

SCENIC CITY BASKETBALL LEAGUE RULES

1. GAME FORMAT

1. CLOCK

1. Pregame Warm-up
 1. (5) Five Minutes. *The Gym Manager may adjust if needed.*
2. Game Quarters
 1. (10) Ten Minute running clock.
 1. Clock will stop on the official's whistle during the final two (2) minutes of the 4th Qtr.
 1. If a team has a 20+ point lead the clock will be RUNNING CLOCK.
3. Halftime
 1. (2) Five Minutes. *The Gym Manager may adjust if needed.*
4. Time-Outs
 1. Full (3) Three for the Game.
5. Overtime Periods
 1. (2) Two Minutes Each
 1. Maximum of (2) Two Overtime Periods
 1. Sudden Death if Game Still tied after (2) Two Overtime Periods.

2. BALL SIZE

1. 5/6 will play with 27.5 junior basketball.
2. 7/8 & 9/10 Boys & All Girls will play with the 28.5" intermediate basketball.
3. 11/12 Boys & Above will play with the 29.5" basketball.

3. GOAL HEIGHT

1. 5/6, & 7/8 division will play on 8' goals
2. 9/10, 11/12, 13/14 & 15/16 divisions will play on 10' goals.

4. FREE THROWS

1. 5/6 will shoot from the 10' line and may finish across the line.
2. 7/8 & 9/10 will shoot from the 12' line and may finish across the line.
3. 11/12, 13/14, & 15/16 will shoot from the 15' line.

5. DEFENSE

1. D1 & D2
 1. All Ages
 1. Full pressure at any time, unless lead is 20 or greater.
2. D3
 1. 5/6
 1. Defense within 3 pt arc.
 1. "Man to Man" ONLY after the ball crosses half court the last 1 Minute of the game.
 2. 7/8 & 9/10
 1. Defense within the 3 pt arc till the ball crosses half court.
 1. No Set Full Court pressure except the last 2 Minutes of the game.
 2. Allowed to pressure the ball if the opponent advances the ball after rebound.
 1. Must "Tuck" ball on rebound if you want NO full court pressure.
 3. 11/12 & Above
 1. Full Court pressure at any time unless lead is 20 or greater.

6. ADMISSION

1. Gate Fees will be collected at Each Gym a spectator visits Each Day.
 1. Adults \$4
 2. Seniors \$2
 3. 12 & Under FREE

7. UNIFORMS

1. 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. Coaches must make sure that players' shirts/jerseys are tucked in.

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2. REGISTRATIONS

1. TEAM STAFF

1. Head Coaches (Free Admission to Games / Must be listed on Roster)
 1. Must Complete Background Screening. *See Background Screening Policy
 2. Must Complete Concussion Training
2. Assistant Coaches (Free Admission to Games / Must be listed on Roster)
 1. Must Complete Background Screening. *See Background Screening Policy
3. Scorekeeper (Free Admission to Games when working at Table)
 1. The Home team will be responsible for providing a Scorekeeper at the table each game.
4. Clock Operator (Free Admission to Games when working at Table)
 1. The Visiting Team will be responsible for providing the Clock Operator.

2. PLAYER

1. Players sign up at their local association of choice.
 1. Teams will be formed out of associations' registrations.

3. TEAM

1. REGISTRATIONS

1. **Non Hosting Association** Teams will sign up through the SCYBL tourney machine.
 1. Team Fees are Due prior to games being scheduled.
 1. Scheduled League and Postseason Games
2. **Hosting Association** Teams will sign up through the SCYBL tourney machine.
 1. Team Fees will be invoiced prior to January 1st.
 1. Championship & Runner-up Rings
 2. Scheduling Software
 3. Official Assignor

2. FORMATION OF TEAM

1. **ANY teams pool may be adjusted to protect integrity of the league.**
 1. **D1 - Travel**
 1. Non Hosting Association Teams will be in D1.
 2. **D2 - Competitive**
 1. Hosting Association Teams that have players NOT subjected to a draft.
 3. **D3 - Recreational**
 1. ALL teams shall be formed through a player evaluation and then drafted.
 4. **ALL Exceptions will be reviewed individually.**

3. ROSTER RULES

1. AGE VERIFICATION

1. Teams are required to have proof of age upon request and in their possession during all games.
 1. Acceptable proofs of age are, clean photocopies of birth certificates, adoption papers, or immigration papers.
2. Players can play up in a division / age, but not down.
3. Players may only participate on one team within an age division; however, any player can play up on one additional team within the same organization/association.
4. Completed roster and registration fees must be submitted prior to be added to the schedule.
 1. Rosters due December 15th to be on the Season Schedule.
 2. Rosters are LOCKED January 1st.

2. ELIGIBILITY

1. Age Control Date is Sept 1st of the Registration Year.
 1. 5U/6U Coed – D3
 2. 7U/8U Boys & Girls – D2, & D3
 3. 9U/10U Boys & Girls – D1, D2, & D3
 4. 11U/12U Boys – D1, D2, & D3
 5. 11U/12U/13U/14U Girls – D1, D2, & D3
 6. 13U/14U/15U Boys – D1 & D2

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3. FORFEITS

1. Teams and coaches must be in the gym, ready to play at their designated times.
 1. 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.
 2. Any team that does not inform SCYBL 24 hours prior to game time that they will not be available for game will pay a \$50 per game forfeit fee before the next scheduled game can be played. A team **WILL** be removed from the schedule after the 2nd forfeit. **NO EXCEPTIONS!**
 3. Hosting Associations are responsible to reimburse an official's fee if one of their teams forfeit.

4. PROTESTS

1. Player Eligibility: All protests concerning the eligibility of any player **MUST** be made prior to 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 facility manager and /or scorekeeper. This decision is final and will not be overturned after play resumes.

5. EJECTIONS

1. 1st Ejection – 1 game suspension defined for:
 1. Coach – may attend the 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: pregame 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 2nd Ejection (see below).
 2. Players – may attend the next game and sit on the team bench. **MUST NOT** be dressed out in a team uniform. Violation of these provisions will result in a 2nd Ejection (see below).
2. 2nd Ejection – 3 weekend suspension defined for:
 1. Coaches will not be allowed in the gym during suspended weekends after 2nd ejection.
 2. Players will not be allowed in the gym during suspended weekends after 2nd ejection.

6. POST-GAME ACT OF SPORTSMANSHIP

1. Scenic City Basketball 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. 1st Offense: One game suspension as defined above.
 2. 2nd Offense: Indefinite suspension. The coach will be required to meet Scenic City Basketball Board to determine if coaching privileges will be reinstated.

7. TECHNICAL FOULS

1. If a coach or player receives an accumulation of four (4) technical fouls during the season, he or she is subject to a one (1) game suspension. If a coach or player receives an additional technical foul after serving a suspension, he or she will be subject to suspension for the remainder of the season.

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Background Screening Policy (Page 1 of 2)

PURPOSE

It is the intent of this policy to establish certain guidelines wherein the Scenic City Youth Basketball League (hereinafter referred to as “SCYBL”) and its affiliated athletic boards can seek to protect our program participants by investigating the background of employees, coaches and volunteers (hereinafter referred to as “candidates”) who will be involved in SCYBL approved programs.

GENERAL

- A. Criminal background screenings are conducted by an outside third party who specializes in such work.
- B. Any person who has been found guilty, pled guilty; or pled no contest, regardless of adjudication, or has a pending charge pertaining to, any of the disqualifying offenses listed in this policy will be immediately disqualified from employment, coaching and/or volunteer positions with SCYBL or an associated athletic board. SCYBL also reserves the right to disqualify a person for any crime that would be considered a potential risk to children and/or vulnerable populations. A candidate who willfully fails to comply with this background screening policy shall be automatically disqualified.
- C. This policy will apply to all SCYBL coaches and volunteers. Both head and assistant coaches who participate in sanctioned SCYBL athletic leagues. If there is any doubt as to who should be screened, the general rule is anyone who would potentially have unsupervised access to children in a SCYBL approved program. Each coach/volunteer will be screened every 12 months for as long as he or she continues participating in SCYBL programming.

The criminal background screening is mandatory, there are no exceptions.

SCREENING PROCESS

All candidates must sign a Release for Criminal History which gives SCYBL the right to check criminal history records and verify social security numbers. This release and screening is executed directly, through <https://opportunities.averity.com/ScenicCityBball>

The cost associated with these background screenings will be paid for by the Associations/Coaches.

No other personal information (e.g. work history, financial, credit, etc.) is checked or researched. The company executing background checks has agreed to such terms contractually, and confirms such direction annually.

The third party contractor conducting the checks will cross-reference the screening results with the disqualifying crimes listed in this policy. A pass/fail grade will then be relayed to SCYBL based on the cross-reference. A pass grade for any candidate that has zero disqualifying crime matches, a fail grade for any candidate that has one or more disqualifying crime matches. All information pertaining to the background check will remain with the third party contractor, subject to the applicable laws requiring disclosure. SCYBL will not be informed of the results of any background check; rather, the SCYBL will only be issued a pass/fail grade for each candidate.

If the third party contractor reports any “FAIL” to SCYBL, SCYBL shall notify the candidate that he or she is disqualified for their desired position. SCYBL will also notify the appropriate Athletic Director if their candidate is disqualified. Upon request, the candidate will receive a copy of the background check from the third party contractor.

CONFIDENTIALITY

To help ensure confidentiality, Athletic Director, and SCYBL should not be notified of a Coach’s criminal history. The criminal background reports shall be kept in a secure location by the third party contractor for a period as required by applicable law.

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Background Screening Policy (Page 2 of 2)

APPEALS PROCESS

If a candidate's background check includes a charge set forth on the list of disqualifiers below, SCYBL shall immediately disqualify a person from their position. There shall be no appeal of a decision to disqualify a candidate, if the candidate's relevant criminal history is accurate; all decisions are final.

If a candidate wishes to dispute the content of the profile report, the candidate shall contact the third party responsible for conducting the background check by calling the telephone number listed on the report. The candidate is responsible for providing any or all documentation to support his or her claim.

DISQUALIFYING CRIMES

If a candidate (1) has been convicted of, (2) has a charge pending against him or her in which it is alleged that he or she has committed any of the following crimes, or (3) has a record of a conviction of an equivalent offense in another state, the candidate will be disqualified from the position with any program approved by SCYBL.

All Sex Offenses

Examples include, but are not limited to: child molestation, rape, sexual assault, sexual battery, sodomy, prostitution, solicitation, indecent exposure, etc.

All Felony Violence Offenses

Examples include, but are not limited to: murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary, etc.

All Felony offenses other than violence or sex within the past five (5) years.

Examples include, but are not limited to: drug offenses, theft, embezzlement, fraud, child endangerment, etc.

All Misdemeanor Violence offenses within the past three(3) years.

Examples include, but are not limited to: simple assault, battery, domestic violence, hit and run, etc.

Two (2) Misdemeanor Alcohol offenses within the past three (3) years or three (3) or more offenses within the past five (5) years.

Examples include, but are not limited to: driving under the influence, drunk and disorderly, public intoxication, etc.

All Misdemeanor Drug offenses within the past three (3) years or two (2) or more offenses within the past five (5) years.

Examples include, but are not limited to: simple drug possession, possession of drug paraphernalia, etc.

Any other misdemeanor within the past five (5) years that would be considered a potential danger to children.

Examples include, but are not limited to: contributing to the delinquency of a minor, providing alcohol to a minor, etc.

WHY THESE CRIMES?

The National Recreation and Park Association (NRPA) has reviewed the resources of the National Association of Professional Background Screeners and sought the counsel of recognized background screening experts to develop a set of Recommended Guidelines for Volunteer Background Screening in park and recreation settings. These guidelines were produced as a result of this review.