All Games Are Governed By Georgia High School And National Federation Rules With The Following Exceptions:

1. GAME FORMAT
A. CLOCK: 10 minute running clock quarters. The clock will stop on the official's whistle during the final two (2) minutes of the $4^{\text {th }}$ quarter unless a team has a $20+$ point lead.
B. BALL SIZE
a) Beginner ( $\mathrm{K}-1^{\text {st }}$ ) grade will play with the 27.5 " basketball.
b) Primary $\left(2^{\text {nd }}-3^{\text {rd }}\right)$ and Elementary $\left(4^{\text {th }}-5^{\text {th }}\right)$ grade will play with the 28.5 " intermediate basketball.
b) Middle $\left(6^{\text {th }}-7^{\text {th }}\right)$, JV $\left(8^{\text {th }}-9^{\text {th }}\right)$ and High School $\left(10^{\text {th }}-12^{\text {th }}\right)$ grade will play with the $29^{\text {" }}$ basketball.

## C. GOAL HEIGHT

a) Beginner ( $\mathrm{K}-\mathbf{1}^{\text {st }}$ ) grade will play on $8^{\prime}$ goals.
b) Primary $\left(2^{\text {nd }}-3^{\text {rd }}\right)$ grade will play on $9^{\prime}$ goals.
b) Elementary $\left(4^{\text {th }}-5^{\text {th }}\right)$, Middle School $\left(6^{\text {th }}-7{ }^{\text {th }}\right)$ JV $\left(8^{\text {th }}-9^{\text {th }}\right) \&$ High School $\left(10^{\text {th }}-12^{\text {th }}\right)$ will play on $10^{\prime}$ goals.

## D. FREE THROWS

a) Beginner $\left(\mathrm{K}-1^{\text {st }}\right)$ grade will shoot from 12 ' measuring from the front edge of the basketball rim.
b) Primary $\left(2^{\text {nd }}-3^{\text {rd }}\right)$, Elementary $\left(4^{\text {th }}-5^{\text {th }}\right)$, Middle School $\left(6^{\text {th }}-7^{\text {th }}\right)$, JV $\left(8^{\text {th }}-9^{\text {th }}\right) \&$ High School $\left(10^{\text {th }}-\right.$ $12^{\text {th }}$ ) will shoot from 15 ' regulation.
2. HALFTIME shall be 5 minutes in length.
3. TIMEOUTS: A total of two (2) 30 second timeouts \& two (2) full timeouts will be allowed per game. One (1) additional timeout per team will be awarded for each overtime period. Timeouts from the game will carry over to overtime.
4. GAME CONDUCT: An ejection and /or two (2) direct technical fouls during a game on any player, coach, or team representative will result in their suspension for the next physically played league or tournament game. See
Additional Policy Relating to Ejections and Unsportsmanlike Acts - Coaches and Players
5. ADMISSION: $\$ 3$ Adults \& $\$ 2$ Students / Seniors. Each team will receive two (2) coaches passes for free admission. All other spectators must pay to enter the gym.

Pre-Game Warm Up: Pre game warm up time will consist of (5) five minutes. The gym manager may adjust warm-up time if needed.
6. Overtime: Overtime periods will be two (2) minutes in length. A maximum of two (2) overtime periods will be played. If teams are still tied after the second overtime, a sudden death format will be used with the first team scoring a basket being declared the winner.
7. 20 Point Lead: If at any time during the final two (2) minutes of the $4^{\text {th }}$ quarter, a team establishes a 20 point + lead, the clock will continue to run with the exception of a time out being called. If the 20 point lead is reduced to less than 20 points, normal clock operation will resume.
Note: Teams that are winning by 20 + points will not be allowed to press full court!
8. Game Administration: Each team is responsible for providing a designated representative to assist as a "table worker" during each game. The team listed in the schedule as "Home" will keep the official scorebook. The visiting team listed in the schedule as "Away" will be responsible for providing a clock operator. The scorekeeper \& clock operator must be 16 yrs of age or older. No game can start without a scorekeeper and clock operator.

## PLAYER REGISTRATION

1. Players sign up at their local recreation agency of choice as normal.
2. Teams will be formed out of associations' registrations.
3. Due to low participation, girls get a year advantage on the boys.
4. Examples:
5. $3^{\text {rd }} / 4^{\text {th }}$ Grade Girls play in the $2^{\text {nd }} / 3^{\text {rd }}$ grade boys division.
6. $5^{\text {th }} / 6^{\text {th }}$ Grade Girls play in the $4^{\text {nd }} / 5^{\text {th }}$ grade boys division.
7. $7^{\text {th }} / 9^{\text {th }}$ Grade Girls play in the $6^{\text {th }} / 7^{\text {th }}$ grade boys division.

## TEAM REGISTRATION

1. Association teams will have guaranteed positions in accordance with the competitive \& recreational structure guidelines. Refer to COMPETITIVE \& RECREATIONAL STRUCTURE.
2. Outside Teams will sign up through Catoosa County Recreation Department.
3. An outside team that enters the competitive division will have a spot in subsequent years.
4. Outside Teams will be on a waiting list until the team registration deadline.
5. The competitive team registration deadline is December $1^{\text {st }}$.

## ROSTER RULES

1. Boys participate at present grade level of school AND AGE. Refer to ELIGIBILITY.
2. Girls participate at present grade level - AND AGE. Refer to ELIGIBILITY.
3. Teams are required to have proof of grade and age upon request and in their possession during all games.
4. Acceptable proofs of age are, clean photocopies of birth certificates, adoption papers, immigration papers or school documentation.
5. Acceptable proof of grade is a clean copy of any report card of the current calendar year that indicates the current grade of the player.
6. Any player that does not have a report card indicating grade \& a birth certificate upon request will NOT be allowed to play in the league until the paperwork is able to be verified.
7. Players can play up in a division / age, but not down. EXCEPTION: All female teams vs. All male teams.
8. Players may only participate on one team in the Competitive Division.
9. A player MUST play in at least $1 / 2$ their team's league games to be eligible to play in post-season play.
10. Completed roster and registration fees must be submitted to and accepted by Catoosa County Recreation prior to December $1^{\text {st }}$.
11. Rosters are allowed a maximum of 10 players.

Note: A player can NOT be on multiple rosters or play on multiple teams during the same season (even if it is in the same organization). Players are not allowed to play recreation and competitive during the same season.

## UNIFORMS

Teams MUST be dressed alike. Teams must have matching jerseys with legal numbers. Teams must have reversible jerseys and / or a set of light and dark colored uniforms. Legal numbers are: $0,00,1,2,3,4,5,10-15,20-25,30-35,40-$ $45, \& 50-55$. Coaches must make sure that players' shirts/jerseys are tucked in. THIS IS A RULE!!

## FORFEITS

Teams and coaches must be in the gym, ready to play at their designated times.
There is a five (5) minute grace period for each game. This simply means, that if a team of at least five (5) roster players is not at their designated court at game time or five minutes after the designated game time, the short-handed team that is late or not present will forfeit the game and will be issued a 2-0 loss in the standings.

Any team that forfeits two (2) games during the regular season will be subject to pay a $\$ 40$ per game forfeit fee before the next scheduled game can be played.

DUNKING Players ARE NOT allowed to dunk in the Catoosa County Competitive League. The first offense will result in a technical foul and the second offense will result in a player ejection.

## CATOOSA COUNTY COMPETITIVE YOUTH BASKETBALL LEAGUE RULES

PROTESTS

1. Player Eligibility: All protests concerning the eligibility of any player MUST be made prior the end of the game. If eligibility cannot be verified, the player in question will not be allowed to participate in the remainder of the game. There will be no protests concerning player eligibility after a game.
2. The decision on the protest will be made by the Catoosa County Recreation gym manager and /or scorekeeper. This decision is final and will not be overturned after play resumes.

## PLAYER ELIGIBILTY

| DIVISION | AGE LIMITATION | GRADUATION <br> YEAR |
| :---: | :---: | :---: |
| K - $1^{\text {st }}$ Grade <br> (Ages 5-6) | A player must be in the $1^{\text {st }}$ or $2^{\text {nd }}$ grade as of October 1, 2014 and cannot turn 9 (if held back a grade) prior to September 1, 2015. If a player in the $2^{\text {nd }}$ grade as of October 1, 2014 wants to play down, he/she cannot turn 8 prior to September 1, 2015. | 2026, 2027 |
| $\begin{gathered} 2^{\text {nd }}-3^{\text {rd }} \text { Grade } \\ (\text { Ages } 7-8) \end{gathered}$ | A player must be in the $2^{\text {nd }}$ or $3^{\text {rd }}$ grade as of October 1, 2014 and cannot turn 11 (if held back a grade) prior to September 1, 2015. If a player in the 4th grade as of October 1, 2014 wants to play down, he/she cannot turn 10 prior to September 1, 2015. | 2024, 2025 |
| $4^{\text {th }}-5^{\text {th }}$ Grade <br> (Ages 9-10) | A player must be in the $4^{\text {th }}$ or $5^{\text {th }}$ grade as of October 1, 2014 and cannot turn 13 (if held back a grade) prior to September 1, 2015. If a player in the 6th grade as of October 1, 2014 wants to play down, he/she cannot turn 12 prior to September 1, 2015. | 2022, 2023 |
| $\begin{aligned} & 6^{\text {th }}-7^{\text {th }} \text { Grade } \\ & \text { (Ages } 11-12 \text { ) } \end{aligned}$ | A player must be in the $6^{\text {th }}$ or $7^{\text {th }}$ grade as of October 1, 2014 and cannot turn 15 (if held back a grade) prior to September 1, 2015. If a player in the 8th grade as of October 1, 2014 wants to play down, he/she cannot turn 14 prior to September 1, 2015. | 2020, 2021 |
| $\begin{aligned} & 8^{\text {th }}-9^{\text {th }} \text { Grade } \\ & \text { (Ages } 13-14) \end{aligned}$ | A player must be in the $8^{\text {th }}$ or $9^{\text {th }}$ grade as of October 1, 2014 and cannot turn 17 (if held back a grade) prior to September 1, 2015. If a player in the 10th grade as of October 1, 2014 wants to play down, he/she cannot turn 16 prior to September 1, 2015. | 2018, 2019 |
| $10^{\text {th }}-12^{\text {th }}$ Grade (Ages 15-18) | A player must be in the $10^{\text {th }}, 11$ th or 12th grade as of October 1, 2014 and cannot turn 20 (if held back a grade) prior to September 1, 2015. | 2015, 2016, 2017 |



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March $1^{\text {st }}, 2014$

## Catoosa County Recreation Department Programs

## Policy Relating to Ejections and Unsportsmanlike Acts - Coaches and Players

## Ejections

$1^{\text {st }}$ Ejection - 1-game suspension defined for:
Coach - may attend game as a spectator ONLY. Coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility the suspended coach shall go to the spectator seating. Coaching privileges suspended include: pre-game warm-ups, half time, and the duration of the game. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a $2^{\text {nd }}$ Ejection (see below).

Player - may attend next game and sit on team bench. MUST NOT be dressed out in team uniform. Violation of these provisions will result in a $2^{\text {nd }}$ Ejection (see below).
$2^{\text {nd }}$ Ejection within same season - (includes all athletic programs occurring within same season) -
3-game suspension to be served as defined above. In addition, Coaches and players will be required to meet with CCRD Director, CCRD Athletic Coordinator and Association President and/or Commissioner to which the coach or player is signed up through (if applicable) to determine if coaching privileges or playing status will be reinstated.

## Ejection Accumulation - (all programs)

Once a coach or player has accumulated a total of three (3) ejections over the previous 24 calendar months, that coach or player will be suspended indefinitely. The coach or player will be required to meet with CCRD Director, CCRD Athletic Coordinator and Association President and/or Commissioner to which
the coach or player is signed up through (if applicable) to determine if coaching privileges or playing status will be reinstated.

## Unsportsmanlike Act: Post-game act of sportsmanship - (all programs)

CCRD supports good sportsmanship such as a post-game handshake, high five, verbalizing "good game", etc... A coach refusing or instructing his players to not show the post-game act of sportsmanship will be suspended accordingly:
$1^{\text {st }}$ Offense: 1-game suspension as defined above
$2^{\text {nd }}$ Offense: Indefinite suspension. The coach will be required to meet with CCRD Director, CCRD Athletic
Coordinator and Association President and/or Commissioner to which the coach was selected (if applicable) to determine if coaching privileges will be reinstated.


