



2008-2009

KNOX COUNTY YOUTH BASKETBALL

MEETING/RULES Tuesday OCTOBER 7th, 2008 6:00 PM @ John Tarleton Park

1. The Nine Game Season may begin December 6th, 2008 and end February 14th, 2009.
2. Practice will start any time after November 3rd, 2008 and will go for **12 weeks**. Knox County Recreation Department will subsidize for one hour of practice time per week. (Example: 20 teams = 10 hours paid practice time). **Additional hours during the regular season are the responsibility of the individual associations.**
3. The number of teams and contracts from each commissioner must be turned into the Recreation Office by Friday, November 28th, 2008 before a player will be allowed to play.
4. The Fee is **\$25.00 per person** for *in county* leagues 7 years old and up – high school ages. The fee is **\$30.00** for *out of county* participants in the 7 years old and up – high school ages. The fee is **\$12.00** for all 6 & under leagues and all cheerleaders. All fees must be paid by **November 28th, 2008**. No New Player Contracts will be accepted after **January 8th, 2009**.
5. Knox County Youth Basketball will accept any of the following three items as proof of age:
 1. Birth Certificate
 2. Certified or Verified County Medical Records
 3. Notarized school records
6. The number of players on a team for Knox County All-Stars is a **maximum of 12** and a **minimum of 10**.
7. Coaches or players ejected from games will be suspended for the remainder of the game they were ejected from and **one (1) full game**. If ejected the second time, he or she will be suspended for the season.
8. All-Star Rosters must be turned into the Recreation Office by **February 2nd, 2009**.
9. All-Star tournaments for Knox County Youth Basketball will begin approximately Saturday, **February 21st, 2009**.
10. All teams must have numbers on BOTH SIDES of their jerseys.
11. All-Star teams practice times:
 - a. Teams practicing for Knox County All-Star Tournament- February 16th -20th, 2009 (**4 extra hours per week**)
 - b. Teams practicing for **City\County Championship** will receive 4 extra hours per Week.

12. All Knox County Youth Basketball Activity must be completed by **March 14th, 2009**

13. Tournament Dates will be **February 21st –28th, 2009** Knox County (all divisions)

14. Tentative Date for **Knox County\ Knoxville City Youth Basketball Challenge** will be **March 7th, 2009** LOCATION TO BE DETERMINED

Guidelines for KNOX COUNTY Youth Basketball Leagues for 2008

Introduction – The specific objectives of the program are to familiarize children with the fundamentals of basketball, to provide an opportunity to play the game in a supervised, organized and safe environment and to keep the pleasure of the game free from glory seeking adults and their private ambitions. The success of youth basketball in your community will rest in the quality of the total effort put forth by your volunteers, parents, coaches and players.

Age Divisions – Boys and Girls ages 5-18 are eligible to play.

Listed below are the six age Divisions:

Future Hall of Famer or under 6.....ages 5, 6 & (7)

Instructional or under 8.....ages 7, 8 & (9)

Training or under 10.....ages 9, 10 & (11)

Junior Varsity or under 12..... ages 11, 12 & (13)

Varsity or under 14..... ages 13, 14 & (15)

Senior Varsity or under 17..... ages 15, 16, 17 & (18)

*** The division in which a boy or girl participates is determined by their age on September 1st of the current year.*

Substitutions – Substitution of alternates will be at the discretion of the **head coach**. The alternate(s) player eleven (11) or player twelve (12) may be substituted during the first quarter of the game. The player that is substituted in the first quarter of the game will then sit out the second quarter of the game. At the discretion of the head coach, the alternate(s) player eleven (11) or player twelve (12) may be substituted during the second quarter of the game unless the player was a substitute during the first quarter of the game. The player that is substituted in the second quarter of the game sat out the first quarter of the game. Six (6) players are interchangeable for the first quarter and the second quarter.

Player Selection – Player selection is strictly in the hands of each individual league. A player may play on **ONLY ONE** team and in **ONLY ONE** league. It is the league's responsibility to ensure a child plays on **ONLY ONE** team. Any child who moves into the league area after the tryouts should be considered for participation up to the January 10th deadline. After the January 10th deadline, players cannot be added to the league.

A player may be registered and play in a higher (older) division, but once he/she is registered or plays in the higher (older) division, he/she may not return and play in a lower (younger) division during any given season. This includes regular season play as well as tournament play. A player is committed to the first league and team they enroll and/or play with, unless he or she receives a written release from such team before the January 10th registration deadline or earlier according to individual league policies.

Goal Height – Future Hall of Famereight (8) feet
Instructionaleight (8) feet

Trainingnine (9) feet
Junior Varsityten (10) feet
Varsityten (10) feet
Senior Varsityten (10) feet

Note: The only difference in basketballs for games is the varsity and senior varsity boys used the ten (10) inch basketball and all other age groups use the nine (9) inch basketball.

Backcourt Pressure - Future Hall of Famer ...None

InstructionalLast quarter (unless leading by 10 points or more)
Training2nd half (unless leading by 15 points or more)
Junior Varsity.....2nd half (unless leading by 15 points or more)
VarsityEntire game (unless leading by 15 points or more)
Senior VarsityEntire game

3 Point Shots – Only in Junior Varsity, Varsity, and Senior Varsity (using the high school 3 Point line 19’9”)

Quarter Length – Future Hall of Famer, Instructional and Training **have 6 minutes quarters.**
Junior Varsity, Varsity, and Senior Varsity **have 8 minute quarters.**

Clock stops only last two minutes of the 2nd and 4th quarters, time-outs & injuries.

Clock runs as regulation in overtime, it stops last minute of the 2 minute overtime period.

Mercy Rules – When the lead meets or exceeds 20 points, the clock will run even if it is the last 2 minutes of either half. If the lead dips below 20 points, the clock would resume normal timing.

Time-outs – **3** Full Timeouts (60 seconds) and **2** Thirty (30) second timeouts for regulation.

Each team will receive 1 additional full time out for overtime to be added to the amount left over from regulation.

Ethics – **All coaches are required to be familiar with the Knox County Parks and Recreation’s Coaches Manual which is located on our website at www.knoxcounty.org/parks**

Foul Lines – The foul line is to measure from the backboard as follows:

Future Hall of Famer nine (9) feet
Instructionalten (10) feet
Trainingtwelve (12) feet
Junior Varsity.....fifteen (15) feet
Varsityfifteen (15) feet
Senior Varsity.....fifteen (15) feet

Uniforms – It is strongly recommended that every player on each designated team have a shirt and shorts of the same color and design with numerals of at least 6” inches in height on the front and back of the uniform. If the numbers are not printed on the front and back, this is not a ground for a foul or forfeiture of the game. It is also strongly recommended that numbers be able to fit on one hand when the official has to report the number(s) to the scores-table. Example would be 55 instead of 66 or 45 instead of 68 or 5 instead of 7 or 4 instead of 8.

Time-outs – Time-out procedures will be according to the National High School Federation Rules. Three (3) 60 second time-outs and two (2) 30 second time-outs for the duration of the game will be allowed.

Playing Regulations – It is strongly recommended that each player play at least one (1) quarter of every game during the league regular season in all divisions. Each local league may adopt a rule that will result in a penalty for failure to allow each player to play one (1) full quarter. A Tournament Roster shall consist of a minimum of ten (10) players and a maximum of twelve (12) players. The first five (5) players listed on the book play the first quarter and the second five (5) players listed on the book play the second quarter.

- A. A tournament roster shall consist of a minimum of ten (10) players and a maximum of twelve (12) players. The first five (5) players listed on the book play the first quarter and the second five (5) players listed on the book play the second quarter.
- At the discretion of the **head coach**, the alternate(s) player eleven (11) or twelve (12) may be substituted during the first quarter of the game.
 - The alternate player eleven (11) or player twelve (12) that is substituted in the first quarter of the game will then sit out the second quarter of the game.
 - At the discretion of the **head coach**, the alternate(s) player eleven (11) or player twelve (12) may be substituted during the second quarter of the game unless the player was a substitute during the first quarter of the game. The player that is substituted in the second quarter of the game sat out the first quarter of the game.
 - The **head coach** is allowed free substitution of alternate(s) player eleven (11) or player (12). Six (6) players are interchangeable for the first quarter, and six (6) players are interchangeable for the second quarter.
 - During the third and fourth quarter and all overtimes the coach may use any of the twelve (12) players on the roster at his\her discretion.
- B. In the first two quarters, if one of the starters commits his\her third foul then he\she may be replaced by player eleven (11) or player twelve (12). If there is no player eleven (11) or player twelve (12) to replace him\her, the starter must remain in the game.
- If a player fouls out in either the first or second quarter, then he\she may be replaced by player eleven (11) or player twelve (12) listed on the roster.
 - Should a team have only ten (10) players, one of the subs shall replace him\her for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game. Note: In the Future Hall of Famer division, player seven (7) or player eight (8) would be the replacement. Should the team have only six (6) players, one of the subs shall replace him\her for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game.
- C. Should a player foul out or be disqualified due to unsportsmanlike conduct before he\she completes a full quarter, player eleven (11) or player twelve (12) on the roster shall replace him\her for the remainder of the quarter.
- Should a team have only ten (10) players, one of the subs shall replace him\her for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game. Note: In the Future Hall of Famer division, player seven (7) or player eight (8) would be the replacement. Should the team have only six (6) players, one of the subs shall replace him\her for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game.
- D. In the first half, if a player is injured and must leave the game, the player may be replaced by player eleven (11) or player twelve (12) on the roster.
- Should a team have only ten (10) players, one of the subs shall replace him\her for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game. Note: In the Future Hall of Famer division, player seven (7) or player eight (8) would be the replacement. Should the team have only six (6) players, one of the subs shall replace him\her

for the remainder of the quarter. The sub must then sit out a full quarter in either the third or fourth quarter of the game.

- If a player is injured during the first half of the game and must leave, he\she may return to the game, at any time, during his\her quarter.

E. Alternating possession on jump ball situations with a jump to begin each game and each overtime period.