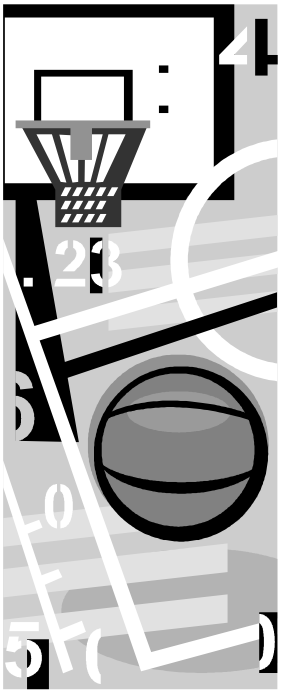
Orange County Department of Environment, Agriculture, Parks and Recreation

Youth Basketball League Rules and Regulations

Last Updated: 05/20/2015



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GENERAL INFORMATION:

Administration:	Orange County DEAPR – Recreation Division 302 West Tryon Street Hillsborough, NC 27278		
Mailing Address:	PO Box 8181 Hillsborough, NC 27278		
Office Hours:	Monday-Friday, 8:00 a.m.-5:00 p.m.		
Telephone:	919.245.2660		
Fax:	919.644.3042		
Inclement Weather:	919.245.2669		
Website:	http://www.orangecountync.gov/departments/deapr/basketball_league-_summer.php		
League Staff:	Chris Sousa	919.245.2661	csousa@orangecountync.gov
	Molly Fitzsimons	919.245.2663	mfitzsimons@orangecountync.gov
	James Lyon	919.245.2671	jlyon@orangecountync.gov
YBOC:	Rick Johnson		nc919rj@yahoo.com
	Steve Hannaman		hannaman@mebtel.net
	Kurt Sikes		kurt@sikes21.com
	Johnathan Hawkins		Dragnizmo@gmail.com
Facilities:	Central Recreation Center (CRC) 302 West Tryon Street Hillsborough, NC		

I. LEAGUE OBJECTIVE:

The Orange County Youth Basketball League is a recreational youth basketball league that encourages good sportsmanship, teamwork, physical fitness, discipline as well as enhancing the basic fundamentals of the sport. We are dedicated to providing a fun and safe environment that will ensure a positive and educational experience for everyone.

II. LEAGUE MANAGEMENT:

The governing body shall be vested in the Department of Environment, Agriculture, Parks and Recreation – Recreation Division.

The Youth Basketball Oversight Committee (YBOC) shall serve as an advisory and adjudicatory body. The YBOC shall have its own bylaws not included herein.

III. DIVISIONS/ELIGIBILITY REQUIREMENTS:

Registration
Each player must be registered with Orange County DEAPR – Recreation Division and approved by the league coordinator as to all qualifications prior to he/she will be eligible for the ratings/draft.

Divisions
The League will be comprised of several age and gender divisions. Age must be as of November 1 of the playing year for the winter season and June 1 for the summer season.

A. Mighty-Mites – Five-six-years-old.
   The Mighty-Mite division is an instructional league where participants will concentrate on the basic skills of basketball. No standings will be kept. No scoring will be kept. Coaches will serve as referees.

B. Pee Wees – Seven-eight-years-old.
   The Pee Wee division is a developmental league teaching participants the basic skills of basketball in a fun environment. Scoring will be kept. One referee will be present.

C. Pee Wee Girls – Seven-nine-years-old girls. (Winter Only)
   The Pee Wee Girls division is a developmental league teaching participants the basic skills of basketball in a fun environment. Scoring will be kept. One referee will be present.

D. Mites – Nine-ten-years-old.
   The Mite division is a youth developmental league teaching participants the basic skills of basketball. Scoring will be kept. Two referees will be present.

E. Midgets – Eleven-twelve-years-old.
The Midget division is a youth developmental league teaching participants the basic skills of basketball. Scoring will be kept. Two referees will be present.

F. Midget Girls – Ten-twelve-years-old girls. (Winter Only)
The Midget Girls division is a youth developmental league teaching participants the basic skills of basketball. Scoring will be kept. One referee will be present.

G. Juniors – Thirteen-fifteen-years-old.
The Junior division is a youth developmental league teaching participants the basic skills of basketball. Scoring will be kept. Two referees will be present.

IV. DUTY OF THE COACH:

Coach Eligibility
All volunteers requesting to participate as a head coach/assistant coach are required to complete the following process through the Orange County DEAPR – Recreation Division.

- Complete an Orange County Recreation Volunteer Application.
- Complete a background check through Orange County Recreation.
- Attend a mandatory coach's meeting/clinic.
- Attend a mandatory ratings/draft for the division (head coaches only)

Ensure Player Eligibility
It is the duty of each coach to ensure all participants on his/her team have registered for the league and are eligible to participate in practices/games.

Instruction
The coach shall be responsible to instruct each of his/her players during games/practices based on each individual's skill and playing ability. Less skilled players may at times need more instruction and explanation than more skilled players.

Schedules/Communication
The coach shall be responsible to contact all players notifying them of scheduled practices and games, and when practices or games are cancelled by Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division. All coaches will receive game and practice schedules that are to be distributed to all players.

Coaches are not permitted to alter or change game/practice times without approval of the Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division.

Maintain Control
The coach is responsible for controlling his/her players during all practices/games to ensure that a player's behavior adheres to all rules and regulations and objectives of the league.

V. PLAYER DRAFT

All eligible players will be assigned to teams through a ratings and draft process. The draft process is as follows:

Objective
The objective of Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division draft/ratings procedure for athletic leagues is to ensure that each parent, participant, and coach are given the opportunity to participate in a fun, enjoyable, and fair athletic league.

Attendance
All participants must register prior to the assessment to participate in the league. It is mandatory that all coaches and participants attend their designated draft day and time. Players that do not attend a draft will not be assigned onto teams until such time as they complete their assessment commitment. A coach (or team representative) who does not attend the draft/ratings will be assigned a team by Orange County Department of Environment, Agriculture, Parks and Recreation Personnel.

Participant Responsibilities
1. To attend the mandatory scheduled ratings for your league's division or age group.
2. To participate in the ratings skills and/or drills. (Participants should be dressed in the appropriate attire to athletically participate, i.e. sneakers, shorts or sweats and shirt.)
3. Following a participant's assessment he/she is permitted to leave. A call from your selected coach or DEAPR personnel shall be made no later than two days prior to the start of practices. (At the time the coaches contact their players they will be notified of practice times and locations.)

Coach Responsibilities
1. To attend the mandatory schedule rating and draft day/time for the age division/league that you have volunteered to coach.
2. To fairly assess each participant in your coaching age/division attending the ratings/draft using the DEAPR draft/ratings sheet.
3. Select each player to your roster using the DEAPR draft/ratings procedure.
4. Contact each player you have selected onto your team to notify them of your practice schedule and location.

Open draft
The purpose of the open draft is to permit all volunteer coaches to select members of their team using an average ratings scoring system, which has been agreed upon by the YBOC and DEAPR staff. This system is in place to best fairly distribute each player on a team. However, this does not guarantee each team will complete the season with identical records. Team records are impacted by many factors, including player attendance at practices and games.

Assessment Process

1. All players must attend their scheduled assessment time. A player is allowed a 10-minute grace period for start of assessments. If a participant arrives past that 10-minute period, (s)he is not allowed to participate and must instead reschedule for another assessment.
2. Participants that arrive early must wait until their scheduled assessment time.
3. Drills as a single file when group is under 20 participants
4. Operate assessment "drills" as follows (see attached diagram):
    a. At South Court, dribble through cones to half-court
    b. At half-court, peel off and dribble back to center basket for layup (divisions Mites and Pee Wees will pause here)
    c. From baseline, cut into elbow at side basket to receive a pass from staff. Catch and take jump shot from elbow
    d. After shot, line up along sideline of North Court to prepare for scrimmage on second half of the court
5. Following "drills" players will participate in a 3-v-3 scrimmage running cross-court.
6. Following each player's scrimmage (s)he may leave the assessment. The player will be contacted by his/her coach no later than two days prior to the start of practices.
7. As the players are participating in assessment process, coaches within the division evaluate players as follows:
    a. Calculate ratings as an average score on a scale of 1 to 4, with 1's being stronger players and 4's being players who need additional coaching.
    b. Coaches' assessment ratings are combined with a post-season assessment from the child's previous coach (provided that rating occurred within the last 12 months and was for the same division in which the player is re-entering) to determine an average assessment.

Draft Order

Youth Basketball Leagues will employ a snake draft method. Each coach will pick out of a hat a number designated one for each team in the division (for example: a 6 team division will have numbers 1, 2, 3, 4, 5 and 6). The corresponding selected number will be the coach drafting order. The first round (and all odd numbered rounds) will begin with coaches drafting in sequential order, with the coach drawing "1" taking the first pick, coach drawing "2" taking the second pick, and so on. The round continues until all coaches have made a selection. The second round (and all even numbered rounds) will begin with the coaches drafting in reverse sequential order, with the coach drawing the highest number taking the first pick and continuing downward until all coaches have made a selection.

Example using a 6-team league with 60 players:

Team1	Team 2	Team 3	Team 4	Team 5	Team 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42
48	47	46	45	44	43
49	50	51	52	53	54
60	59	58	57	56	55

Draft Rounds

Youth Basketball Leagues will employ a rolling draft process as follows:

a. Using average player ratings, draft-eligible players are sorted by assessment into a ranked order. This ranked order forms the complete draft board.
    i. In the case of a tie, players are arbitrarily ranked by assessment number
b. At any given time, the frame of players eligible to draft is equal to the number of teams in the division (i.e. for a 6-team division, only six players at a time are draft-eligible). To begin the draft, the first 'X' number of players (again, based on the number of teams in the division) from the ranked draft board are draft-eligible.
c. Once a selection is made and that player effectively comes off the draft board, the draft frame rolls down one player to maintain the number of eligible players equal to the number of teams in a division (i.e. for a 6-team division, the first pick is of players ranked 1 through 10. After a player is chosen, player 7 now becomes draft-eligible to the next coach making a selection.)
d. At such a time that a "frozen player" (i.e. player frozen by coach or sibling of player previously chosen – see "freezes" below) rolls into the draft frame:
    i. If that player is frozen by the coach making the selection, that player is automatically drafted to the selecting team and the draft process continues on.
    ii. If that player is frozen by a coach other than the team currently making the selection, the draft frame rolls down two players. Being already locked to a team, the frozen player is technically not draft-eligible. Therefore, the draft frame rolls one additional player to ensure that the selecting coach has the appropriate number of players available for selection based on the number of teams in the division.
    iii. Once the coach with a freeze on that child comes up to draft, that child must automatically be selected by that coach. The draft frame will not roll at that point because a frozen player has come off the frame, and the number of draft-eligible players will remain the same to the next coach.
    iv. **Exception-** In rounds 1-3 (in a 6 team division), players ranked 1-6 are first round picks, players 7-12 are second round draft picks, and 13-18 are third round draft picks. In the first three rounds, if a coach's freeze from a lower round rolls into the draft frame due to other teams' freezes, the coach will have the option to take

a player from the higher round or their freeze. If they do not select their freeze, the freeze must be drafted the following round. This exception expires after the third round**.**

Freezes
A maximum of 2 freezes are allowed per team. Freezes are limited to:

a. Coach's child(ren)
b. Assistant coach's child(ren)
c. Child with whom coach has familial or mentorship relationship.

To freeze a child with which one has a mentorship relationship, a coach must submit a letter to the Recreation Division stating the nature of the mentorship relationship and it must be verified with the player' family. Failure to submit letter or for family to verify relationship will result in ineligibility to be frozen.

The penalty for multiple frozen players is as follows:
Freezes that are both rated as first round draft picks (i.e. in a 6-team division, Players 1-6), a coach will automatically receive the last position in the drafting order (i.e. Pick 6 in 6-team division).

If multiple teams have 2 freezes that are rated as first round draft picks, those teams will randomly draw a number from the final positions of the drafting order. For example, if 2 teams have 2 players rated as first round draft picks in 6-team division, those two coaches will randomly draw from #'s 5 and 6.

Team Size
Teams shall be made up of no more than 10 players.

Gender
In co-ed divisions each team shall include on its roster a comparable number of girls and boys with each other team in the division.

Rosters
Rosters are set as of the first team practice.

A player must play on the team that he/she is assigned to through the draft process and may only switch teams at the discretion of the Recreation Division in consultation with the YBOC.

Teams that have players drop may request a replacement player, if available. The YBOC and not the head and/or assistant coach from the team will select replacement players.

Knowingly permitting a player to participate in a game without having registered for the program shall result in ejection for the remainder of the league/activity season.

VI. CONDUCT AND DISCIPLINARY ACTIONS:
(IN ACCORDANCE WITH ALL OTHER DEAPR-RECREATION PROGRAMS)

All participants, coaches, officials and spectators are expected to conduct themselves in a manner in line with the goals and objectives of the Youth Basketball League. Any individual found to be in violation of any rule and regulation shall be sanctioned according to the below explained chart for Penalties and Sanctions.

In addition to the rules explained in the Penalties and Sanctions, any participant, coach, or spectator that is ejected by an official is automatically suspended for the remainder of the current day's games, and subsequent following game in addition to ejection from the facility.

All penalties and sanctions levied by an official or Orange County Department of Environment, Agriculture, Parks, and Recreation staff are determined on a case-by-case basis and are final. **No protest will be permitted**.

DEAPR – RECREATION DIVISION PENALTIES AND SANCTIONS
FOR COACHES AND LEAGUE OFFICIALS

INFRACTION	DIRECTED TOWARDS	PENALTY/SANCTION(S)
Use of alcohol or drugs	During game, practice or other league or team event where players are present	1st offense-Suspension for the remainder of the season.
Knowingly requiring or allowing a player to play while having a serious injury creating unsafe playing conditions. **(Failure to notify staff at occurrence of injury.)**	During game, practice or other league or team event where players are present.	1st offense-Two game suspensions and a meeting with league staff. 2nd offense-Suspension for the remainder of the season.
Foul or abusive language.	A player, coach, official or spectator	1st offense-Ejection from current game and one game suspension. 2nd offense-Two-game suspension and meeting with league staff.
Threatening/derogatory gesture or language.	A player, coach, official or spectator	1st offense-Ejection from current game and two-game suspension. 2nd offense-Suspension for remainder of season.
Knowingly permitting a player to participate in a game without having registered for the program.	League and league administrators	Ejection for the remainder of the league/activity season.
Striking or bodily assault resulting in contact and /or injury to	A player, coach, official or spectator	Lifetime suspension for all Orange County Recreation and Parks youth sports.

DEAPR – RECREATION DIVISION PENALTIES AND/OR SANCTIONS
FOR PARENTS, LEGAL GUARDIANS AND SPECTATORS

INFRACTIONS	DIRECTED TOWARDS	PENALTY/SANCTION(S)
Use of Alcohol or drugs	Within any County facility during the game, practice or other league or team event where players are present	1st offense-Ejection from facility 2nd offense-Two-week suspension 3rd offense-Suspension for the remainder of the season.
Interference with the conduct of the game	Resulting in stoppage of play	1st offense-Ejection from facility 2nd offense-Two-week suspension 3rd offense-Suspension for the remainder of the season.
Foul or abusive language	A player, coach, official or spectator	Ejection from facility park and a mandatory meeting with league administrators.
Threatening/Derogatory gesture and/or language	A player, coach, official or spectator	Ejection from the facility or park, a one-week suspension from DEAPR facilities and parks and mandatory meeting with league administrators.
Striking in any threatening fashion	A player, coach, official or spectator	1st offense-Ejection from the facility or park, a one-year suspension (from the date of occurrence). 2nd offense- Lifetime suspension from all OCRPD Youth Sports

Additional Conduct Rules

Communicating with Officials

Coaches are not allowed to communicate to officials on any matter while the game is in play. Coaches must take an official time-out to discuss any matter with an official in a quiet professional manner. Coaches must control any discussion or comments to officials, from their bench or players, at all times.

Violations will draw a warning from the officials. Subsequent violations will warrant a technical foul and or expulsion from the gym.

Standing in Bench Area

Only one coach at a time per team can be standing during the course of a game. Exceptions are permitted in the cases of time-outs, injuries, and stoppages between quarters.

Failure to adhere to the rule will result in one warning, followed by subsequent technical fouls.

The first technical foul charged directly to a coach for unsportsmanlike behavior results in loss of coaching-box privileges for that coach. That coach must remain seated for the remainder of the game. The assistant coach is permitted to stand provided they have not lost coaching-box privileges due to unsportsmanlike behavior.

Mandatory Cordial Handshake

Opposing players and coaches will exchange a cordial mandatory, congratulatory handshake after each game.

VII. LEAGUE RULES:

The National Federation of High School Basketball Rules and Regulations shall govern all rules and regulations within the Orange County Youth Basketball League unless otherwise stated.

A. Equipment

Required Dress

All players are required to wear the official team jersey provided by DEAPR - Recreation during league games. In addition, all players are required to wear shorts or sweatpants and sneakers. Any players playing with pocketed shorts or sweatpants will be asked to turn such clothing inside out before being permitted to play.

Restricted Dress

The officials shall not permit any team member to wear equipment or apparel which in his/her judgment is dangerous, confusing to other players, or inappropriate. Examples of such clothing include but are not limited to:

- Jewelry such as watches, bracelets, and earrings.
- Belts.
- Head caps.

B. Game Ball/Rim Height

Ball Sizes/Rim Heights

The standards for all divisions shall be as follows:

Division	Basketball Size	Rim Height
Mighty-Mites	27.0	8 feet
Pee Wees	27.0	9 feet
Pee Wee Girls	27.0	9 feet
Mites	28.5	10 feet
Midgets	Official Size	10 feet
Midget Girls	28.5	10 feet
Juniors	Official Size	10 feet

DEAPR – Recreation will furnish basketballs for all games or practices. Five basketballs will be provided for practices at all site locations. Two basketballs will be provided for game warm-ups at all site locations. Coaches may bring their own balls provided they are used for practice purposes only. Coaches should inform all team members not to bring their own balls to any game or practice.

DEAPR – Recreation will adjust rims based on game or practice scheduled. Coaches, players, or parents are not permitted to adjust rim heights.

C. Playing Rules (Pee Wee Divisions and above)

Local league rules as follows will take precedence over any National Federation of High School Basketball Rule.

Length of Game

- **Warm-up** – A minimum pre-game warm warm-up period of 2 minutes will be permitted prior to each game. The clock will commence 2 minutes prior to the start of each game if time allows, or immediately following the previous game if necessary.

- **Quarters** – All games shall consist of four quarters, each 9 minutes in length. One minute will be allowed between the first and second quarter and the third and fourth quarter.

- **Halftime** – Halftime will be 1 minute in length. The clock operator will signal a horn when 15 seconds are left in the halftime period. At this time, coaches should complete their final preparation for the second half and be ready to come onto the court after the time expires.

Playing Time

- **Number of Players** – A minimum number of four players is required for an official/referee to begin any game. In the event that four players have not arrived for a game by the scheduled start time, that team shall forfeit the game. A fifth player can enter the game upon arrival by checking in with the scorekeeper and through the next dead ball situation.

Due to safety for all participants, no game will be permitted to continue without four players on the court for each team at all times. If a team drops below four players, the game will be declared a forfeit.

In the event of a forfeit, no make-up game will be permitted.

- **Mandatory Playing Time** – The mandatory playing time is as follows:
  Minimum: Each player must play at least 13½ minutes (3 sub-quarters). This must be met by the end of the third quarter.
  Maximum:
  - When there are 8 or more players present – each player must sit out 9 minutes (2 sub-quarters). This must be met by the end of the third quarter. No player is permitted to play more than 27 minutes per game.
  - Where there are 6-7 players present – each player must sit out 4½ minutes (1 sub-quarter). This must be met by the end of the third quarter.

Substitutions

- **First, second, and third quarters** – The horn will sound midway through each quarter for mandatory substitutions. The horn will sound on a dead ball, made basket, or defensive rebound, whichever comes first. This is the only substitution break for the quarter.

- **Fourth quarter –** Free substitutions will be permitted in the fourth quarter. The clock will not stop on free substitutions.

- Players will be required to check in at the scorer's table prior to entering into the game. This includes all mandatory substitutions, time-outs and between periods along with during actual play.

- **Exceptions** – Exceptions to the mandatory playing rule will be made in the case of the following:
  - A player becomes ill or injured.
  - A player is removed for conduct (including fouling out).
  - A player arrives for a game after the completion of one quarter.

- **Discipline** – If a coach requests to discipline a player for the length of or any duration during a game the coach must submit a letter in writing to YBOC explaining the reason for the disciplinary action and subsequent suspension.

- **Violations** – Failure to adhere to any portion of the playing time rule will result in a mandatory one-game suspension for a coach to be served during his/her team's next scheduled game.

Stoppage of Clock

- **First, second, and third quarters** – The clock will stop only for time-outs, shooting fouls, and mandatory substitutions only. Otherwise, it is a running clock.

- **Fourth quarter** – During the first 8 minutes, the clock will stop only for time-outs and shooting fouls. The clock will not stop on free substitutions. During the last minute only, the clock will stop on all dead ball situations.

Free Throws

- **Distance** – The distance for the free throw line shall be as follows as measured from the backboard:

  Pee Wees – 9 feet 10 inches (First gray line)
  Pee Wee Girls – 9 feet 10 inches (First gray line)
  Mites – 11 feet 4 inches (Second gray line)
  Midgets – 15 feet (Regulation)
  Midget Girls – 11 feet 4 inches (Second gray line)
  Juniors – 15 feet (Regulation)

  Any division that uses a free throw distance less than regulation (Pee Wees, Pee Wee Girls, Mites, and Midget Girls) will line up using the lower block. Divisions which use the regulation free throw distance (Midgets and Juniors) will line up in accordance with NFHS rules.

- **Time limit** – A team will be given a maximum of 20 seconds to line-up for a free throw. Failure for the offensive team will result in a loss of possession. Failure of the defensive team will result in the counting of two automatic points for the offensive team.

- **Lane violations** – A player occupying a marked lane space may enter the lane on the release of the ball by the free throw shooter. The basketball must make contact with the rim, prior to the shooter crossing the free throw line and any movement from any players stationed outside the three point line area. Offensive violations result in a loss of possession. Defensive violations result in a retaking of the foul shot.

Offensive Lane Violations

The length of the lane shall include from the baseline to the regulation (15 feet) free throw line and width from the free throw positioning lines. The count for a violation shall be as follows:

Pee Wees – 5 seconds
Pee Wee Girls – 5 seconds
Mites – 5 seconds
Midgets – 5 seconds
Midget Girls – 5 seconds
Juniors – 3 seconds

Defense

The defensive rules for each division are as follows:

- **Pee Wees and Pee Wee Girls** – No full court press permitted.

  In an offensive set (not in a fast-break situation), defensive players must remain behind half-court.

Defensive schemes must be all man-to-man or all zone (i.e. no box-and-one or triangle-and-two defenses).

Violations of the defensive rules will result in two warnings per team. Any and all subsequent violations will result in the defensive team receiving one technical foul awarded to the bench.

- **Mites and Midget Girls** – Full court press is permitted only in the fourth quarter and overtime when not leading by 10 or more points. All other times, no full court press is permitted.

  In such cases when full court press is not permitted, during an offensive set (not in a fast break situation), defensive players must remain behind half-court.

  Defensive schemes must be all man-to-man or all zone (i.e. no box-and-one or triangle-and-two defenses).

- **Midgets** – Full court press is permitted the entire game when not leading by 10 or more points.

- **Juniors** – Full court press is permitted the entire game when not leading by 10 or more points.

- **Violations** – Differential under 10 points: Violations of the defensive rules while the score differential remains under 10 points will result in two warnings per team, per game. Any and all subsequent violations will result in the defensive team receiving one technical foul awarded to the bench.

  Differential 10 points or more: Violations of the defensive rules while the score differential is 10 points or more will result in a bench technical foul issued against the defensive team, which will entitle the opposing team to two free throws and possession. There are no warnings.

- **All divisions** – No clear outs. The offensive team in the frontcourt is not permitted to isolate four offensive players on one side of the basket and have the fifth player drive to the basket creating a clear out. Penalty will result in loss of possession.

Three-Point Field Goal

The three-point field goal is allowed for Mites, Midget Girls, Midgets, and Juniors. The Pee Wee and Pee Wee Girls divisions will not have a three-point basket awarded for any successful shot made from beyond the designated “three-point line”. Any goal made beyond this line will have a two-point value.

Dunking

No dunking will be allowed. Any dunk will be ruled “no basket” and any dunk or attempted dunk will result in a technical foul to the offending player and a turnover to the opposing team.

Any player who receives three technical fouls for dunking over the course of the season will be suspended for one game.

Time-Outs

- **Regulation** – Each team will receive three time-outs per game. Time-outs will be 30 seconds in duration.

Fouls

- **Personal Fouls** – The maximum personal fouls is five for all divisions Pee Wee and above. A technical foul levied against a player is also considered an additional personal foul.

- **Technical Fouls** – Players and coaches receiving two technical fouls (due to behavior) will be immediately ejected from the game and the gymnasium and be suspended for the following game. The offending player will not be permitted to sit on the bench during the present game and subsequent game.

- **Bonus** – The one and one bonus will be in effect when a team reaches their seventh common foul of the half. The double bonus will be in effect when a team reaches their tenth common foul of the half.

D. Playing Rules (Mighty-Mites)

Local league rules as follows will take precedence over any National Federation of High School Basketball Rule. Unless specified below, Mighty-Mites will follow the same rules as divisions Pee Wee and above.

Length of Court

- Mighty-Mites will play cross-court. Boundaries will be marked in blue.

Length of Game

- One hour of gym time will be divided into a 20 minute practice and a 30 minute organized scrimmage after practice. Ten minutes will be allowed for transitioning from practice to game and clock stoppages for substitutions.

- **Warm-up** – No warm up following 20 minute practice period.

- **Quarters/Halftime** – All games shall consist of a 30 minute running clock. There will be no halftime or quarter break.

Playing Time

- **Number of Players** – Same as older divisions.

- **Mandatory Playing Time** – All players must play an approximately equal proportion of the game. Players shall be rotated off the bench at regular 5-minute intervals per the substitution rules below.

Substitutions

The horn will sound every five minutes for mandatory substations. The horn will sound on a dead ball, made basket, or defensive rebound, whichever comes first.

- All eligible players on the bench must rotate in to play. Players will be required to check in at the scorer's table prior to entering into the game.

- **Exceptions** – Exceptions to the mandatory playing rule will be made in the case of the following:
    - A player becomes ill or injured.
    - A player is removed for conduct (including fouling out).
    - A player arrives for a game after the completion of one quarter.

- **Discipline** – If a coach requests to discipline a player for the length of or any duration during a game the coach must submit a letter in writing to YBOC explaining the reason for the disciplinary action and subsequent suspension.

- **Violations** – Failure to adhere to any portion of the playing time rule will result in a mandatory one-game suspension for a coach to be served during his/her team's next scheduled game.

Stoppage of Clock

- The clock will not stop except for mandatory substitutions every five minutes.

Free Throws

- None in Mighty-Mite division.

Defense

- No full court press permitted.

  In an offensive set (not in a fast-break situation), defensive players must remain behind half-court.

  Defensive schemes must be all zone (i.e. no man to man, box-and-one or triangle-and-two defenses). No double teaming is permitted.

  Defensive players are permitted to steal on the pass only. **Defensive players stealing on the dribble off an offensive player is not permitted.** This action will result in the offensive team retaining possession of the basketball.

Time Outs

- None in Mighty-Mite division.

Fouls

- None in Mighty-Mite division.

E. Officials and Staff

All officials/supervisors/scorekeepers will be assigned by Orange County DEAPR – Recreation.

Prior to each game an Orange County DEAPR – Recreation Staff Representative, the game official and each head coach will meet at Center Court to discuss the simplified rules for the division game being played at that time.

Officials by Division:

- Mighty-Mite = Coaches
- Pee Wee = One Official
- Pee Wee Girls = One Official
- Mite = Two Officials
- Midget Girls = One Officials
- Midgets = Two Officials
- Junior = Two Officials

All game officials will be responsible for rules enforcement on the court during all games. Orange County DEAPR – Recreation staff shall be responsible for overseeing all activity within the facility.

VIII. WEATHER POLICY AND RESCHEDULING

All coaches/parents should call the weather hotline for cancellation information 919.245.2669.

Cancellations for games or practices that occur on weekdays will be posted at 4:00 p.m. Cancellations for games or practices that occur on weekends will be posted at 6:30 a.m.

In the event of cancellation coaches will receive an e-mail notice by 4:00 p.m. on weekdays and 6:30 a.m. on weekends. For coaches that do not have an e-mail address, a cell phone can be substituted.

The Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division will reschedule games when there is availability in scheduling. Cancelled practices may not be rescheduled.