



**Recreation District #1
Pelican Park**

Girls Basketball

Policy Handbook

2020-2021

Objective

The objective of the Girl's Basketball Advisory Board is to provide a safe, fun recreational basketball program for girls ages 6-12. The program is designed to teach fundamental basketball principles and promote sportsmanship. The program will foster development of basketball fundamentals with emphasis on both individual and team skills.

Board Structure

The board will consist of 5 members to be elected by the voting membership. Board members will serve staggered two-year terms, as the objective is to replace 2 or 3 elected members each year.

Eligibility for Board Membership and Voting

Any person with experience within the past two years as a head coach or advisory board member is eligible for election to the board. Current head coaches and board members will comprise the voting group.

Timing of elections

All boards must hold an annual election mid-way through the primary season. Members begin their term 60 days post season. Candidate qualifications are experience within the previous 2 years as a head coach, age group director, or advisory board member in the sport. All candidates must have completed their tenure in good standing.

President's Role

The president of the board will be elected by the board members after each year's election. The president is responsible for serving as the chief liaison with Pelican Park.

Duties of Board

Board members shall serve as the liaison for individual age groups, to provide assurance that rules and policies shall be communicated to individual age groups. Board members shall also serve as leads for player evaluations, draft procedures, rule recommendation, and coaching clinics.

Additional guidelines for board members are addressed in the Youth Sports Policy and Procedure Manual.

Program Structure

The girls' basketball program can consist of up to 3 seasons:

- fall/winter league for girls ages 6-12,
- (if enough players)a spring league for girls ages13-16
- summer league for ages 7-12.

The winter session will generally run from November through January. The winter season is set up as follows: 6 year olds are offered in a non-competitive clinic style format. All other ages divided into 2-year age groups to include 7/8-year old, 9/10 year olds, 11/12 year olds. If the number of players permits single age groups may be used in these sessions also. There must be 28 girls in an age group or two age groups together to have a league. The 6 yr clinic will have a paid instructor with no games

Program Affiliation

The girls program is no longer affiliated with Bidy Basketball, but reserves the right to affiliate at any time with an organization.

Pre-Season Activities

Pelican Park has established policies and procedures regarding registration, late registration, and refunds. For additional information contact the Recreation Department. There are 5 seasons used by Pelican Park. Sports cannot start earlier or continue after their established season. This is done to allow children to play multiple sports.

Registration

The Pelican Park Staff handles all aspect of registration. Registration fees are established by Park staff and pay for the direct cost of the sport and generally include uniform costs, official costs, on-line registration fees, awards, secondary medical costs and equipment fees. Tax dollars pay for all staffing costs, gym maintenance, recreation staff costs etc.

Additional fees will be charged to out of district participants. Additionally, in the summer season, where space is limited, Pelican Park reserves the right to establish that District participants will be allowed the first opportunity to register.

Late Registration

The Park offers a waiting list for those players who do not register during open registration. Late registrants will be taken in the order received to fill out the number of teams, not to add teams. In age groups that do not hold evaluations, the Park may add teams depending upon the number of names on the waiting list. The waiting list will be discontinued after the second game of the season, a team that loses a player after the second scheduled game must finish out the season with the players it has.

Refunds

Parents may request a refund but it is not guaranteed to be granted. Generally, refunds are granted **up** to the final day of evaluations, less a handling fee. Refunds are granted after the last day of evaluation only if there is a replacement player from the waiting list to take their spot, less a handling fee. In the event of a medical excuse with proper documentation, a refund will be granted up to the second scheduled game of the season, less a handling fee.

Player Evaluations

Player evaluations are to be conducted under the supervision of the Park Staff, as per Attachment 2 and 3 detailing these procedures. The purpose of the evaluations is to provide a basis for team formation and player placement. All players will be evaluated for individual and game skills, with game skills and individual skills weighed differently in the players final evaluation score.

Coach Selection

All individuals interested in becoming a Head Coach shall make their name, and desired age group available to a Pelican Park by completing the Pelican Park Head Coaching Application. The criteria for the selection of Head Coaches are set by the Park. Coaches will be required to complete and pass a background check paid for by the District.

The Head Coach is allowed to choose one Volunteer to sit with them on the bench to control player, monitor playing time etc. The chosen Assistant Coach must be approved by the Park. The Assistant Coach is not allowed to address the officials. It is the responsibility of the Head Coach to ensure that all volunteers adhere to any and all policies set forth by the Advisory Board and Pelican Park.

Team Composition

8 players per team shall remain the standard for 7/8 year old age groups. During the season, 7-8 players per team shall be the standard for 9-15 year old age divisions; during the summer season, 8 players per team may be the standard for all age groups depending upon numbers.

Team Formation

- **6 year old** – This is a clinic style program for your six-year old girls to learn the fundamentals of basketball where they will learn new skills, the rules of the game, where to position themselves on the court and have fun so they will be ready for the next level!
- **All other age groups** –Coaches will adjust the evaluation list for fairness. Then the first three rounds of players will be placed by evaluation score, with adjustments made for fairness by majority of coaches present, on teams in serpentine order. For round 4 and

below there will be an open draft. Coaches will be allowed to pick players to accommodate friendship, neighbors, talent, carpooling etc. Draft procedure is explained in detail in team formation process.

Modifications are clarified in detail in team formation process (Attachment 4).

However in the summer league, the total blind draw process or modified team formation may be used at the Board's and staff's discretion.

Regular Season Play

Practices

The standard is a minimum of three or more practices before the season. Teams are allocated one practice per week during the season. Scheduling practices is the responsibility of the Pelican Park staff. Each practice slot will typically be ½ of the court.

Games

During the winter league each team in ages 7-12 will play a 12 game season with a single elimination tournament held at the end of the season.

During the summer league, each team in ages 7-12 will play an 8-9 game season with a single elimination tournament held at the end of the season. Ages 7-12 will play no more than 2 games per week during the regular season.

Game Rules and Playing Time

Game rules are detailed in (Attachment 6).

Referees and Scorekeepers

Referees will be contracted for and provided by Pelican Park. The home team will provide the scorekeeper, while the away team will provide the clock keeper. Coaches are encouraged to train team parents on the scorebook and clock operation prior to the first game. A scorekeeper training session will be held during pre-season practices for the parents to learn how to score keep a basketball game. Referee evaluation forms are available in the game buckets located at each court. Please fill out these forms to provide feedback to the Park.

Post Season Activities

Intra-League All-Star Game

The District designed Intra-League games to be a fun game played at the end of the season by those players selected based on exceptional skill and sportsmanship.

Team Makeup:

The teams will be divided according to their standings in the league. Pelican Park will pick a date towards the end of the season and will use the standings as of that date. The teams will be divided in a normal "S" curve type of draft. Team A will consist of girls from Teams 1, 4, 5, 8, 9 & 12, etc. Team B will consist of girls from Teams 2, 3, 6, 7, 10 & 11, etc. If there are an odd number of teams, the girls from the last place team will be split to make the teams even.

All-Star Selections:

Each All-Star team will consist of 7-8 girls. Each team in the league will get to place as many girls as necessary to make up 7-8 girls per team. If the numbers do not allow each team to place the same number of girls on the team, the higher seated teams will get to place an extra girl until the numbers add up to 7-8 per team. Each regular season head coach should verify their girls will be able to attend the game before nominating them.

Seeding Deadline:

The Park Staff should set the seeding deadline date but it should be roughly 2 weeks prior to the end of the regular season so that the t-shirts can be ordered and the girls for each team can be contacted.

Coaches:

The head coach for each All-Star team should be the head coach from the higher seeded teams. If that coach is unable to coach the game, the next highest seeded team's coach should be asked, and so on. The coach must be in good standing with the SAB and Pelican Park. A neutral coach will officiate the game. The head coach's may not contact the intra league team beforehand or hold a practice. The girls will receive a t-shirt prior to the game.

Miscellaneous

Safety

It is the goal of Pelican Park in conjunction with each team's coach is to provide a safe environment to play and enjoy the game of basketball. If any unsafe act or situation is observed during any practice or game, coaches should complete a facility evaluation form that is located in the game bucket.

Game Protest

The following process will be used to address protests in game situations:

- Notify referee and state your desire to protest at point of question. Judgement calls cannot be protested. All details must be noted in the score book and the referee's, as well as both coaches, must sign the score book. The game will resume at that time and play until completion.
- Provide Pelican Park with a written description within 24 hours from start of game.
- All protests are to be brought to the Director for ruling. Pelican Park will rule on the protest within 72 hours of receipt.

Disciplinary Action

Coaches must sign a code of conduct that prevents, among over things, alcohol or tobacco usage in the presence of players, foul or abusive language, violent play or physical abuse, unsportsmanlike conduct of any kind. The Pelican Park staff will review and take disciplinary action if necessary regarding any infraction documented and/or reported. Before any action can be taken Pelican Park must receive a written complaint. Depending on the severity of the infraction, a coach may receive counseling, a warning, suspension or expulsion from the league and possibly other Pelican Park leagues.

Each coach is expected to demonstrate good sportsmanship and set the tone for parent and player attitude and behavior. Persistent badgering of the referees is undesirable behavior. Any coach given a second technical foul in the game, for unsportsmanlike conduct is automatically ejected from the game and will serve a minimum of a one game suspension. If a coach receives 2 ejections in one season, he will be expelled from the league and will not be eligible for post season coaching or possibly future years coaching. Technical fouls assessed for scorebook mistakes or a playing violation such as six men on the court are exceptions to the ejection clause. Pelican Park Staff will determine when and if they will be allowed to coach. Unsportsmanlike behavior from players will not be tolerated and may result in game(s) or league suspension. Any ejection will result in an automatic one game suspension for the party.

Unsportsmanlike conduct from fans will not be tolerated. In the first offense, the referee will warn the coach. The fan will be asked to leave the game area on the second offense (the game is suspended until the fan leaves). If the fan refuses to leave after a short period of the time, the game is forfeited.

Coach Conduct

- No alcohol, drug, or tobacco usage.
- No use of foul or abusive language.
- No violent play or physical abuse.
- No unsportsmanlike conduct.

Coaches will not harass, intimidate, or abuse any player, parent, scorekeeper, referee, fan, or league

volunteer either verbally or physically at any time. Coaches must sign a code of conduct form and have a completed application on file prior to the season beginning.

All volunteer coaches serve at the pleasure of the Recreation District/Pelican Park and can be removed from their position with or without cause by the Recreation District.

Coaches selection criteria

Should an abundance of coaches volunteer to coach in a league, the District will use their established the coach's criteria rating sheet to determine scores. The coaches will be selected based upon their final score. Points are given for past coaching experience, helping with evaluation, playing in high school or college, being on the advisory board etc. (see form for details). Coaches must submit proof of their experience to receive points.

PELICAN PARK YOUTH SPORTS GIRLS BASKETBALL EVALUATIONS

Evaluation procedures are established by the Basketball Advisory Board and the District. Evaluations are required for this program to have fair and equitable teams. Player evaluations are to be conducted under the supervision of the recreation staff and advisory board. All players will be evaluated for individual and game skills, with the game skills and individual skills weighed differently in the player's final evaluation scores.

- Players will have the opportunity to attend one of two different days to evaluate
- Stations and scoring can slightly change from year to year
- Individual skill and game skill evaluation required for all players

Unevaluated players

- Unevaluated players can NOT be pool players
- An unevaluated player will have a scoring cap of 4 points (7/8 age group), 6 points (9/10 age group), or 8 points (11/12 age group) per game depending on age group, with the following provisions
 - The last shot made can exceed the scoring cap. Example – If a player has a total of 6 points in the 11/12 age group and hits a 3 point shot then she will exceed the 8 point scoring cap by 1 point. If a player has 7 points prior to her last shot then she could have a total of 9 or 10 points depending on the shot made.
 - Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
 - If a player who reached the scoring cap is fouled then the fouled players coach will pick the shooter to take her place.
 - In the 7/8 age group, the halftime free throws will count towards the 4 point scoring cap.
 - It is the coach's responsibility to mark who is an unevaluated player in the scorebook.

Typical Individual Skills Evaluation Format - preferably two evaluators per station if possible

Passing Station - Pass (bounce, chest) to marked spot on the wall or partner (ages 7/8 & 9/10 only)

Dribbling Station – dribbling through cones, reverse dribble, crossover dribble (all age groups)

Shooting Station (2 shots from each spot) – lay-ups from half court full speed (right & left), free throws, outside shots inside 3pt arc, 3pt shots, & in lane shots (all age groups)

Speed/Agility Station (timed station) – sprint from baseline to baseline & sprint backwards on way back or shuffle sideways (all age groups)

GAME SKILLS EVALUATION TYPICAL FORMAT

7/8 & 9/10 age groups - Three on three half court with each player graded on overall performance on a scale of 1 to 10. The higher the caliber of play the higher the score. Areas to consider include defensive skills, rebounding, ability to create shot, ability to distribute the ball and movement without the ball. Preferably, four evaluators will make independent assessments of each player. Scores will be averaged if more than one evaluator for each skill.

11/12 age group – Five on five half court (if enough players) with each player graded on offensive & defensive performance on a scale of 1 to 5 for each skill. The higher the caliber of play the higher the score. Areas to consider include defensive skills, rebounding, ability to create shot, ability to distribute the ball and movement without the ball. Scores will be averaged if more than one evaluator for each skill.

Attachment #2
PLAYER EVALUATION
SAMPLE GUIDELINES AND SCORING REFERENCE

Dribbling

Speed dribbling straight downcourt, right and left hands

Reverse dribble; crossover dribble

- 1 – Poor (has difficulty-controlling ball)
- 2 – Below average (poor pace, favors strong hand)
- 3 – Average (good pace, favor strong hand)
- 4 – Above average
- 5 – Excellent (good pace, uses both hands, head up)

Passing Accuracy

Evaluation of ability to pass to a spot on wall

Chest & Bounce pass

- 1 – Poor (has difficulty performing skills)
- 2 – Below average (catches and passes inconsistently)
- 3 – Average (catches and passes adequately)
- 4 – Above average
- 5 – Excellent (catches/passes/confidently, crisply)

Lay-ups

Right and left hand off dribble (two each side)

- 1 – Poor (has difficulty getting off shot)
- 2 – Below average (awkward release and poor touch)
- 3 – Average (some touch, strong hand from both sides)
- 4 – Above average (good touch, limited weak hand)
- 5 – Excellent (outstanding touch, good weak hand)

Shooting Skills

2 shots from 5 positions (free throw, outside shots inside 3 pt arc, 3 pt shots, In lane shots)

Two "position" shots: 3-pointer (guard) post move (big kid)

- 1 – Poor (unable to reach baskets with shots)
- 2 – Below average (shooting form poor, range limited)
- 3 – Average (good form and touch from free-throw line)
- 4 – Above average (good form, touch inside 3-point line)
- 5 – Excellent (outstanding form, touch outside 3-point line and/or outstanding form, high/low post positions)

Attachment #3

Pelican Park Youth Sports
Girls Basketball Program
Team Formation Process

NOTE: Evaluation scores shall only be made available to the coaches during the team formation process. All paper scores will be returned to Park Staff after the teams have been formed. After the teams are formed, all paper copies should be returned to the Recreation Supervisor.

7/8, 9/10, & 11/12 yr old Age Groups

The players would be ranked according to pre-season evaluation scores. Coaches and/or Age Group Directors will be allowed to adjust the player's rankings for fairness prior to the start of the draft. (ex: if coaches agree that a player that evaluated in the 5th round really belongs in the 3rd round then that player would be moved to the 3rd round).

Any player that did not evaluate may be adjusted for fairness based on the previous year's scores or knowledge of the players from the coaches and/or Basketball Advisory Board at the draft table.

The first three (3) rounds of players will be slotted by the evaluation score, unless adjusted for fairness. Example:

Team #	1st Rd.	2nd Rd.	3rd Rd.
1	#1	#12	#13
2	#2	#11	#14
3	#3	#10	#15
4	#4	#9	#16
5	#5	#8	#17
6	#6	#7	#18

If a coach's daughter falls within the first three (3) rounds then they will be automatically assigned that team number. For example in a six team league: if Coach ABC's daughter is the number one pick of the draft then he would be assigned Team #1 and also get the #12th pick. If coach EFG's daughter is the #9 pick of the draft then he would be assigned team number #4 and also get the #4 pick.

Adjustment for coaches:

If two coaches are automatically assigned the same team number then the following process will apply.

- If a coach has a first round daughter they keep that team
- 2nd round coach takes their daughter if no conflict. If conflict they will trade up within same round (if possible) if not they will trade down within the same round to first open team without a coach

The teams that did not get an assigned coach will then will be placed in a hat and the remaining coaches will pick for their team. The coaches who are not assigned a team from the first two rounds will take their daughter in the evaluated or adjusted too round.

For round four (4) and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, talent, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order.

Unevaluated players can NOT be pool players and will have a scoring cap. **Staff will use the drafting sheet to conduct the draft. The original will be returned to Pelican Park staff prior to the practice schedules or uniforms being distributed.**

Attachment #4

TEAM FORMATION INSTRUCTIONS

Before the team formation:

- Each coach will receive a ranked list of players based on evaluation scores in the league.
- Each coach will look over the ranked list of players to see if he/she believes that a player needs to be adjusted for fairness (ie: a player evaluated in the 5th round, but should be in the 3rd round based on coaches knowledge or previous evaluations – if all coaches are in agreement on the move then that player would be moved to the 3rd round)
- If a coach is unable to make the draft staff or another coach in the age group will write out that team's roster.

At the start of the team formation:

- The coaches will pair up the players in the first 3 rounds. For example, if there is a four team league, team #1 would have the #1 player and the #8 player in the league.
- If a coach's daughter falls within the first 2 rounds then he/she would automatically be assigned that team. If a coach's daughter falls in the 3rd round or below, then he/she would draw a team number out of a hat.
- For round three (3) and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order.
- If there are siblings within the same age group, when the coach is assigned or drafts the first sibling, he/she will automatically get the other sibling in the round she falls in on the draft sheet.
- Review the drafting rules:
 - A coach may not designate an assistant coach prior to the draft.
 - Coaches are not restricted to players who evaluate in a particular round; they may select any available evaluated player in any round for rounds 3 and below.
 - Staff will make the selections for a late or absent coach by picking the highest-ranked player on the draft sheet. (Staff may at his or her discretion select a lower-ranked player in consideration of team needs at a particular position – for example, a ball handler or “big player”.)
 - Time limit: 1 minute per pick
 - No cell phones and no children are allowed at the draft.
 - Only one representative per team is allowed at the draft.
 - Absolutely NO TRADING of players is permitted after the draft. If a coach violates this rule, Pelican Park will revoke the coaching privilege from that coach.
- Conduct the rest of the team formation in serpentine order. In other words, the team that picks last in the third round picks first in the fourth round.

After the team formation:

- Each coach will pick pre-season and regular season practice times as well as team uniforms. The coach's that attended both evaluation sessions for his/her respective age group for the full amount of time will be given first pick of uniforms and practice times. If more than one coach achieves the evaluation incentive, then those coaches will draw numbers out of a hat. The other coaches in the age group will draw the rest of the numbers to determine uniform and practice time picking order.

Attachment #5
**Pelican Park Youth Sports
Official Girls Basketball Rules
Common To All Age Groups**

Any rules not addressed in the handbook will follow the LHSAA rule book. The rule modifications to LHSAA rules are below.

- Unsportsmanlike conduct (abusive language or insulting sign language) by coaches, players, parents, or fans toward the referees, other coaches, players, parents, or fans is not permitted. A team may receive one warning and then the coach, player, parent or fan will be ejected from the game area as defined by the referee. Any individual ejected from the game is automatically suspended from the next game. If the individual returns to the game area, the associated team (if applicable) will forfeit the game. The behavior of anyone ejected from the game is subject to review by the Pelican Park Discipline Committee.
- “Negative Chatter” directed at the opposing team is not allowed: e.g. “Miss it” while shooting a shot, etc. Cheering and positive comments to your own teammates is allowed.
- “Noisemakers” It is considered unsportsmanlike conduct to use artificial noisemakers (i.e. bells, whistles, shakers, beepers, horns, air horns, etc.) in an attempt to distract or disparage a player, coach, or umpire/official/referee. A team may receive one warning and then the coach, player, parent or fan will be ejected from the game area as determined by the umpire. The coach is responsible for their spectators. If it cannot be determined who in the stands is creating the problem the coach will be penalized. An individual ejected from a game shall sit out the next game also. If the individual returns to the game area, the associated team (if applicable) will forfeit the game. The behavior of anyone ejected from the game is subject to review by the Pelican Park Discipline Committee.

Unsportsmanlike behavior is judged and determined by the individual/referee/umpire. (If a coach feels the other team is displaying unsportsmanlike behavior they should talk with the official. The official will monitor. If necessary give fans and coach a warning. If it continues the official will take appropriate action.)

- All age groups will play on the glass backboards installed in the gym.
- The regulation lines will define the foul lane for all age groups.
- There will be 1 minute between quarters for all age groups.
- Three point shot outside the arc is in effect for all ages.
- There is a minimum and maximum playing time requirement per player for each age group. Please see the age specific rules for actual time.

Penalty for not playing players the allotted time is as follows:

In regular season play if a coach does not play his players the allotted amount of time

1. On the first infraction the coach will receive a warning
2. On the second infraction the coach will have a one game suspension
3. On the third infraction the coach will be removed from coaching for one year suspension in that sport.

In Post Season Tournament Play the penalty for not playing players the allotted amount of time will be as follows:

1. The team will forfeit the game

2. The coach will be put on a one year suspension from coaching any sport at Pelican Park.
- Any player that does not evaluate will have a scoring cap. Please see the age specific rules to see cap per age group.
 - A team with a lead of at least 16 points must keep their defense within the 3-point arc until margin is reduced.
 - Regular season games can end in a tie. No overtime will be played during regular season. Each team will be given ½ win and ½ of a loss for season games ending in ties.
 - **Tournament games only** – In the event the game is tied at the end of regulation, up to two (2) three-minute overtimes may be played. If tied at the end of the 2nd overtime, a sudden death period will determine the outcome of the game.
 - Pool Player Rules - Teams may begin a game with three players; fewer than three players are considered a forfeit. A team must have 3 players from his/her own team before adding pool players. A team with 3 or 4 players may add 2 or 3 pool players to round out their squad to 6 players, using the following guidelines:
 1. A pool player must be a registered player from the same age group and same league. Under no circumstances is it permissible for a player from an older age group to play down as a pool player.
 2. A coach may take only as many pool players as necessary to make six players. For example, if a team had only four players, the coach may take two pool player.
 3. Pool players must be on the list of approved pool players (4th round draft picks or below in Winter & Summer). Games played with approved pool players do count in the standing. Coach's choice whether or not to use pool players. **Players that do not evaluate may not be pool players.**
 4. Pool players can only play in their league.
 5. If there are five players from the team and one pool player then the pool player can only play a maximum of 2 ½ quarters unless a player fouls out or is injured. If there is more than one pool player, then any pool player cannot play more than a player actually on the team unless a player fouls out or is injured.
 - Tie Breaker System - In the event of a tie in determining team standings the below process will be followed:
 1. Win-loss record of games played*
 2. Head to head competition among the teams involved
 3. Coin toss by Park staff
 - Should there be a game forfeit, it is expected that a practice game be played. If both teams mutually decide to forfeit the game, a loss will be given to both teams. The girls and parents who showed up for a game are entitled to play a game, even if this means splitting one team to get an even number on both sides and playing a half court game. Note that the scheduled referee will most likely not call the game. At this point, solicit a parent or one of the coaches to be the referee.

Official Girls Basketball Rules 7/8 Girls

Goal Height – 8 1/2'

Ball Size – 27.5" composite leather basketball

Personal Fouls – 5

Game duration – A game consists of four 8 minute quarters with a running clock, except for shooting fouls. The clock will stop for shooting fouls during the game. There will be 5 minutes at halftime. The clock will be a running clock, but will stop on the referee's whistle (foul, ball out of bounds, etc.) the last minute of the first half, last minute of the second half, and last minute of overtime, if played.

Time-outs – 2 full per half, 1 30sec timeout in overtime; **2 substitution timeouts – these timeouts will be to sub players around the half in each quarter not have a team huddle.**

Minimum playing time - Every player is required to play at least 16 minutes or 50% of the game for the 7/8 age group. Each player must play a full quarter, which is 8 minutes for this age group. The other 8 required minutes of playing time may be split up in any of the other quarters. Players that arrive late to the game will play half of the remaining time left in the game upon arrival. Coaches are encouraged to prepare a player rotation schedule before the game. Penalties for coach for not playing each player on team the minimum is addressed in the common to all age group rules.

Maximum playing time – Players may not play the full 4 quarters; they must sit out for at least half of a quarter (4 consecutive minutes) if the team has at least 6 players or more at the game. Penalties for coach playing a player a full game is addressed in the common to all age group rules.

Lane violations – none

Defense – All defensive players must remain behind the 3 pt arc with the exception of one player who may play man to man up to half court, no full court press or fast break. The defense is allowed to come outside the 3 pt arc for the last 3 minutes of the game, but defensive players cannot play past half court.

Halftime Free throws – During the 7/8 games, all players have the opportunity to shoot 1 free throw for 1 point each. Every player must shoot from the hash mark. Each player per team will shoot with a maximum of shots (8) is based on the number of players present at the game. The number of free throws is determined by the team with the most players, ie one team has 8 players and the other has 6 players, each team will shoot 8 free throws at halftime. A 7/8 player that meets the scoring cap before halftime will be allowed to shoot 1 free throw at halftime. No player will shoot more than 2 free throws.

Point limitation per player - An unevaluated player will have a scoring cap of 4 points in the 7/8 league.

- The last shot made can exceed the scoring cap. Example – If a player has a total of 2 points in the 7/8 age group and hits a 3 point shot then she will exceed the 4 point scoring cap by 1 point. If a player has 3 points prior to her last shot then she could have a total of 5 or 6 points depending on the shot made.
- Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
- If a player who reached the scoring cap is fouled then the fouled players coach will pick the shooter to take her place.
- It is the coach's responsibility to mark who is an unevaluated player in the scorebook.

Official Girls Basketball Rules 9/10 Girls

Goal Height – 9'

Ball Size – 28.5" composite leather basketball

Personal Fouls – 5

Game duration – A game consists of four 6 minute quarters. The clock will stop for shooting fouls during the game. There will be 3 minutes at halftime. The clock will stop on the referee's whistle (foul, ball out of bounds, etc.). The clock will resume on the referee's hand signal when ball is returned to play.

Time-outs – 5 timeouts (3-full & 2-30's), 1-30sec timeout in overtime; **2 substitution timeouts – these timeouts will be to sub players around the half in each quarter not have a team huddle.**

Free Throws – A player in the 9/10 age group can shoot from the hash mark for free throws.

Minimum playing time - Every player is required to play at least 12 minutes or 50% of the game. Each player must play a full quarter, which is 6 minutes for this age group. The other 6 required minutes of playing time may be split up in any of the other quarters. Players that arrive late to the game will play half of the remaining time left in the game upon arrival. Coaches are encouraged to prepare a player rotation schedule before the game. Penalties for coach for not playing each player on team the minimum is addressed in the common to all age group rules.

Maximum playing time – Players may not play the full 4 quarters; they must sit out for at least half of a quarter (3 consecutive minutes) if the team has at least 6 players or more at the game. Penalties for coach playing a player a full game is addressed in the common to all age group rules.

Lane violations – 5 second lane violations

Defense – Defense must be set before the offensive player crosses half court during the 1st, 2nd, & 3rd quarters. Full court press and fast break is allowed during the 4th quarter only. On an inbounds pass, defense is only to man-to-man press. Once the ball has entered play, the defense is allowed to trap using 2 players, but no more than 2 players. Teams cannot fast break on the opening tip off.

Point limitation per player - An unevaluated player will have a scoring cap of 6 points in the 9/10 league.

- The last shot made can exceed the scoring cap. Example – If a player has a total of 4 points in the 9/10 age group and hits a 3 point shot then she will exceed the 6 point scoring cap by 1 point. If a player has 5 points prior to her last shot then she could have a total of 7 or 8 points depending on the shot made.
- Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
- If a player who reached the scoring cap is fouled then the fouled player's coach will pick the shooter to take her place.
- It is the coach's responsibility to mark who is an unevaluated player in the scorebook.

**Pelican Park Youth Sports
Official Girls Basketball Rules
11/12 Girls**

Goal Height – 10'

Ball Size – 28.5" composite leather basketball

Personal Fouls – 5

Game duration – A game consists of four 6 minute quarters. The clock will stop for shooting fouls during the game. There will be 3 minutes at halftime. The clock will stop on the referee's whistle (foul, ball out of bounds, etc.). The clock will resume on the referee's hand signal when ball is returned to play.

Time-outs – 5 timeouts (3-full & 2-30's), 1 30sec timeout in overtime; **2 substitution timeouts – these timeouts will be to sub players around the half in each quarter not have a team huddle.**

Minimum playing time - Every player is required to play at least 12 minutes or 50% of the game. Each player must play a full quarter, which is 6 minutes for this age group. The other 6 required minutes of playing time may be split up in any of the other quarters. Players that arrive late to the game will play half of the remaining time left in the game upon arrival. Coaches are encouraged to prepare a player rotation schedule before the game. Penalties for coach for not playing each player on team the minimum is addressed in the common to all age group rules.

Maximum playing time – Players may not play the full 4 quarters; they must sit out for at least half of a quarter (3 consecutive minutes) if the team has at least 6 players or more at the game. Penalties for coach playing a player a full game is addressed in the common to all age group rules.

Lane violations – 3 second lane violations

Defense – no defensive restrictions

Point limitation per player - An unevaluated player will have a scoring cap of 8 points in the 11/12 league.

- The last shot made can exceed the scoring cap. Example – If a player has a total of 6 points in the 9/10 age group and hits a 3 point shot then she will exceed the 8 point scoring cap by 1 point. If a player has 7 points prior to her last shot then she could have a total of 9 or 10 points depending on the shot made.
- Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
- If a player who reached the scoring cap is fouled then the fouled players coach will pick the shooter to take her place.
- It is the coach's responsibility to mark who is an unevaluated player in the scorebook.