

Burke Basketball

**Summer 2008 Local Rules
General Information
League Policy**

www.BurkeBasketball.org

July 9, 2008

Pre-Game Checklist

20 Minutes Prior to game time

- Arrive at the gym
- Review this Local Rulebook for any special court rules for that age group (be sure to bring a copy of the rulebook to the game)

15 Minutes Prior to game time (or as soon as the previous game is completed)

- Set the game clock to expire one minutes before the scheduled start time. (see Note 1 below)
- Check with each coach to ensure that:
 - players' names are entered in the scorebook
 - timekeeper and scorekeeper are assigned
 - the participation rules are understood
 - any special court rules are understood
 - a parent is assigned as the Volunteer Building Director on duty
- Check with timekeeper and scorekeeper to ensure they understand their duties
- Find a game ball

1 Minute Prior to game time

- Blow the whistle and clear the court.
- Make sure the timekeeper resets the clock to the proper # of minutes
- START THE GAME ON TIME

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1.0 General Information

1.1 Program Objective:

To provide a positive and constructive environment for the youth of our community to learn to play and enjoy the game of basketball. The goals of our league are not only to provide instruction on the fundamentals of the game, but also to promote sportsmanship, team play, self-discipline, and fair play. Coaches, players, as well as parents and fans must conduct themselves in a manner reflecting these goals.

1.2 Season:

The summer season runs from early July through early August.

1.3 League Structure:

The structure for the leagues is shown below:

Player grades as of October 1, 2007

Boys/Girls 3rd/4th

Boys 5th/6th

Boys 7th/8th

Boys 9th/10th/11th/12th

Girls all ages

1.4 Player Eligibility:

Players grade 5 through 12 are eligible to play in the league. Player grade is determined as of October 1st 2007. All players must complete a registration form. Once leagues have reached capacity within age groups, waiting lists will be developed if needed and additional players will be taken on a first come first serve basis. Registrations received after the published dates will be accepted with a late fee of \$10. If a player withdraws from Burke Basketball before the first game of the season, refunds will be made except for a \$10 processing fee.

1.5 Notifications:

Coaches are responsible for notifying all players and parents of the rules, regulations, and schedules.

1.6 Practices:

Practices will not be held for the summer season.

1.7 Play:

All games will be in accordance with the National Federation of State High School Association's rules for basketball as modified by the rules set forth in this publication.

1.8 Standings:

In keeping with the non-competitive nature of the summer season, standings will not be kept.

1.9 Cancellations:

Games will be canceled when schools are closed due to inclement weather or non-availability. The League Director in coordination with the scheduling director will reschedule canceled games, if possible. **As with school day closings, Fairfax Cable Channel 21 announces countywide weekend closures.** Closure information will also be recorded on the League website **www.BurkeBasketball.org**.

1.10 Communication:

Burke Basketball relies upon Internet communication as the primary mode of communication from League Staff to participating families. The League website **www.BurkeBasketball.org** should be checked regularly during the season for schedule changes, new information and events or to ask questions or make comments via the email web link. For those participants without Internet access, please telephone a coach or staff member directly to make inquiries.

2.0 Courts and Equipment

2.1 Facility Usage:

All teams will follow Fairfax County Department of Recreation (FCDR) building rules and regulations, plus any school specific rules. It is a requirement that a Volunteer Building Director (VBD) is present and watchful during any and all activities in gyms that are being used by Burke Basketball. To ensure compliance, **each team will qualify two parents as VBDs in addition to the coach.** During games, coaches and assistant coaches on the bench, or table personnel, may NOT act as the VBD. VBDs will be trained in proper procedures.

Burke Basketball, coaches, players, parents, and fans are guest of the schools. As such we must follow all directions and requests given by all members of school staff.

The following are excerpts from the Recreation Department Regulations as they apply to our league:

- 1) Use of the facility is restricted to the area of the gym assigned;
- 2) Participants must wear appropriate athletic shoes while engaged in an activity in the gym. Any shoes that mark or damage the floor are prohibited;
- 3) Bouncing, dribbling or throwing a basketball in areas other than the gym is prohibited, and may result in a technical foul being assessed;
- 4) Food and/or beverages are not permitted in the gym (**clear water is permitted**);
- 5) Smoking is not permitted in the building;
- 6) No immoral or unbecoming conduct is permitted; no alcoholic beverages may be served or consumed and no gambling may take place on school property;
- 7) The gym will be left in a neat and orderly condition.

8) Coaches/VBDs must report damage to facilities or major violations of FCDR or school rules to their Burke Basketball League Directors

2.2 Care of Equipment:

Coaches and VBDs will not allow anyone to hang from basketball rims or nets or play on other equipment that may be in the gym (volleyball stanchions, other gym equipment) at any time. Dunking the basketball, regardless of basket height or location (side baskets in smaller gyms), is prohibited at all times by non-game participants. Violation of these rules, by players, prior to or during warm-ups, games, or between quarters or halves is a technical foul which will be administered as soon as play commences/resumes.

2.3 Mid-Court Line:

When playing in the smaller gyms, the mid-court line will change during play. After crossing the mid-court line the backcourt violation line shifts to the last tangent line on or near the center circle, (location depends on the gym.) This will increase the size of the frontcourt. If there are any questions about a gym, please consult with the game officials.

2.4 Uniforms:

Game jerseys will be supplied and are mandatory for games. Jerseys shall be tucked in at all times during the game. Referees should warn players concerning the jerseys being tucked in and if necessary, ask the coach to assist in enforcing the rules. With just cause, at the discretion of the senior game referee, a player may be allowed to play without a jersey.

2.5 Jewelry:

Players must remove all earrings, watches, necklaces, bracelets (to include rubber band and string bracelets), and other jewelry before games. **Earrings may not be taped over (they must be removed)**. There will be no exception to this rule. Medical alert bracelets or “dog tags” are allowed if taped-down. The dog tag necklace must also be taped to the body.

2.6 Casts:

Players wearing hard (plastic or plaster) casts are prohibited from participating in games. Additionally, players wearing splints are also prohibited from participating in games. These rules exist to protect the player wearing the cast or splint and the other players.

2.7 Out of Bounds:

During the course of a game, if the ball strikes anything that is out of bounds, then possession of the ball is turned over to the other team. This includes, but not limited to, any volleyball nets that have been raised above the court, ceiling of the gym, and baskets/nets on the side of the gym.

3.0 Respect for Officials and Players

3.1 Officials:

Scheduled games will be officiated by referees designated by the specific League Chief Referee. In the event that referees are not on the court at game time, coaches will solicit

parent volunteers and play the game until assigned officials arrive. Coaches will notify the Chief Referee whenever this occurs.

3.2 Respect for Officials:

Coaches WILL respect the decision of the referees and set a good example for the players and parents. A coach or parent WILL NOT approach a referee with the intent of arguing a call. In the case of a correctable error, a time out must be called prior to the next dead ball by either team.

Further, it is the responsibility of coaches to control their assistant coach(s), players, and parents and guests of the players. If, in the judgment of the official, a parent or guest is interfering with the proper conduct of the game, that official will request that the coach control the offending individual(s). If the situation continues, the coach will be subject to a direct technical foul. Assistant coaches receiving a technical foul must immediately leave the visual confines of the gym. Referees will report all technical foul calls on coaches to the League's Chief Referee who will inform the appropriate League Director.

3.3 Language:

Inappropriate, abusive or profane language is not tolerated. Profanity by game participants, including bench personnel, is subject to an immediate technical foul and ejection. Abusive language from spectators may result in a bench technical after the game officials have warned the head coach of the unacceptable conduct. (See section 3.2)

3.4 Respect for Players:

It is the responsibility of all participants (coaches, officials, spectators, parents and players) to respect every other player. Sportsmanship and fair play is a must.

4.0 Player Placement, Vacancies and Trades

4.1 Player Placement:

The Summer League Director and staff shall place players on teams. Placement issues should be emailed to the Summer League Director.

4.2 Player Vacancies:

Vacancies occurring on teams should be reported to the Summer League Director within 48 hours. Decisions on replacement will be made by the Summer League Director as appropriate.

4.3 Player Trades:

Player trades are generally discouraged. Any suggested trades must be presented to the Summer League Director who will approve or disapprove the proposed trade.

5.0 Player Participation

5.1 Participation:

One of the main reasons that players sign up with Burke Basketball is to play. Coaches are required to equalize the playing time of ALL players to the best of their ability. Note that it is understood that not every player will play the exact same number of minutes as their teammates in any particular game and/or across the entire season (due to game fluctuations and/or players absence of 1 or more games). However, it is the coach's responsibility to ensure that ALL of their players play a more or less equal number of minutes across the season. To this end, the following participation rules are established:

1. ALL players must be entered in the scorebook prior to the beginning of the game.
NOTE: Adding a player to the scorebook after the game has begun will result in bench technical against the offending team (applies to each player added).
2. All players must play a MINIMUM OF ONE (1) UNINTERRUPTED QUARTER. An uninterrupted quarter is defined as remaining in the game for the entire quarter, with no substitution. ***The scorer will use a consistent identifying mark (for example, an "X" instead of a "/") for players that have played an entire quarter.***
3. Substitutions will be allowed in any quarter provided that all players meet the minimum playing time requirement of 1 UNINTERRUPTED quarter per game. When a coach decides to substitute one or more players the following sequence must occur:
 - a) Player(s) reports to the scorer;
 - b) At the next dead ball, the scorer/coach alerts the refs that a player substitution is being requested;
 - c) A ref motions the player(s) into the game. The player(s) may NOT enter the game unless motioned into the game by a referee. *Substitutions that occur during a timeout or between quarters do not require step c);*
 - d) An equal number of players exit the game.NOTE: Substitutions are permitted during any dead ball, if acknowledged by a referee as in c) above. Dead ball situations occur when the clock is stopped. Substitutions requested during free throws are executed immediately before the final free throw attempt (EXCEPTION: when the free throw shooter is being substituted for, the substitution takes place after the last free throw IF made, else no substitution is allowed at that time).
4. A player can only play in the 4th quarter if ALL other teammates have played in all, or some part of, three (3) quarters, including being in the game in the 4th quarter at, or before, the time of the entrance into the game of the original player.
NOTE: players that have left the game (and will not return) due to injury or ejection do not count.

5.1.1 Late Arrival:

If a player arrives after the beginning of the game but before the beginning of the 4th quarter, they will still be required to play one (1) complete quarter. Therefore, if a player arrives for the game after the beginning of the 3rd quarter and before the beginning of the 4th quarter, they will be required to play the entire 4th quarter. Players arriving after the beginning of the 4th quarter are not required to play in the game at the coach's discretion.

5.2 Participation Rule Enforcement, Violations, and Penalties:

1. Before the start of the 3rd and 4th quarters, the referees will check the scorebook to determine if all players have met the player participation requirement. If all players have not met the requirement, the coach will be notified and will be expected to place players in the game as needed to ensure that the requirement is satisfied prior the end of the game. If a coach is notified and does not comply with the requirement, his/her team will forfeit the game. The Head Referee and the League Director will be notified and appropriate action taken.
2. If the 4th quarter starts without the coach being notified by the referee of a participation violation, once the infraction is discovered, a technical foul will be called. The technical foul will be considered a flagrant foul resulting in two foul shots, turnover of possession to the opposing team, removal from the game of players, as needed, and insertion into the game of the players not meeting the minimum requirement. This infraction will be reported to the Head Referee and the League Director by the referee. If the infraction occurs twice during the season, the offending team will automatically lose the game in which the second infraction occurs.

6.0 Scoring and Timing Regulations

6.1 Scorekeeper & Timekeeper:

Each team shall provide one person to keep the scorebook or the clock. Official scorebooks and game clocks will be provided at each game site. Scorekeepers and timers must remain impartial during the entire game and keep accurate records.

6.2 General Timing Regulations:

6.2.1 Start of Play:

Teams must be available to take the court within five (5) minutes of the scheduled game time or when officials call for play to begin. A team may start a game with four (4) players. Failure to field a team with four (4) or more players by game start will result in the forfeiture of the scheduled game. *Note that game officials are prohibited from refereeing a forfeited game.*

6.2.2 Jump Balls:

A jump ball will begin each game. All other held ball situations will be resolved by alternating possession. The referees will keep track of the team possessions. The start of the 2nd, 3rd, and 4th quarters will be determined by alternating possession.

6.2.3 Timeouts:

Each team is allocated four (4), one (1) minute, timeouts per game. Timeouts may be used at any time. Referees may curtail the length of a timeout as needed if the game is running long. Referees may refuse a timeout if it would cause the game to go past its 70-minute time limit. Referees may call non-charged timeouts due to injuries.

6.2.4 Breaks:

If time permits, one minute will be allocated between the 1st/2nd, and 3rd/4th quarters with up to 3 minutes allocated for halftime. The referee will indicate to the scorer the amount of time to be placed on the clock for breaks.

6.2.5 Game time:

Four quarters constitute a full game. See Section 8, below, for length of quarters. **All games will end not later than five (5) minutes before the scheduled start of the next game. If needed, the referees will stop the game on the first dead ball 5 minutes before the next game.** If the games are running long and in the opinion of the head referee the game will not end by 5 minutes before the next game is scheduled to start, he/she will notify both coaches that there will be a running clock. Exception: if a running clock has been started, when the game clock reaches one minute remaining in the 4th Quarter, the clock will stop on all whistles. This does not preclude the referee from stopping the game five minutes before the next scheduled game.

6.2.6 Overtime:

Overtime is prohibited during summer season play.

6.3 General Scoring Regulations:

6.3.1 Three (3) point shots:

Three (3) point shots will count in gyms where a three point shot line is clearly marked on the basketball court and as indicated by the referees when the shot is made.

7.0 Violations and Penalties

7.1 Fouling Out:

All players will be removed from the game on their fifth (5th) foul, regardless of how many quarters they have played.

7.2 Ejections:

Any player or coach receiving 2 technical fouls in a game will be ejected for the remainder of that game and will be suspended from play for the next game. For a flagrant foul, the player will be ejected for the remainder of the game and may be suspended for the next two games.

7.3 Unsportsmanlike-like Behavior:

Any player or coach that, in the opinion of the senior official, exhibits threatening behavior to either referee or an opposing player before, during or immediately after the game will be ejected for the remainder of that game and will be suspended from play for the remainder of the season.

7.4 Review of Suspensions:

The Disciplinary Committee, consisting of the League Commissioners and the Chief Referee, will review all suspensions.

7.5 Suspended Players or Coaches:

Players or coaches that are suspended may not attend games during their suspension.

7.6 Bonus Shots:

Beginning with the seventh (7th) team foul in each half, shooters will be awarded one-and-one free throw attempts on the 7th and each subsequent foul. Beginning with the tenth (10th) team foul of each half, shooters will be awarded two shots for each foul, regardless if they make the first shot.

8.0 Age-Group Specific Rules, Modifications, and Clarifications

Except as noted in this rules book, Burke Basketball shall adhere to the *National Federation of State High School Associations (NFHS) Rules Book* for 2007-2008.

Rule change notice: *In an effort to reduce rough play in free-throw situations, the two marked lane spaces closest to the end line will be vacant. All players will move up one lane space during a free-throw attempt.*

8.1 Boys/Girls 3rd/4th Grades

Standard basketball rules shall apply except as noted below:

8.1.1 Coach's Summary for Court and Equipment rule:

1. The basket height is nine (9) feet.
2. A compact size 28.5" ball will be used.

8.1.2 Coaches Summary for Scoring and Timing Regulations rule:

1. Quarters are 7 minutes long.

Coach's Summary for Fouls and Penalties rule:

1. Man-to-man defense is REQUIRED in the frontcourt (players must stay within 6 feet of their offensive player).
 - EXCEPTION: When the player with the ball is in the lane, the defense may leave their player and move to the lane to defend the player with the ball.
NOTE: Defensive players must wait for the ball and/or the offensive player with the ball to enter the lane BEFORE leaving their player.
2. Defensive switching is PERMITTED. Note that the defensive player must stay with their new offensive player after a switch for the duration of that offensive possession.
3. Double-teaming of any offensive player outside of the frontcourt lane is PROHIBITED.
 - EXCEPTION #1: If the offensive player with the ball is close to an offensive teammate, that player's defender may attempt to steal the ball. No defender may leave his offensive player to guard the player with the ball (unless that player is in the lane).
 - EXCEPTION #2: So-called "help defense" is permitted. That is, when the ball handler beats their defender, another defender can leave their offensive player and move to intercept the ball handler to prevent an easy layup. Note, that abuse of this exception is very difficult for an official to judge so coaches are required to teach their players correctly. If in the judgment of the officials, players are abusing this exception they shall inform the coach to direct the players to only leave their defensive assignments as needed.
4. The defense must allow the offensive player to cross into the frontcourt.
5. Zone defenses are PROHIBITED at all times.
6. Backcourt defense is PROHIBITED at all times.
 - EXCEPTION: Defense in the backcourt is permitted during a fast break.

PENALTIES (1-6):

- Violation of any of the above shall result in a warning. The official will also explain the nature of the violation.
- Subsequently if, in the judgment the official, the coach is intentionally directing players to play defense illegally or is not taking action to prevent it from doing so, a technical will be called on the coach (2 free-throws plus the ball to the offensive team, note that the points are awarded regardless of the outcome of the free-throw attempts).
- NOTE: If, in the judgment of the official, inexperienced players are unintentionally causing the violation of the defensive rules, the coach and official must take action to explain the nature of the infraction to the players. The official has the option of NOT calling a technical in this situation.

8.1.2.1 Offensive rules:

1. The offense is required to advance the ball to the basket. Stalling offenses are PROHIBITED.
2. The offense is required to attempt involve the entire team. Offenses that are designed to repeatedly isolate the offense's best dribbler/player on a defensive player are PROHIBITED.

NOTE: For 1 and 2 above, these offenses include (but are not limited to) four corner, spread, and overloading offenses (i.e., stationing all 4 non-dribblers away from the basket).

PENALTIES (1-2):

- Violation of any of the above shall result in a warning. The official will also explain the nature of the violation.
- Subsequently if, in the judgment the official, the coach is intentionally directing players to play offense illegally or is not taking action to prevent it from doing so, a technical will be called on the coach (2 free-throws plus the ball to the defensive team, note that the points are awarded regardless of the outcome of the free-throw attempts).

8.2 Boys 5th through 12th Grades

Standard basketball rules shall apply except as noted below:

8.2.1 Coaches Summary for Scoring and Timing Regulations rule:

1. Quarters are 7 minutes long.

8.2.2 Coach's Summary for Fouls and Penalties rule:

8.2.2.1 Defensive rules:

1. No restrictions, but man-to-man defense is strongly encouraged.
2. When a team is ahead by 20 or more points, backcourt defense after a made shot or dead ball inbounds is not allowed until the lead is less than 20 points.

8.3 Girls 5th through 12th Grades

Standard basketball rules shall apply except as noted below:

8.3.1 Coach's Summary for Court and Equipment rule:

3. REFERENCE: A compact size 28.5" ball will be used.

8.3.2 Coaches Summary for Scoring and Timing Regulations rule:

1. Quarters are 7 minutes long.

8.3.3 Coach's Summary for Fouls and Penalties rule:

8.3.3.1 Defensive rules:

1. No restrictions, but man-to-man defense is strongly encouraged.
2. When a team is ahead by 20 or more points, backcourt defense after a made shot or dead ball inbounds is not allowed until the lead is less than 20 points.

9.0 Gym Specifics

9.1 Weeknights

Gyms are scheduled to open 15 minutes before the start of the first game and close approximately 1hr 30 min after the scheduled start time of the last game. While scheduled to be open 15 minutes before the game time, Fairfax County allows a 30-minute grace period.

If a gym is not open by 15 minutes after the scheduled start time of the first game, use the following procedure:

Call the Fairfax County Community & Recreation Facility Hotline. The Evenings and Weekends number is (703) 609-8870. This number will connect you to the On-duty supervisor who can dispatch a security guard to come open the gym. The game will not be played that day and will be rescheduled at the discretion of the league.

Call the appropriate League Director. This should be done immediately after the call to the county so arrangements can be made for the following games.

Use the same procedure as above for weeknight games and practices.

Do not leave any player unsupervised at a closed gym even if it is his or her school.

10.0 Burke Basketball COACHES CODE OF CONDUCT

All coaches will ensure that their conduct is that of a friend, good neighbor and respected member of the community. As all players and spectators follow their example, the behavior they exhibit at practices and games becomes the standard that all associated with their team and the league will strive to emulate and achieve.

To meet these responsibilities, we expect all coaches to:

Know the rules and abide by them.

Instruct team members in the rules and coach their team in such a way as to compete according to the rules at all times.

Respect referees and game officials at all times.

Never speak to a referee and game official in an abusive or confrontational manner.

Ensure that the players' families, friends and associated spectators conduct themselves with sportsmanship and dignity at all times.

Respect the coaches and other players of the opposing teams before, during and after the play of the game.

Always maintain control of their emotions and be aware of and avoid actions and language that may be interpreted as hostile or humiliating.

Instruct team support personnel (especially assistant coaches) to abide by the rules and act respectfully to all others involved.

Always keep in mind that the primary function of the league is to provide a safe and fun atmosphere for all the players to compete – not just to win games.

Treat the gyms and facilities as though we are guests of the county. Take care that team members and their families and friends do not litter, misuse and damage any of the county property.

Remember: The referees, coaches, players and their families are our friends and neighbors. Treat them in the same courteous and respectful manner that you do outside of the gym.