks Director, along with recreation personnel will maintain a record of the offenses so that repeat offenders will be handled as follows with regard to the league:
 - i. **First Offense:** Coach/player will automatically be suspended from the next game played by their team. They also will not be permitted to attend the game as a spectator.
 - ii. **Second Offense:** Coach/Player will be dismissed from the league for the remainder of the season.

****Note:** Recreation and Parks Director will review all Disciplinary actions



MANGERS/COACHES ROLE

1. The manager/coaches role is of the utmost importance in the operation of the league. The relationship a coach can have with their players in this type situation is unique. The coach should help their players explore their own values, set their own goals and work toward those goals. The coach should also help the players learn the fundamentals of the game and enjoy themselves in the process. But most of all, the coach must set an example for their players to follow. Older people with who they have respect and in whom they have confidence easily influence the youth. Therefore, it is imperative that coaches possess and display attitudes and values, which we would like for our young people to follow.
2. Head Coaches: It is the responsibility of the head coach to maintain a competitive spirit in the controlled atmosphere of an organized youth sport. Competition is a healthy product of our society. However, coaches must ensure that competition remain at a healthy level, a level where the game is enjoyable and is a rewarding experience for the participant. The team is not to be used as an instrument for the coaches' personal gain. The following is the head coaches responsibilities:
 - a. Primary consideration will be given to the health and safety of the players regarding length of practices, endurance requirements, weight reduction programs, etc.
 - b. To aid, assist, teach and supervise their team in the games.
 - c. Responsible for representing your team in communicating with the sports officials assigned and opposing teams.
 - d. Responsible for checkout, care of and return of equipment issued by the Hanahan Recreation and Parks Department.
 - e. Responsible for your assistant coaches, parents and teams actions during the game and practices, observances of the rules and by-laws.
 - f. Responsible to insure that you or one of your assistants is present the night of your mandatory parents meeting which you schedule.
 - g. Responsible for obtaining your assistant coaches after you have been assigned a team. All prospective coaches will apply to the Recreation and Parks Department through their respective manager for coaching positions and must be approved by the Recreation and Parks Department.
 - h. All head coaches and assistant coaches must complete a coach's application and return it to the recreation and parks department.
 - i. No player or coach is allowed to smoke, chew, or dip any tobacco product while practicing or playing in the Hanahan Recreation and Parks programs.



Managers/Coaches Role

- j. Any participant not assigned to your team by the HRPD is not allowed to participate in any practices or games. Any coach allowing this will be dismissed from the sports program.
 - k. If any head coach or assistant coach willfully violates league rules and regulations, an investigation by the HRPD will be held, if deemed necessary. Recommendations will be made to the HRPD Director as to what action is necessary, i.e. suspension, dismissal etc.
 - l. Any coach who does not have their team attend a game as scheduled or refuses to complete a game will forfeit the game to the opposing team and will be removed from the program.
 - m. All disciplinary action taken against a player must be reported and approved by HRPD prior to any action taken.
 - n. Games will be played in accordance with league schedules. HRPD must approve any changes in the schedule.
3. Head Coach Eligibility: Anyone who was a head coach of a team in the league the previous season must submit their application to the HRPD by the deadline date. In such cases, the head coach will automatically be approved unless there is due cause to reject the application. Persons who are new in the area or who have not previously served as head coach may make application to the HRPD for a head coach position. The Recreation and Parks Director will select all head coaches. All attempts will be made to assign head coaches who have previously coached for at least one year.
4. In such cases where the head coach decides not to return or have left the area, the position shall then be offered to all registered applicants if they are deemed qualified by the HRPD.
5. A head coach cannot be under 18 years of age and assistant coaches cannot be under 16 years of age.



CONDUCTING A PRACTICE

It is important when conducting a practice that you have your activity preplanned so things will not get out of control. All coaches should attempt to teach fundamentals and to keep all children involved throughout the practice.

1. Always start practice on time
2. Ask players to obey instructions
3. Make practice fun and enjoyable
4. Require every player to put forth maximum effort
5. Diplomatically correct a player's error immediately in practice
6. Understand the difference between correction and criticism, correction deals with the problem not the player as an individual, criticism is often directed at the player as a person and often has a negative effect
7. Always conduct parent meetings before the first practice. Keep parents informed of all practices and schedules.
8. Maintain attendance records for each participant
9. Keep all practices and games fun

Teach fundamentals



PARENT OR GUARDIAN ROLE

1. Parents are encouraged to be involved in the operation of the league. The program cannot be successful without the support of parents. Parents are requested to bear in mind that it is a youth program and should not serve as hobbies for adults.
2. Parents Responsibility:
 - a. Must arrange for their child's transportation to and from all practices and games.
 - b. Must be present at registration to sign the registration form and present proper birth certification forms and proof of insurance and residency.
 - c. Parent must also have adequate medical insurance coverage for their child.
 - d. Are strongly urged to attend parents meetings when scheduled by coaches.

PARENTS CODE OF ETHICS

1. I hereby pledge to provide positive support, care and encouragement for my child in youth sports by following this code of ethics pledge.
2. I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other youth event.
3. I will place the emotional and physical well being of my child ahead of a personal desire to win.
4. I will insist that my child play in a safe and healthy environment.
5. I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
6. I will demand a sports environment for my child that is free of alcohol, drugs and tobacco and will refrain from their use at all youth events.
7. I will remember that the game is for the youth and not the adults.
8. I will do my very best to make youth sports fun for my child.
9. I will ask my child to treat other player, coaches, fans and officials with respect regardless of race, sex, creed or ability.
10. I promise to help my child enjoy the youth experience by doing whatever I can, such as being a respectable fan and supporting the coaches and officials.

Parents Signature_____ Date_____

Child's Team_____



LEAGUE ORGANIZATION

1. The Hanahan Recreation and Parks Department is charged with the primary responsibility for youth sports. The Recreation and Parks Director will render all possible services and conduct the affairs of the league.
2. The management of the affairs, conduct and property of the league will be vested in the Recreation Coordinator under the authority of the Recreation and Parks Director.

Duties of League Officers:

- a. Responsible to HRPD Director in all league affairs.
- b. Will work with the HRPD Director in executing all policies, procedures, and regulations as established by these by laws
- c. Responsible to advise the HRPD Director on financial needs of the league.
- d. Shall issue all equipment on custody receipts to head coaches and be responsible for the return, storage and inventory of equipment.
- e. Will report to the HRPD Director on all problems, player suspensions or incidents that may occur at practice or games.
- f. Will report to the HRPD Director the number of trophies and awards that will be needed to support the program.
- g. Responsible for maintenance of all facilities used for practices and games. Coaches are expected to assist with maintenance of practice facilities.
- h. Responsible for ensuring that all teams have sufficient equipment available for issue to individual teams at the facility for commencement of play.
- i. Responsible to notify the HRPD Director of all schedule changes as soon as possible.
- j. Will attend all meetings of coaches
- k. Responsible for keeping the league coaches properly briefed on all aspects of the rules, regulations and policies of the league.
- l. Will serve as a liaison between the HRPD Director and the coaches, parents and players.



ELIGIBILITY AND REGISTRATION

1. Birth Certificates must be presented at time of registration if not on file at HRPD.
2. One parent or guardian must be present at registration to sign the registration consent form and pay the registration fee.
3. Those who compete in another recreation department sponsored league within the same age division are not eligible to participate in the HRPD during the current season. Any participant who does not reside in the City of Hanahan or the HRPD established league boundaries is ineligible to participate in All-Star tournament play.
4. Registration is the responsibility of the HRPD. Every effort will be made to ensure that sufficient publicity concerning registration is released. No league coach may accept any registration fees.
5. Registration will be on a first come first serve basis.
6. Late registration will be accepted with a \$5.00 late fee based on space available.
7. Refunds will not be granted once a child has been placed on a team. The exception will be for medical reasons only.
8. There is a possibility of participants having to travel throughout the Tri-County area for games if there are not enough teams to form a league within HRPD.
9. Once a child is placed on a team they are to remain on that team for the remainder of the current season in that particular sport.



PLAYER SELECTION POLICY – ALL DIVISIONS

The goal of the player selection is for all teams to be created as equal as possible. All teams will be selected fairly and in proper order.

1. All players will be selected fairly and evenly for all teams.
2. The selection order will be determined by a blind draw.
3. Head coaches only will have their child automatically placed on the team.
4. Teams will have an equal number of selections based on the number of participants which are available for team placement.
5. **Requests to be placed on a team will not be accepted by the recreation and parks department. All players must go through the placement procedure.**
6. Siblings within the same age group will be placed on the same team.
7. All players must go through team placement for each sport every season.
8. No players will be added after the team placement procedure. The exception to this rule will be in the event a team does not have enough players remaining on the roster to fairly complete the season. At this time a decision will be made by the recreation and parks department concerning the addition of new players. All coaches will be notified of such changes or occurrences. Coaches must complete a drop form when a player has dropped from the team and return it to the recreation and parks department.
9. Rosters are frozen after the team selection has taken place. No coach will be allowed to add players after the team placement proceedings.
10. Players which do not attend the team placement night will have their name included in the draft process. All coaches will be notified of such players before the selecting begins. Players not attending the evaluation will be randomly selected to a team.
11. Players in non-competitive leagues will be randomly assigned to a team by the HRPD.



HANAHAN RECREATION AND PARKS YOUTH BASKETBALL BYLAWS

The official rules for this league will be the rules according to the National Federation High School Basketball Rule Book, except where modified by the league by-laws

1. Players will be assigned to the various teams and respective divisions in accordance with the age requirements set forth in these playing rules and regulations. Once a player is assigned to a team they will remain with that team for the length of the season. No player can be transferred, traded or otherwise reassigned to another team in the same division or league.
2. ALL PLAYERS DRESSED OUT WITH THE EXCEPTION OF A PLAYER WITH A VISIBLE INJURY WILL PLAY AN ENTIRE QUARTER FROM START TO FINISH (1ST OR 2ND QUARTER) IN THE GAME AND MAKE AN APPEARANCE IN AN ADDITIONAL QUARTER (3RD OR 4TH). EXCEPTION: If a player is injured or gets injured or is sick. Violation of this rule is forfeiture of the game and a one game suspension of the head coach at fault. A player arriving late for a game, but arriving before halftime is completed, must fulfill this mandatory playing rule.
3. No game can be protested. Any coach willfully playing an ineligible player will be subject to dismissal. Also, that team will receive a loss for each game the ineligible player participated in.
4. All games will be played in accordance with the schedule posted by HRPD. Teams should report to the gym at least 15 minutes prior to the scheduled starting time. All coaches are required to put their lineups in the official scorebook located at the scorer's table at least five (5) minutes prior to game time. In the event the early game extends past the starting time for the second game, the second game will start five (5) minutes after the conclusion of the previous game. No game will start before the scheduled game time unless there is mutual agreement with both coaches involved.



5. Beginners: (4 year olds)

1. We will begin the **first and second quarters** with a free throw from each of the five (5) starters on each team. This will be administered by one (1) coach. Each player will only be allowed to shoot one (1) free throw per game, unless the team has less than ten in the game. The free throws do count as team points. The game will begin, following the free throws, with the visiting team taking the ball out at half court. Alternating possessions will be used from that point on.
2. Each quarter will be six (6) minutes in length, with a running clock. The clock will only stop for time-outs and injuries. **The clock will stop on every whistle during the last two (2) minutes of the fourth quarter.** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed four (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. No overtime periods.
5. All players must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official.
6. Defense is to be played inside the free throw lane and no player shall be able to steal the ball outside of this area.
7. Players are encouraged to dribble the ball four (4) times down the length of the court. Traveling will not be strictly enforced. If a child is running the length of the court without dribbling the ball, the official will call traveling, which results in a turnover.
8. No game scores or league standings will be kept in this league.
9. There will be a maximum of five (5) players on the court at one time. In the event that one team does not have five players, the opposing team will adjust accordingly. If a team has less than three (3) players, that team will forfeit the game.



10. An 6ft. goal will be used in this league.
11. We will use the 27.5 size ball.
12. Participation medals will be given to each player.
13. Players must wear Department issued jerseys and parents need to provide shorts with no pockets or zippers during the games.
14. No jewelry is to be worn during the games. This includes the any necklaces.



6. **Half-Pints (5-6 yr olds)**

1. We will begin the **first and second quarters** with a free throw from each of the five (5) starters on each team. This will be administered by one (1) coach. Each player will only be allowed to shoot one (1) free throw per game, unless the team has less than ten in the game. The free throws do count as team points. The game will begin, following the free throws, with the visiting team taking the ball out at half court. Alternating possessions will be used from that point on.
2. Each quarter will be six (6) minutes in length, with a running clock. The clock will only stop for time-outs and injuries. **The clock will stop on every whistle during the last two (2) minutes of the fourth quarter.** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed four (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. No overtime periods.
5. All players must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official.
6. Defense is to be played inside the 3-point arc and in the opinion of the referee a team is holding or stalling the ball with no attempt to score; a technical foul on the coach will be call. The result will be two foul shots and possession of the ball at midcourt.
7. Players are encouraged to dribble the ball four (4) times down the length of the court. Traveling will not be strictly enforced. If a child is running the length of the court without dribbling the ball, the official will call traveling, which results in a turnover.
8. No game scores or league standings will be kept in this league.
9. No 3-point shots. Free throw distance is 10ft.



10. There will be a maximum of five (5) players on the court at one time. In the event that one team does not have five players, the opposing team will adjust accordingly. If a team has less than three (3) players, that team will forfeit the game.
11. An 7ft. goal will be used in this league.
12. We will use the 27.5 size ball.
13. Participation medals will be given to each player.
14. Players must wear Department issued jerseys and parents need to provide shorts with no pockets or zippers during the games.
15. No jewelry is to be worn during the games. This includes the any necklaces.



7. Pee Wee (7-8 yr olds)

1. We will begin the **first and second quarters** with a free throw from each of the five (5) starters on each team. This will be administered by one (1) coach. Each player will only be allowed to shoot one (1) free throw per game, unless the team has less than ten in the game. The free throws do count as team points. The game will begin, following the free throws, with the visiting team taking the ball out at half court. Alternating possessions will be used from that point on.
2. Each quarter will be six (6) minutes in length, with a running clock. The clock will only stop for time-outs and injuries. **The clock will stop on every whistle during the last two (2) minutes of the fourth quarter.** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed four (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. No overtime periods.
5. All players must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official.
6. Defense is to be played inside the 3-point arc and in the opinion of the referee a team is holding or stalling the ball with no attempt to score; a technical foul on the coach will be call. The result will be two foul shots and possession of the ball at midcourt.
7. Players are encouraged to dribble the ball four (4) times down the length of the court. Traveling will not be strictly enforced. If a child is running the length of the court without dribbling the ball, the official will call traveling, which results in a turnover.
8. No game scores or league standings will be kept in this league.
9. No 3-point shots. Free throw distance is 10ft.



10. There will be a maximum of five (5) players on the court at one time. In the event that one team does not have five players, the opposing team will adjust accordingly. If a team has less than three (3) players, that team will forfeit the game.
11. An 8ft. goal will be used in this league.
12. We will use the 27.5 size ball.
13. Participation medals will be given to each player.
14. Players must wear Department issued jerseys and parents need to provide shorts with no pockets or zippers during the games.
15. No jewelry is to be worn during the games. This includes the any necklaces.



8. Small Fry (9-10 yr olds)

All Youth Basketball Leagues will be governed by the National High School League Rulebook with the addition of the following local league rules

1. Each game will start with a Jump Ball.
2. Each quarter will be eight (8) minutes in length, with a running clock. The clock will only stop for time-outs, free throws and injuries. **During the last two (2) minutes of the second and fourth quarter, we will use a regulation clock (the clock will stop on every whistle).** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed two (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. Overtime periods will consist of (2) minutes in length with the clock stopping on every whistle. One (1) timeout will be allowed during the overtime period.
5. Each player must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official. If a team has ten (10) players, five (5) players will play the first quarter and five (5) different players will play the second quarter. Once all ten players have played their full quarter, substitutions may begin. If a team has less than ten (10) players, the players who have met their playing requirement can be substituted for anytime. If a team has more than ten (10) players the player(s) that did not play in the first half must start the third quarter and play the full quarter without being substituted for; all other players may be substituted for. The only exception to this rule would be if a player became sick or injured during the game. Open substitutions will be allowed anytime for a player who has met their playing required playing time. ***NOTE: If a player arrives late to a game, but before halftime, that player must fulfill his/her mandatory playing requirements.***



PENALTY: The player who did not meet the playing requirement must start the next game and play the entire quarter without being substituted for.

6. Teams are allowed to play “Man” or “Zone” defenses. There will be no full court pressing with the following exception: **A full court press will be allowed during the last two minutes of the fourth quarter ONLY, unless the team has a 15 point lead.** Teams can’t engage defensively until the ball crosses half court. If a team builds a fifteen (15) point lead, they cannot engage defensively until the ball crosses the three-point line. If a team fails to do this, a technical foul may be issued at the official’s discretion. Once the lead drops below fifteen (15) points, they may return to playing defense as per rule.
7. The intermediate size ball (28.5) will be used in each league.
8. Three (3) point baskets will be allowed in this division.
9. We will use the high school rule for free throw alignment. The first space under the basket will not be occupied (this includes gymnasiums that use the portable baskets). Free throw distance for this age group will be from the regulation free throw line.
10. A 9ft. goal will be used in this league.
11. **Tie Breaker Rules:** If we have a tie for first place at the end of the regular season, we will utilize the following steps to determine first place:
 - 1) Head-to-Head Competition
 - 2) Total number of “Points Allowed” in games between the tied teams.
 - 3) Total number of “Points Allowed” for all conference regular season games.
 - 4) If three teams are tied, a coin toss will decide which team receives the bye in the single elimination playoff format.
12. Players must wear Department issued jerseys and parents are required to provide shorts with no pockets or zippers during the games.
13. **Technical Fouls** – Penalty for technical fouls are the following: First technical all coaches will be required to sit for the remainder of the game. **Second technical will be an ejection.**
14. Players will not be allowed to wear any jewelry during games. This includes earrings, bracelets, necklaces and hair beads.



15. If a team obtains a 25 point lead, the clock will operate under “running time”, stopping only for time-outs and injuries. If the trailing team cuts the lead below a twenty-five (25) point margin, the clock will return to its previous mode for operating that game.
16. A individual trophy will be awarded to the 1st Place team based on the regular season standings.
17. Players must be enrolled in a day school or home schooled to participate in the Recreation program.
18. Players **cannot** play on a Hanahan Recreation and Parks SCAP All-Star team if they are on a B-Team, Middle School, JV Team or Varsity Team at their school. Players also **cannot** play on a Hanahan Recreation and Parks SCAP ALL-STAR TEAM if they played in more than one recreational league in the same season.



9. Mite (11-12 yr olds)

All Youth Basketball Leagues will be governed by the National High School League Rulebook with the addition of the following local league rules

1. Each game will start with a Jump Ball.
2. Each quarter will be eight (8) minutes in length, with a running clock. The clock will only stop for time-outs, free throws and injuries. **During the last two (2) minutes of the second and fourth quarter, we will use a regulation clock (the clock will stop on every whistle).** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed two (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. Overtime periods will consist of (2) minutes in length with the clock stopping on every whistle. One (1) timeout will be allowed during the overtime period.
5. Each player must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official. If a team has ten (10) players, five (5) players will play the first quarter and five (5) different players will play the second quarter. Once all ten players have played their full quarter, substitutions may begin. If a team has less than ten (10) players, the players who have met their playing requirement can be substituted for anytime. If a team has more than ten (10) players the player(s) that did not play in the first half must start the third quarter and play the full quarter without being substituted for; all other players may be substituted for. The only exception to this rule would be if a player became sick or injured during the game. Open substitutions will be allowed anytime for a player who has met their playing required playing time. ***NOTE: If a player arrives late to a game, but before halftime, that player must fulfill his/her mandatory playing requirements.***

PENALTY: The player who did not meet the playing requirement must start the next game and play the entire quarter without being substituted for.



6. Teams are allowed to play “Man” or “Zone” defenses. There will be no full court pressing with the following exception: **A full court press will be allowed during the last two minutes of the fourth quarter ONLY, unless the team has a 15 point lead.** Teams can’t engage defensively until the ball crosses half court. If a team builds a fifteen (15) point lead, they cannot engage defensively until the ball crosses the three-point line. If a team fails to do this, a technical foul may be issued at the official’s discretion. Once the lead drops below fifteen (15) points, they may return to playing defense as per rule.
7. The intermediate size ball (28.5) will be used in each league.
8. Three (3) point baskets will be allowed in this division.
9. We will use the high school rule for free throw alignment. The first space under the basket will not be occupied (this includes gymnasiums that use the portable baskets). Free throw distance for this age group will be from the regulation free throw line.
10. A 10ft. goal will be used in this league.
11. **Tie Breaker Rules:** If we have a tie for first place at the end of the regular season, we will utilize the following steps to determine first place:
 - 5) Head-to-Head Competition
 - 6) Total number of “Points Allowed” in games between the tied teams.
 - 7) Total number of “Points Allowed” for all conference regular season games.
 - 8) If three teams are tied, a coin toss will decide which team receives the bye in the single elimination playoff format.
12. Players must wear Department issued jerseys and parents are required to provide shorts with no pockets or zippers during the games.
13. **Technical Fouls** – Penalty for technical fouls are the following: First technical all coaches will be required to sit for the remainder of the game. **Second technical will be an ejection.**
14. Players will not be allowed to wear any jewelry during games. This includes earrings, bracelets, necklaces and hair beads.



15. If a team obtains a 25 point lead, the clock will operate under “running time”, stopping only for time-outs and injuries. If the trailing team cuts the lead below a twenty-five (25) point margin, the clock will return to its previous mode for operating that game.
16. A individual trophy will be awarded to the 1st Place team based on the regular season standings.
17. Players must be enrolled in a day school or home schooled to participate in the Recreation program.
18. Players **cannot** play on a Hanahan Recreation and Parks SCAP All-Star team if they are on a B-Team, Middle School, JV Team or Varsity Team at their school. Players also **cannot** play on a Hanahan Recreation and Parks SCAP ALL-STAR TEAM if they played in more than one recreational league in the same season.



10. Midget (13-14 yr olds)

All Youth Basketball Leagues will be governed by the National High School League Rulebook with the addition of the following local league rules

1. Each game will start with a Jump Ball.
2. Each quarter will be eight (8) minutes in length, with a running clock. The clock will only stop for time-outs, free throws and injuries. **During the last two (2) minutes of the second and fourth quarter, we will use a regulation clock (the clock will stop on every whistle).** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed two (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. Overtime periods will consist of (2) minutes in length with the clock stopping on every whistle. One (1) timeout will be allowed during the overtime period.
5. Each player must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official. If a team has ten (10) players, five (5) players will play the first quarter and five (5) different players will play the second quarter. Once all ten players have played their full quarter, substitutions may begin. If a team has less than ten (10) players, the players who have met their playing requirement can be substituted for anytime. If a team has more than ten (10) players the player(s) that did not play in the first half must start the third quarter and play the full quarter without being substituted for; all other players may be substituted for. The only exception to this rule would be if a player became sick or injured during the game. Open substitutions will be allowed anytime for a player who has met their playing required playing time. ***NOTE: If a player arrives late to a game, but before halftime, that player must fulfill his/her mandatory playing requirements.***

PENALTY: The player who did not meet the playing requirement must start the next game and play the entire quarter without being substituted for.



6. Teams are allowed to play “Man” or “Zone” defenses. There will be no full court pressing with the following exception: **A full court press will be allowed during the last two minutes of the fourth quarter ONLY, unless the team has a 15 point lead.** Teams can’t engage defensively until the ball crosses half court. If a team builds a fifteen (15) point lead, they cannot engage defensively until the ball crosses the three-point line. If a team fails to do this, a technical foul may be issued at the official’s discretion. Once the lead drops below fifteen (15) points, they may return to playing defense as per rule.
7. The official size ball (29.5) will be used in each league. *Midget Girls will play with a 28.5 size ball.*
8. Three (3) point baskets will be allowed in this division.
9. We will use the high school rule for free throw alignment. The first space under the basket will not be occupied (this includes gymnasiums that use the portable baskets). Free throw distance for this age group will be from the regulation free throw line.
10. A 10ft. goal will be used in this league.
11. **Tie Breaker Rules:** If we have a tie for first place at the end of the regular season, we will utilize the following steps to determine first place:
 - 9) Head-to-Head Competition
 - 10) Total number of “Points Allowed” in games between the tied teams.
 - 11) Total number of “Points Allowed” for all conference regular season games.
 - 12) If three teams are tied, a coin toss will decide which team receives the bye in the single elimination playoff format.
12. Players must wear Department issued jerseys and parents are required to provide shorts with no pockets or zippers during the games.
13. **Technical Fouls** – Penalty for technical fouls are the following: First technical all coaches will be required to sit for the remainder of the game. **Second technical will be an ejection.**
14. Players will not be allowed to wear any jewelry during games. This includes earrings, bracelets, necklaces and hair beads.
15. If a team obtains a 25 point lead, the clock will operate under “running time”, stopping only for time-outs and injuries. If the trailing team cuts the lead below a twenty-five (25) point margin, the clock will return to its previous mode for operating that game.



16. A individual trophy will be awarded to the 1st Place team based on the regular season standings.
17. Players must be enrolled in a day school or home schooled to participate in the Recreation program.
18. Players **cannot** play on a Hanahan Recreation and Parks SCAP All-Star team if they are on a B-Team, Middle School, JV Team or Varsity Team at their school. Players also **cannot** play on a Hanahan Recreation and Parks SCAP ALL-STAR TEAM if they played in more than one recreational league in the same season.



11. Junior (15-17)

All Youth Basketball Leagues will be governed by the National High School League Rulebook with the addition of the following local league rules

1. Each game will start with a Jump Ball.
2. Each quarter will be eight (8) minutes in length, with a running clock. The clock will only stop for time-outs, free throws and injuries. **During the last two (2) minutes of the second and fourth quarter, we will use a regulation clock (the clock will stop on every whistle).** There will be a two (2) minute break between quarters and a five (5) minute half-time period. There is a fifteen (15) minute grace period for all first games of the day or night.
3. Each team will be allowed two (2) timeouts per half. Time-outs will not carry over into the second half or the overtime period.
4. Overtime periods will consist of (2) minutes in length with the clock stopping on every whistle. One (1) timeout will be allowed during the overtime period.
5. Each player must play at least one (1) full quarter per game. Substitutions will be allowed in the second half once the required playing time has been met for each player. Substitutes may not enter the game until the game official has granted them permission. Coaches are asked to please monitor their players so they will not run on and off the court without permission from the official. If a team has ten (10) players, five (5) players will play the first quarter and five (5) different players will play the second quarter. Once all ten players have played their full quarter, substitutions may begin. If a team has less than ten (10) players, the players who have met their playing requirement can be substituted for anytime. If a team has more than ten (10) players the player(s) that did not play in the first half must start the third quarter and play the full quarter without being substituted for; all other players may be substituted for. The only exception to this rule would be if a player became sick or injured during the game. Open substitutions will be allowed anytime for a player who has met their playing required playing time. ***NOTE: If a player arrives late to a game, but before halftime, that player must fulfill his/her mandatory playing requirements.***

PENALTY: The player who did not meet the playing requirement must start the next game and play the entire quarter without being substituted for.



6. Teams are allowed to play “Man” or “Zone” defenses. There will be no full court pressing with the following exception: **A full court press will be allowed during the last two minutes of the fourth quarter ONLY, unless the team has a 15 point lead.** Teams can’t engage defensively until the ball crosses half court. If a team builds a fifteen (15) point lead, they cannot engage defensively until the ball crosses the three-point line. If a team fails to do this, a technical foul may be issued at the official’s discretion. Once the lead drops below fifteen (15) points, they may return to playing defense as per rule.
7. The official size ball (29.5) will be used in each league. *Junior Girls will play with a 28.5 size ball.*
8. Three (3) point baskets will be allowed in this division.
9. We will use the high school rule for free throw alignment. The first space under the basket will not be occupied (this includes gymnasiums that use the portable baskets). Free throw distance for this age group will be from the regulation free throw line.
10. A 10ft. goal will be used in this league.
11. **Tie Breaker Rules:** If we have a tie for first place at the end of the regular season, we will utilize the following steps to determine first place:
 - 13) Head-to-Head Competition
 - 14) Total number of “Points Allowed” in games between the tied teams.
 - 15) Total number of “Points Allowed” for all conference regular season games.
 - 16) If three teams are tied, a coin toss will decide which team receives the bye in the single elimination playoff format.
12. Players must wear Department issued jerseys and parents are required to provide shorts with no pockets or zippers during the games.
13. **Technical Fouls** – Penalty for technical fouls are the following: First technical all coaches will be required to sit for the remainder of the game. **Second technical will be an ejection.**
14. Players will not be allowed to wear any jewelry during games. This includes earrings, bracelets, necklaces and hair beads.
15. If a team obtains a 25 point lead, the clock will operate under “running time”, stopping only for time-outs and injuries. If the trailing team cuts the lead below a twenty-five (25) point margin, the clock will return to its previous mode for operating that game.



16. A individual trophy will be awarded to the 1st Place team based on the regular season standings.
17. Players must be enrolled in a day school or home schooled to participate in the Recreation program.
18. Players **cannot** play on a Hanahan Recreation and Parks SCAP All-Star team if they are on a B-Team, Middle School, JV Team or Varsity Team at their school. Players also **cannot** play on a Hanahan Recreation and Parks SCAP ALL-STAR TEAM if they played in more than one recreational league in the same season.