

Fort Hunt Youth Basketball 2007- 2008

NATIONAL RULE REVISIONS FOR THE 2007 - 2008 SEASON: NONE

FORT HUNT YOUTH RULES SUPPLEMENT

I. Fort Hunt Youth Athletic Association Boundaries. There are no geographic limitations on participation in the Fort Hunt Youth Athletic Association Intramural Basketball Program.

II. Eligibility. Any youth who will attain the age of eight years and will not attain the age of eighteen years before October 1 of the current season is eligible to register and participate. Players must be enrolled in an accredited public, private or home-schooling program. Exceptions to this guideline shall be at the discretion of the Basketball Commissioner. High School team players may play in the FHYAA Intramural League at the discretion of their high school coach. (Most coaches do not want them to play in the house league, but there is no Virginia High School League rule prohibiting it.)

III. Placement Policy Except in unusual circumstances, registration applications will not be accepted after Dec. 1. Prior to that date, if there is an opening in the applicant's age group, he or she will be placed on a team provided the full registration fee is paid. Each individual's "League Age" is determined by the age on or before October 1. If a youth is placed erroneously in an age group younger than that in which he or she should have been placed, and the error has been discovered after play has begun, all games in which the over-age youth played will be declared forfeit and he/she will not be eligible to play in any more games during the season. It is the joint responsibility of parents and coaches to make certain each youth is placed in the proper age group. Exceptions to this rule must be approved, in advance, by the Commissioner.

County Teams Any registered player residing in Fairfax County is eligible to tryout for a FHYAA Team that plays in the Fairfax County Youth Basketball League. EACH PLAYER SELECTED TO A COUNTY TEAM MUST CHOOSE, BEFORE THE INTRAMURAL LEAGUE PLAYER DRAFT FOR HIS/HER AGE GROUP, TO PLAY IN EITHER THE COUNTY OR INTRAMURAL LEAGUE. NO COUNTY TEAM MEMBER (OF ANY FCYBL TEAM) IS ELIGIBLE FOR FHYAA INTRAMURAL LEAGUE PLAY

IV. Game Postponement and Practice Cancellation. There are three situations which could result in a scheduled game being postponed or a practice being canceled:

- (1) A school cancels its assignment of a gym to the Co. Recreation Dept.
- (2) Inclement weather causes closing of Fairfax County Schools (automatic) and cancellation of Recreation Department activities;
- (3) The assigned custodian fails to appear at the appointed time;

Ordinarily, school cancellation notice is received early enough to allow League Managers to notify coaches of affected teams, in advance of the canceled date. WEATHER CANCELLATION occurs when public schools are closed due to inclement weather. Area radio/TV stations will broadcast: "FAIRFAX COUNTY DEPARTMENT OF RECREATION AND COMMUNITY SERVICES ACTIVITIES ARE CANCELED." (Inclement weather recording 703-324-5264 or Cable TV Channel 21). Note that it may be raining here but snowing in Western Fairfax County, closing our gyms here. Closing decisions are made county-wide. When weather cancellations occur outside County business hours, everyone learns about it the same way, by radio or TV. Any coach who learns of an unexpected weather cancellation, or finds a gym closed that she/he is scheduled to use, should promptly notify the League Manager, so we can prevent others from going to a closed gym and take other appropriate action.

V. Rescheduling Postponed Game or Canceled Practice. FHYAA receives NO additional gym time when cancellations occur. For that reason it may not be possible to reschedule a canceled practice. If some teams are losing a disproportionate share of practice time due to cancellations, the Commissioner may rearrange the league's gym allocation to achieve more balanced distribution. A postponed game will usually be rescheduled for a weekday practice period assigned to the league.

THE GAME SCHEDULE IN THIS BOOK WILL BE ADHERED TO, EVEN IF GAMES ARE POSTPONED.

VI. Official Rules. The effective edition of The National Federation Basketball Rule Book, as adopted by the National Federation of State High School Associations, is applicable to the FHYAA basketball program, except as amended elsewhere in this Rules Supplement. Interpretation of the rules during a game is the responsibility of game officials.

VII. Intramural Program General Game Procedure. Two game officials will ordinarily be provided by FHYAA. If only one official is present at the scheduled starting time, the game should begin, on time. If NO uniformed official is

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present at the scheduled starting time, every attempt will be made to reach other officials. If other officials are not available, the game will be rescheduled.

VIII. Intramural Program General

A. Playing Time. Playing time for Boys 13-18 and Girls 14-18 Leagues games shall be four quarters of seven minutes each. Playing time for all other leagues shall be four quarters of SIX minutes each.

B. Intermissions. There will be a one minute intermission after the first and third quarters and after each extra period (overtime) and a minimum of THREE minute intermission after the second quarter (between halves).

C. Overtime. Overtime shall consist of one or more extra periods, of half the duration of the quarter (e.g. 3 1/2 minutes for age 13 and up and 3 minutes for all others), until a tie score does not exist at the end of a period. For the Boys 8-9 and Girls 8/9 the SECOND extra period will be "Sudden Death"; the team which scores the first point(s) wins.

D. Time-out Each team is allowed three one-minute time-outs per game and two thirty-second timeouts per game. Unused time-outs accumulate and may be used at any time Each team is allowed one additional full time-out for each extra period (overtime).

E. Player Uniform. All players must wear the uniform shirt provided by FHYAA and shorts of any kind. **NO jewelry (including watches and earrings) may be worn by any player while in the game.** A player's shirt shall be tucked inside the pants and the pants shall be above the hips and worn properly. A player not conforming shall be directed to leave the game and may not return until he/she conforms to this rule.

F. VHSL Infectious Disease Policy A player who is bleeding, or has an open wound, or excessive blood on his or her uniform, must leave the game and may not return until bleeding is stopped and the wound is cleansed and covered and clothes are changed or cleaned. Contaminated surfaces must be cleaned with a 10:1 Clorox dilution (available from building director) Skin of a non-injured party exposed to blood should be cleansed with an alcohol towelette.

G. Team Bench. The team designated Visiting Team (listed second - or to the right) in the game schedule shall have the choice of which side of the scorer/timer table to use as the team bench.

H. Game ball and Official Score Pad will be provided by home team. The home team (listed first [or on the left]) shall provide a qualified, adult official scorer. The visiting team shall provide a qualified adult Official Timekeeper (Scoreboard Operator).

I. Coaches Rule (NFHS 5-1,2) The National Federation of High Schools rules require coaches to remain seated while the ball is live. FHYAA does not provide for the exception to this rule. There will be no coaches boxes provided, thus the coaches must remain seated at all times while the clock is running. First violation, warning (to be noted in scorebook). Subsequent violation(s) of rule results in a charged timeout to offending bench.

PARTICIPATION - THE RULE AND THE SPIRIT OF THE RULE

THE RULE

Each team member present, in uniform, shall play a minimum of two complete quarters and sit out (not play) one complete quarter (Exceptions: For age 16 and up (in High School) there is no requirement to sit out one quarter. Boys/Girls 16-18 shall play one complete quarter.)

A "complete quarter" is defined as continuous participation from the start to the end of the quarter.

When only six players are available, each team member present, in uniform, shall play a minimum of three complete quarters.

If a player is removed from the game for any reason except injury (regardless of the duration of the removal), that quarter will not count towards satisfying the participation rule for the player.

If a player is inserted into the game for any reason except injury to another player (regardless of the duration of the insertion), that quarter will not count towards satisfying the requirement to sit out one complete quarter.

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THE SPIRIT OF THE RULE

FHYAA strives to field balanced teams in each age group and avoid one team's domination over another. The participation rule is designed to uphold that goal and ensure that each team member has an opportunity to play. However, no rule can cover all possibilities and an unscrupulous coach may find an unsportsmanlike way to "get around the rule." FHYAA strongly discourages such attempts because they set a poor example for the players.

GUIDELINES FOR PLANNING GAME LINEUPS

In order to comply with the participation rule requirements, the following lineups are suggested. These are not mandatory, but have been proven to work. Coaches should prepare lineups prior to the game to avoid last minute inadvertent rule violations.

8 PLAYER LINEUP - Schedule four players to play three complete quarters and four players to play two complete quarters.

7 PLAYER LINEUP - Schedule six players to play three complete quarters and one player to play two complete quarters.

6 PLAYER LINEUP - Schedule two players to play four complete quarters and four players to play three complete quarters.

EXCEPTIONS BASED ON NUMBER OF PLAYERS

When one team can only field five or six players and the opposing team fields seven or eight players, the opposing team is allowed to waive the requirement that each player sit out one complete quarter. However each player must still participate in a minimum of two complete quarters.

7 PLAYER LINEUP - The coach of the opposing team may allow two players to play the entire game, two players to play three complete quarters, and three players to play two complete quarters. Or the coach may abide by the standard participation rules.

8 PLAYER LINEUP - The coach of the opposing team may allow two players to play the entire game and six players to play two complete quarters (another option is: one player plays four quarters, two players play three quarters, and five players play two quarters). Or the coach may abide by the standard participation rules.

The intent of this exception is to minimize any unfair advantage for the team with five or six players.

EXCEPTIONS BASED ON INJURY

(The intent of this exception is to maintain the "sit out one quarter" portion of the participation rule if at all possible)

If it becomes necessary to remove a player from the game because of injury, the injured player will be considered to have satisfied the participation rule for that quarter. However, in the spirit of this rule, the coach is encouraged to return the injured player to the lineup in that quarter as soon as he/she is able.

When substituting for an injured player, the coach must substitute a player who was scheduled to play only two complete quarters, if possible. A coach who inserts a substitute player who is already scheduled to play three complete quarters violates the participation rule (sit out one complete quarter), if he/she has a player available who is only scheduled to play two complete quarters.

EXCEPTIONS BASED ON DISQUALIFICATION

If a player is disqualified from the game, it may be necessary to waive the participation rules to field a complete team of five players. However the coach must first attempt to adjust the lineup and still abide by the rule which states that each player must sit out one complete quarter. Thus a player originally scheduled to play in two quarters must be substituted before a player originally scheduled to play in three quarters.

If, in the judgment of the game officials, a player deliberately commits fouls in order to become disqualified (for the purpose of circumventing participation rules), the game official may issue a warning to the coach after the first such deliberate foul. After subsequent fouls, the game official may call technical fouls on the coach rather than personal fouls on the player. If the game official calls personal fouls on the player until the player fouls out, the coach must first attempt to adjust the lineup and still abide by the rule which states that each player must sit out one complete quarter. Thus a player originally scheduled to play in two quarters must be substituted before a player originally scheduled to play in three quarters.

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PLAYING LATE ARRIVALS

When a player arrives after the start of the game, but prior to the end of the second quarter, the tardy player is considered to have met the requirements of the participation rule by playing one complete quarter. He/ she may, at the discretion of his/her coach, play more. When such a situation arises, the tardy player's coach shall notify the opposing coach and the official scorekeeper of the situation and of his/her intentions. When a player arrives after the beginning of the third quarter, the coach is not obligated to play that player at all.

OVERTIME

When a game goes into overtime, the participation requirements are assumed to have been already satisfied. Therefore the participation rules do not apply during overtime.

PROCEDURES TO ENSURE COMPLIANCE

Game officials are not responsible for enforcing the participation rule and may not be requested to interpret the rule.

Quarters played	
1	2
3	4

The official scorekeeper is responsible for maintaining an accurate record of each player's participation in the game. The "quarters played" column will be used. The recommended convention is illustrated as follows;

First quarter - Player did not participate.

Second quarter - Player started the quarter and played the entire quarter.

Third quarter - Started the quarter but did NOT play the entire quarter.

Fourth quarter- Entered the game as a substitute during the quarter. Did NOT play the entire quarter.

Notice that the player in this example did NOT play TWO COMPLETE QUARTERS and (unless there are entries elsewhere to explain that, for example, injury, the team is in violation of the participation rule.

Administration and enforcement of the participation rules are the joint responsibility of the official scorekeeper and the two coaches.

Prior to the start of the fourth quarter (after all players have checked in for the fourth quarter), **the official scorekeeper should call both coaches together to ensure they agree that the participation rules have been followed.** This procedure will minimize the possibility of protest.

Violation of the participation rules is the only basis for which a protest will be considered. It is imperative that official scorekeepers maintain accurate participation records, in case the league manager and commissioner are called upon to rule on a protest.

J. Game results. The coach of the winning team shall promptly notify the League Manager of the final score of each game.

PROCEDURES FOR TEMPORARY PLAYER CALL UP

Personal injuries or families moving from the area may result in teams with only six players. To avoid a forfeit of a game in these circumstances, FHYAA will allow a coach to "call up" a player from a younger age group for a specific game. To ensure fairness the following guidelines will apply to player callups:

1. When a coach knows in advance that he/she will only have **five** players present for a game, the coach may request a player **FOR THAT SPECIFIC GAME ONLY.**

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2. Coaches MAY NOT call up a player to field a team of seven instead of six.
3. A player may not be called up if it will conflict with his/her regularly scheduled game.
4. Both the player's coach and parent/guardian must give their permission.
5. A "called up" player MAY NOT play more quarters than any regular member of the team: that is, the "called up" player may not play four quarters, nor may he/she play three quarters unless all regular members play three quarters.
6. The coach who "calls up" a player must notify the opposing coach and identify the "called up" player prior to the start of the game.
7. Regular team members who show up late, or unexpected, are subject to the normal participation rule requirements.
8. A uniform shirt for the "called up" player must be provided by the coach of the team requesting him/her and must be returned to the coach at the end of the game.

Coaches should make every attempt to field/recruit a team of six players before resorting to a "call up" from a lower age group. They SHOULD NOT use this provision of the rules as a means to strengthen their team.

IX. Intramural Program, Special Playing Rules. Article VI specifies that the official rule book applies to the FHYAA Basketball Program except as amended by this rules supplement. Following are the exceptions to those rules for the current season.

The Three-Point Field Goal has been adopted by the official rules. FHYAA will recognize and record three-point field goals on courts which have the three-point line installed (19 feet 9 inches from the center of the basket.) On those courts which have no three point line, three point field goals will not be recognized or recorded.

The official rules provide a penalty of two free-throws and possession of the ball to the offended team, for each Technical Foul. Consistent with that change, the FHYAA rules no longer specify the number of free-throws for technical fouls.

A. Boys Eight/Nine, and Girls Eight/Nine

1. The defensive team shall not "press" in the offensive team's backcourt at any time. When a team gains control of the ball in the backcourt, the team which lost possession shall not guard players or interfere with the movement of the ball until the ball **has entered the front court**.

PENALTY: First team violation, Warning: Each subsequent team violation, Technical Foul. Note: the wording of this rule "until the ball has entered" the front court is intended to indicate that the defense is required to allow the ball to enter the offensive team's front court without defensive pressure. A player dribbling the ball, from the backcourt into the front court, is not subject to being guarded until he/she has established front court possession(WHICH MEANS BOTH FEET AND THE BALL IN THE FRONT COURT.) A pass across the division line is subject to being caught by any player, on either team, in the front court.

The intent of this rule is to allow each team to advance the ball into the front court without defensive pressure, in recognition of the age and skill level of the players (because the rule allows only ten seconds to advance the ball into the front court.) Any attempt to subvert the spirit and intent of this rule, to gain an unfair advantage, shall be promptly penalized by a Technical Foul charged to the coach of the offending team. **No** warning. This provision shall NOT be interpreted to preclude a team from requesting time-out while the ball is in its backcourt. However, officials must be alert to detect and promptly penalize, tactics designed to run time off the clock while protected from defensive pressure by this rule, such as dribbling the ball slowly toward the division line until the count nears TEN, then requesting a time-out, near the end of either half.

2. An offensive player is allowed FIVE seconds inside the free throw lane when the ball is his/her team's front court.
3. The free throw line shall be THIRTEEN AND ONE HALF FEET from the plane of the face of the backboard.
4. On foul shots the shooter must line up behind the foul line before shooting but is permitted to step over the foul line during the follow-through of the free throw. If the free throw shooter does step over the foul line before the ball touches the rim, he/she is not eligible to gain control of the rebound of the shot. Note that the rebound ends when the ball touches any other player, on either team, or the floor.
5. Basket height shall be nine feet for Boys 8/9. Girls 8/9 League basket height shall be eight and a half feet.
6. A 28.5 inch circumference basketball shall be used.

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B. Boys Ten League and and Girls Ten/Eleven Leagues

1. The defensive team shall not "press" in the offensive team's backcourt after a "dead ball" turnover or after a made field goal. When a team gains control of the ball in it's backcourt by a "dead ball" turnover or a made basket, the team which lost possession shall not guard players or interfere with the movement of the ball until the ball **has entered the front court.**

PENALTY: First TEAM violation: Warning; Each subsequent TEAM violation: Technical Foul. Note: The wording of this rule "until the ball has entered" the front court is intended to indicate that the defensive team may not set up an ambush at the division line. The defense is required to allow the ball to enter the offensive team's front-court without defensive pressure. A player dribbling the ball, from the backcourt into the front court, is not subject to being guarded until he/she has established the front court possession. (WHICH MEANS BOTH FEET AND THE BALL IN THE FRONT COURT) A pass across the division line is subject to being caught by any player, on either team, in the front court.

The intent of this rule is to allow each team to advance the ball into the front court without defensive pressure, in recognition of the age and skill level of the players (because the rule allows only ten seconds to advance the ball into the front court.) Any attempt to subvert the spirit and intent of this rule, to gain an unfair advantage, shall be promptly penalized by a Technical Foul charged to the coach of the offending team. **No** warning. This provision shall NOT be interpreted to preclude a team from requesting time-out while the ball is in its backcourt. However, officials must be alert to detect and promptly penalize, tactics designed to run time off the clock while protected from defensive pressure by this rule, such as dribbling the ball slowly toward the division line until the count nears TEN, then requesting a time-out, near the end of either half.

2. The defensive team may "press" in the offensive team's backcourt following a "live ball" turnover. There are no restrictions on the defensive team following a "live-ball" turnover.
3. An offensive player is allowed FIVE seconds inside the free throw lane when the ball is his/her team's front court.
4. The free throw line shall be THIRTEEN AND ONE HALF FEET from the plane of the face of the backboard.
5. Basket height shall be TEN FEET.
6. A 28.5 inch circumference basketball shall be used by the Girls TEN/ELEVEN League.

C. Girls TWELVE -THIRTEEN League

The participation Rule is the only FHYAA exception to the official rules for this league.

Note: Use of the 28.5 inch circumference basketball is required by the Official Rules.

D. Boys ELEVEN, TWELVE and THIRTEEN Leagues, and Boys FOURTEEN - FIFTEEN League

The participation Rule is the only FHYAA exception to the official rules for this league.

E. Boys SIXTEEN-EIGHTEEN League and Girls FOURTEEN-SIXTEEN League

The participation rule for this league is modified to read "Each player must play **one** full quarter per game and there is no requirement to sit out." **Note:** Use of the 28.5 inch circumference basketball is required by the Official Rules for Girls Fourteen-Sixteen League

XI. Protest. Each protest will be filed and handled as specified herein. Failure to comply with protest rules shall cause the protest to be disallowed without consideration.. A protest must be submitted, in writing, to reach the cognizant League Manager or the Basketball Commissioner within 48 hours after completion of the game being protested. The Commissioner will make the final decision.

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XII. FHYAA Policy For All Sports Programs

A. The commissioner of each sport is responsible for submitting a list of proposed Head Coaches (Team Managers) to the Board of Directors, for approval. Assistant Coaches may be approved by the Commissioner.

B. Each Coach is responsible for exercising control over team members at all games and practices to ensure that individual and team behavior reflect good sportsmanship, fair play and respect for authority.

XIV. Policies, Procedure and Rules. The FHYAA Board of Directors establishes policy and sets procedures for the intramural basketball program. A council of representatives of member clubs sets policy and procedures for the Fairfax County Youth Basketball League (County Teams). Rules published by the Fairfax County, Department of Recreation and Community Services (reproduced in Article XVII) apply to all facilities used by the FHYAA Basketball Program.

XV. Accidents. The following is provided for use in case of accident or injury:

Fairfax County Fire & Rescue Service Ambulance 911
Mount Vernon Hospital, Emergency Room664-7111
DeWitt Army Hospital
Emergency Ward, Fort Belvoir..... 805-0513 or 805-0518

XVI. Fairfax County Recreation Department Rules. The following Fairfax County Department and Community Services Rules and Regulations, governing the use of school facilities, are reproduced here for information and compliance.

Parents of FHYAA players and FHYAA adult supervisors are responsible for ensuring that all participants and spectators comply with both the spirit and the intent of these rules and regulations.

Youth groups using the facilities shall be supervised by a COACH or other responsible ADULT. The individual to whom a use permit is issued will be held accountable for the conduct of all participants, spectators and others connected with the activity, including visiting teams.

Use of a facility is restricted to the area assigned and all activities must be limited to those for which use has been approved. **Use of facilities is automatically cancelled when Fairfax County Schools are closed because of holidays, inclement weather, or when use will interfere with school activities.** If in doubt about the status of schools, listen to local radio stations.

Postponement or cancellation of use must be reported immediately to the Department of Recreation and Community Services by FHYAA. Such notification must be made not later than noon on the day of the scheduled weekday use and by noon Friday, for scheduled Saturday use. The Recreation Department Building Director is in charge of the facility and will interpret all Department rules and regulations. Do not contact custodians or other such school personnel. If problems at the school cannot be solved by the Building Director, call the Department. Responsibility for supervision shall NOT fall to the custodian.

Any individual or group found responsible for destroying, damaging or defacing school property shall be excluded from further use of school facilities and shall be held responsible for the cost of repairing or correcting such damage.

Participants must **wear tennis shoes** in gymnasiums. Street shoes and jogging shoes with waffle soles are prohibited. **Bouncing, dribbling or throwing a basketball,** volleyball or soccer ball in areas other than a gymnasium is prohibited. **Food and/or beverages will not be permitted** in any gymnasium. At no time shall smoking be permitted in a school building. **Each user must obtain permission** from school officials to use school chairs and is responsible for returning chairs to the designated area, after use. **Automobiles** shall NOT be operated or parked in other than marked parking areas. Violation will result in cancellation of use permit. **Each user shall ensure that no individual is restricted from participation of reasons of race, religion, sex, creed, national origin or handicapped condition.**