

# **Franklin Youth Basketball League**

## **Introduction**

This document has been released by the Franklin Recreation Department to serve as guidelines to the Franklin Youth Basketball League on a whole. Many divisions have established their own rules to tailor toward a specific skill ability or age. Please check with your league coordinator if you have a specific question regarding a league rule. Ie: Many divisions within the Franklin Youth Basketball League have established variations to some of these rules.

## **Goals & Objectives**

Our goal is to provide an opportunity for players of different skill abilities to participate equally in the game of basketball. To provide, a fun experience for every player regardless of skill level. To promote the concept of team unity, companionship, instruction and learning experiences to the best of the coaches' ability.

## **Registration**

Registration will be held starting the first Monday in August and run through the first Friday in October. Upon registering, each player will be given a time and location will skill sessions will be held to access a players ability. A parental waiver will be signed and each player's medical concerns will be addressed at this time.

## **Skill Session**

The Skill Session will be held on Saturday in mid October with a make up session being held on the subsequent Sunday. Each player will engage in a series of exercises made up of dribbling, shooting, passing, and general ability. The coordinators of each division with the assistance of the coaches will design these exercises based on age and ability. Each player will be given a rating between 1 and 5 (1.0 poor-5.0 excellent) from each teams coach. The ratings will be calculated just prior to the league draft (see draft # 5 below). All coaches should attend the skill session to rate the player's abilities and to help in organizing the skill session drills.

## **Draft**

- 1) A final drafting list will be provided to coaches in each division. They will be divided by grade and order of ratings.
- 2) Order of draft will be determined by a draw of the hat. The order for each subsequent round will be determined by the cumulative rating points drafted by each team with the lowest point total drafting first, the next lowest second, and so forth until all teams have drafted in that round.
- 3) In each division it is extremely important to draft the oldest grade first to ensure an equal mix of players from each grade.
- 4) Coaches are required to select their children in the round that they would be "scheduled" to be picked (based on the skill ratings for each player) even if there

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are players “rated higher” than them that are still available. If coaches son is a Metro West player or rated in the top 20 players, then that coach must take his son in the first round. No team may have more than 2 Metro West players.

- 5) Those players which did not receive a rating will be given a rating based on the following steps, in the order presented:
  - Rating from last years rating sheets, comparable to other players from last year.
  - Knowledge that coaches may have of the players athletic ability, height, coordination, etc. as compared to other players in their grade.
- 6) Before the draft begins, we will discuss the player ratings list to determine if any of the player’s ratings are entirely inaccurate. If there is general agreement among the coaches that players have not been properly rated, the ratings for that player will be adjusted accordingly.
- 7) Any late sign-ups that come in after the draft will be assigned to the teams with the least amount players first, in the order of highest rated team to the lowest. This assigning of additional players will be completed by the Recreation Department.
- 8) At the conclusion of the draft, coaches will have 20 minutes to discuss possible trades for players that you may request on your team (ie. Son/daughter friends, neighbors). Each coach will be limited to 3 trades in this 20 minute period. Both coaches must agree on the trade on the night of the draft and modify their roster to reflect the trade.
- 9) Stacking of teams is not permitted in any league. Coaches will not be allowed to conspire with assistant coaches in an attempt to get two top-rated players on the same team. Ie. If there are ten teams, and both the coaches and his assistant coaches children are rated in the top 10 players (of either grade), then the coaching “team” will not be allowed to work together.
- 10) If a request has been made by parents to put kids together on the same team, please do so on the night of the draft. Again, both coaches must agree on the night of the draft.
- 11) If there is a disagreement among coaches as to judgmental issues, a vote will be taken by all coaches in attendance. In the event of an evenly split vote, the league coordinator will rule on the issue.
- 12) Team names/colors will be assigned in reverse order of the draft position. Arrangements can be made for coaches that want the same team name as last year.
- 13) Finally, **this league has been designed for the enjoyment of the kids playing, not for the coaches or the parents.** It is our job as role models to the kids to ensure that there is no bad attitudes, or poor sports.

Please review the draft rules below and call your league coordinator to discuss any serious concerns you may have: Its better to discuss it now than at the time of the draft. **Important:** The selection of players has been structured in this manner in an attempt to produce parity among the teams, so that all teams will have a reasonable chance of winning games throughout the season, and to hopefully avoid potential “blow out” situations as much as possible.

## Rules

- 1) Each game will consist of eight (8), five (5) minute periods. Overtime periods will be three (3) minutes. Overtime period #1 will have the 8<sup>th</sup> period players. Overtime period #2 will have the 7<sup>th</sup> period players. The third overtime periods will be “sudden death,” with period #6 players.
- 2) Time will be kept by a timekeeper on the sidelines (not the referee or coach). Time will generally be considered “running time” but will be stopped on time outs and all whistles in the last 2 minutes of the game.
- 3) Man to man defense should be used at all times. (except zone defense in leagues that vote this in the night of the draft).
- 4) 7<sup>th</sup> & 8<sup>th</sup> grade leagues only, full court press in periods 6 & 8 is in effect unless the opposing team is leading by 20 or more points. A technical foul violation will be called after one (1) warning.
- 5) The offensive team will be allowed 10 seconds to get the ball across half court.
  - a. There will be no picks allowed at half court. Referees will call fouls for illegal picks.
- 6) A player is not allowed to stand in the paint for more than three seconds without the ball hitting the rim.
- 7) Back court violation will be called
- 8) Five (5) personal fouls removes a player from the game. Replacement must come from a player who is not on of the top four (4) whenever this is possible. If this is not possible the order of use must be from the fourth rated player down to the first. Also the replacement players should be divided evenly throughout the remainder of the game so as to maintain even playing time. (Opposing coach decides). A player in foul trouble (3 or more) may be substituted. However, subs must come from the second unit not the top four players.

### REFEREE

- 9) The referees have been through a referee clinic this year and have been trained for the leagues. They are in complete charge of the game and may eject a player or coach for unsportsmanlike conduct if necessary to keep control of the game. The referee may call a technical foul against any player or coach if necessary. Two (2) technical fouls on the same player results in automatic ejection.
- 10) Penalty free throws will be taken starting on the 7<sup>th</sup> team foul in a half. Penalty fouls will result in one and one and the clock is stopped. 2 foul shots will be taken starting on the 10<sup>th</sup> team foul in a half.
- 11) Each team will be allowed three (3) time outs per half. One-minute each.
- 12) Each team’s “first team” must contain the four (4) best players according to the following details.
  - a. At the beginning of the year the four best will consist of the four players on each team as designated by the skill session ratings. If a coach would like to swap a #4 and #5 ranked player, they must speak with the coordinator. This must be done in good faith, not to put a “first teamer” against a second team.

- b. Prior to the start of each game the coaches should come together to exchange matrix forms. The referee should bring the two coaches together. The following guidelines should be used to facilitate this exchange.
- The coach with the fewest players at approximate game time will present his player form first indicating which rule he will be playing under and which of the odd period his key players will be playing. The opposing coach may then match up to this lineup as best as he can within the established guidelines of our matrix.
- In the case where both teams have equal amount of players present the coaches need merely exchange lineups as both will be playing by same rule.
  - D) The established guidelines are:
    - 1) The designated (4) four best must play in periods 2, 4, 6, 8.
    - 2) Each team player must play a minimum of 3 periods (unless 12 or 11 vs. 9, 8, 7, 6, or 5).
    - 3) The team with the fewest players must play by the rule covering his situation today, (ie. 8 player rule; 7 player rule, etc.) using the matrix.
- 13) Regulation foul line will be used, but shooter will be allowed to carry over the line as he shoots—However, the player will not be allowed to purposely charge over the line in the attempt of scoring a basket instead of a foul shot. Entry into the key area will be on the shooter's release of the ball.
- 14) Substitution within a period will not be allowed except for injury. An injured player can't make up time lost but can return in same period upon reporting to referee. Coaches should make every effort to substitute with a player as close to the injured in ability as possible. The sub merely finishes out the period. If the injured player cannot return the substitution should be divided evenly among the other players with regard to maintaining even playing time.

**OVERTIME (League Coordinator has the option of using overtime, Decide before)**

- 15) The same five players who played the 8<sup>th</sup> period will play the first overtime period for each time. If a second overtime period is required, then the same players who played the 7<sup>th</sup> period will play, and so on. (See rule clarification) Each player will be allowed one (1) additional personal foul: thus it will require six (6) personals to foul out of an overtime contest. Pressing is permitted in all overtime periods.

**PROTESTS**

- 16) A protest will be honored but only under the following guidelines
  - a. It must be made known to the referee prior to the end of the game involved. The referee will notify the league coordinator and Recreation Department.
  - b. The protesting coach must submit it in writing to the league coordinator the nature of the protest, the reason, who involved, etc.
  - c. This action must occur before 9 am on the Monday morning immediately following the day the game was played.
  - d. Referees judgment calls are not protestable.

## **RULES CLARIFICATION**

Jump Ball will start first period only.

There have been some misunderstandings as to the procedure to follow in the rotation of possession of the ball after jump balls and the start of a new period. The officials and coaches should follow this procedure:

Before the game begins, officials should remind each coach and score keeper to keep track of the team that gains possession of the jump ball.