

AAA Basketball
Rulebook
Winter 2010 / 2011



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General Information

Information regarding AAA Basketball will come from three sources: website, email or thru the coaches. If you have not registered, please go to www.playAAAsports.com and register for the mailing list. Basketball information will be posted in the basketball section of the website. Second, Mass emails may also be sent to parents to inform them of important dates such as registration, evaluations and pictures. Third, information may be given to coaches with the expectation that they pass the information to the parents. If a question ever arises that needs answered, please contact an AAA Basketball Board Member.

Age Groups and Cut-Off Dates

The division, in which the child participates, will be determined by the child's age and birth date. The playing age is the age of the player on September 1st of that year. Age will be verified by coaches and the AAA Basketball Board.

Divisions*

- ✿ 5 & 6 Years old Boys/Girls
- ✿ 7 & 8 Years old Boys/Girls
- ✿ 9 & 10 Years old Boys/Girls
- ✿ 11 & 12 Years old Boys/Girls
- ✿ 13 & 14 Years old Boys
- ✿ 13-18 Year old Girls
- ✿ 15-18 Year old Boys

*League classifications may change depending on the number of registered players.

Registration

AAA offers on-line credit card (Master Card, Visa, or American Express) payment options at www.playAAAsports.com or in person at designated walk-up registrations (credit card, check or cash).

Evaluations

AAA will hold evaluations for all age groups. The evaluations will be on a weekend and be held at a gym within the Archer Cluster. AAA will organize the registered players alphabetically and assign a time/location for try-outs depending on the number of registered players in that league. Times will be staggered to help with organization and speed up try-out times. Players are asked to dress appropriately with sneakers, t-shirts and shorts/sweat pants and arrive 10 minutes BEFORE assigned time. AAA committee members will organize the players OUTSIDE the gym (weather permitting) and then send them in, one/two at a time, to run through drills (shooting and dribbling) for evaluation.

Please do not bring any basketballs to the try-outs. All necessary equipment will be provided. Players will be evaluated on a 1-9 scoring basis (9 being the best) on shooting, ball handling and overall athleticism. Coaches will evaluate each player on this system and an average will be calculated. At the team selection meeting, coaches will be provided a list of the players and their average score and ranking. A team selection will be held with coaches selecting for his team based on his/her coaching philosophy. This process should allow for more balanced and competitive leagues.

Draft Guidelines

Evaluations

- 1) Players will demonstrate their ability to shoot, dribble and athleticism.
- 2) Coaches will rate each player from 1 to 9 in each category (9 being the highest).
- 3) Coaches will turn in their rankings to the AGC after the try-outs.

Player Rankings

- 1) Each player's scores will be averaged and a master list will be generated. The master list will have all players ranked from highest to lowest.
- 2) The master list will be distributed at team selections, giving all coaches an accurate ranking of each player. The master list will also assist in the evaluation of the coach's children.

Coach's Children

- 1) Coaches are automatically assigned their child.
- 2) The coach's child is assigned to the coach, in the agreed upon round.

Unrated Players

Any player that did not attend try-outs may be given a rating by the Age Group Coordinator (AGC) in consultation with coaches before the draft begins. Any player that cannot be accurately evaluated by the coaches, will be considered a "hat pick".

Draft Day

Each coach will randomly draw a number. That number will represent the Coach's draft order. The draft order will begin with the #1 and continue down to the last coach. The second round will begin with the last coach and continue in numerical order back up to #1. Therefore, the last coach will have two consecutive picks, on the transition from odd round to an even round.

Coaches will have one (1) minute to make a selection. If the time limit is exceeded, the Board members in charge of the draft can automatically assign the highest rated player available to that coach's team.

Siblings are automatically assigned to the same team. Once the first of the two siblings is drafted, the second child is ranked based on the master-ratings or the closest round to his/her rankings. In the event that the siblings are both rated in the first round, that team will not pick again until round four (4), at which time they will have two picks.

Ride Shares may be honored if approved by the Age Group Coordinator (AGC) or Basketball Director; the above rule will be applied if the players are ranked in the first round.

A player must be ranked within two (2) rounds of the current round to be eligible for selection (i.e. players ranked between rounds 1, 2 & 3 can be selected in the 1st round)

Once all players have been selected, the hat picks are assigned a team. The next coach to draft will randomly draw a hat pick player.

There will be a fifteen (15) minute trading period following the draft. Trades must be between players selected within two rounds of one another. All trades are subject to the approval of the Age Group Coordinator (AGC) or Basketball Director. Once the trading period is over and roster submitted, the rosters are locked with no more trades allowed.

Teams with Additional Player

1) Leagues that have an odd number of players will require some teams to carry one more player than the majority of teams (i.e. Seventy-one (71) players in a 10-team league require one team to carry 8 players).

2) Coaches will be asked to volunteer to carry an additional player. If enough coaches do not volunteer; coaches will be randomly selected from the hat.

3) The coaches with an additional player will receive two draft selections in the 4th round. The second 4th round pick will be selected at the end of round 4. Order of picks will be by random draw.

Player Participation

Every player will receive a **MINIMUM OF 2 FULL, UNINTERRUPTED QUARTERS PER GAME**. No substitutions shall occur during the first two quarters of the game. The five players that start each quarter must finish that quarter unless a player must be removed due to health reasons. **There will be an official's timeout at the first stoppage of play after the 4 minute mark of the 3rd quarter when substitutions can be made.** Free substitutions can occur during the 4th quarter; however each child must still complete a minimum of 2 full, uninterrupted quarters by the end of the game. Each substitution must check in at the scorers table by giving their number. A player arriving late for the game will still play the allotted time if he/she arrives before the end of the 1st quarter. If a player arrives after the end of the first quarter, that player will play a minimum of 1 full, uninterrupted quarter during that game. The only exceptions to the Player Participation Rules are:

1. If a player is injured or sick during the game
2. The player is being disciplined by a referee, parent or by the league.

If a child starts the game with a health issue that may prevent him/her from playing the required time the opposing coach must be notified and a note will be made in the scorebook BEFORE the game begins. Examples are children with Asthma or colds that may not have the stamina to complete for two full quarters. If a child is injured during the game he/she should immediately be removed from the game and a substitution made. If the injured child is capable of returning to the game within the same quarter, he/she can be reinserted. A note in the scorebook must be made that this child was injured and the opposing coach must be notified at the time of the injury. The injured child can continue to play as much as possible, but is no longer required to complete two full quarters. The child that is substituted in for the injured player must return to the bench as soon as the injured player is able to return, and that appearance by the player who was on the bench does not count as a quarter of play. AAA has made it clear to all coaches that this rule is NON-negotiable. Failure to comply with this rule will result in an investigation involving the AGC and Basketball Director and penalties up to season suspension for the head coach may result. Additional penalties may be added during the post season tournament. The scorebook will be used to determine whether each player met his/her participation requirements. IT IS UP TO EACH COACH TO ENSURE THAT THE SCOREBOOK IS CORRECT DURING THE GAME.

A player may be dropped from the roster at the request of the parent or by the AAA Basketball Board. If a player misses two consecutive AAA scheduled practices, contact your AGC for a course of action. Any team/coach that is found to be playing (or have played) a game with a player who is not on the pre-season approved roster, will forfeit any games that player participated in and the coach may be suspended for the remainder of the season.

Game Time

Games must start within ten (10) minutes of the scheduled start of the game or ten (10) minutes after the ending of the previous game. This excludes delays caused by locked gyms, missing officials, clock malfunctions, etc. The team unable to play at this time will forfeit.

Game Structure - Timing & Timeouts

There is a timed 5-minute warm-up period for teams prior to the start of a game. The official will start the 5-minute clock once teams from previous game have cleared the court. There will be a 1-minute warning horn after 4 minutes of warm-up. Within that 1- minute warning period, teams should wrap up their warm-ups and prepare to play. Once the horn sounds following the one (1) minute warning, the officials will call the starting lineups to center court for the tip off. Each team will have four (4) 60-second timeouts per game.

There will be a warning horn with fifteen (15) seconds remaining in the timeout. Timeouts can be used at any time during the game. Each coach may call a timeout during a dead-ball situation or when his/her team has possession of the ball. If a coach calls for timeout that is granted and the team had no timeouts remaining, a technical foul will be assessed.

Timeouts do not carry into overtime. Each team will have one timeout in each overtime period. There will be a three-minute halftime with a warning horn at the one (1) minute mark (games played with cheerleaders will have a five (5) minute halftime). There is a one (1) minute time

out between quarters. There will be an official's timeout at the first stoppage of play after four (4) minutes of the 3rd quarter for substitutions.

Overtime

Overtime periods will be two (2) minutes for all age groups with the clock stopped on every whistle. Each team will have one time-out in overtime. Timeouts DO NOT carry over from regulation. If the game is still tied after the 3rd OT, the game will be declared a tie. The exception is tournament play when games are played until there is a winner.

Continuous Clock

The clock will continue to run on a blown whistle and free throws once a lead of twenty (20) points or more is reached. The clock will again stop on whistles (or free throws depending on the age group) if the lead drops below twenty (20) points. It is up to the head coach of the team down by twenty (20) whether or not he/she wants to implement this "mercy" rule. The official will confer with the coach once a deficit of twenty (20) or more points is reached.

Injuries

A player who is bleeding must leave the game until the bleeding is stopped. A player may not play with blood on his/her uniform. Injured players must leave the game for at least one play. A timeout must be called to leave the player in the game. The referee has the authority to decide if a player is too injured to continue playing.

3-Point Line

A 3-point shot will be recognized in all games where a 3-point line is marked on the court. No 3-point shot will be recognized for the 5/6 age group games.

Dress Code

All players, coaches and league officials will dress in a manner that is consistent with community standards. For safety reasons, no jewelry, hair accessories (cloth hair ties or rubber bands are permitted) or sharp objects are allowed on the court. All players will be required to wear the full uniform as provided and authorized by AAA Basket Board with shirt tails to be tucked in at all times. Players will be issued a uniform with coordinating colors. In some leagues, due to the number of teams and limited color schemes, the players will be issued a reversible jersey with white on one side (w/ logo) and coordinating color (w/ logo) on the other. In the event two teams are playing with the same color schemes, the designated HOME team will wear white and designated VISITOR team will wear color.

T-shirts are permitted underneath the AAA Basketball uniform. Please try to match the color of the t-shirt with the color of the uniform. Players in violation of the dress code will be asked by the official to discard any objects he deems unacceptable before play can begin. Referees have final say on what can and cannot be worn during the game.

Technical Penalties

Coaches and/or players that receive technical fouls during the season will be assessed the following penalties by the league:

- ✿ A coach or player that receives two (2) technical fouls in the same game will be ejected for that game, asked to leave the gym immediately. The head coach must notify the AGC of the penalty immediately following the game. In some instances, depending on the infraction, the player/coach is subject to review by the basketball director and could face additional penalties.
- ✿ If a player or coach receives four (4) technical fouls in a season, in any combination, he / she will be up for review by the AGC and the Basketball Director and subjected to further penalties from a one-game suspension up to season suspension. Coaches who receive a technical foul are no longer permitted to stand during the remainder of the game.

First Aid

If a player or coach is injured during the course of a game or during the warm-up period and it appears serious enough to require professional medical attention, 911 will be called immediately. Only qualified medical personnel or parents/guardian will be allowed on the court. A first aid kit will be available in the AAA tubs at all practice/game sites.

Insurance

AAA provides additional athletic accident insurance. Your registration fee covers these costs. If you have a possible claim, please contact your coach, AGC and the Basketball Director promptly.

Code of Conduct

It is the policy of Archer Athletic Association to promote the development of strong character, a right attitude and a sense of responsibility and citizenship in young players. It is the purpose of Archer Athletic Association to achieve this goal through fair play and good sportsmanship with adult leaders providing the example. It is strictly against the policy of Archer Athletic Association for any person, either as a participant, coach or a spectator to engage in arguments, to use abusive language, to harass or make any threatening gestures towards officials, coaches, players or league officials or to exhibit any behavior not in concert with the general intention of this policy statement. Failure to abide by this policy will result in removal from the gym. Any further incidents may result in permanent suspension from AAA. Any players caught fighting or found consuming any controlled substance will be suspended from league play for an amount of time to be determined by the Basketball Board.

In any program, the success of such a program is the responsibility of all the participants including referees, players, coaches, league officials, program supporters and parents. Please keep in mind the sole purpose for this league is for the teaching, participation and enjoyment of the game of basketball. To accomplish this goal, it is imperative for all involved to encourage and compliment the players (on both teams) at every opportunity. Our children will mimic our actions as adults and setting a good example is of the utmost importance. Any disagreements to

decisions, policies and interpretations, set forth in this handbook will be handled through the AAA Basketball Board with the support of the AAA Executive Board.

Fighting

Any players or coaches that is involved in a fight before, during or after a game/practice, may be suspended from AAA basketball immediately and jeopardize any future AAA participation.

Alcohol & Drugs

Alcohol and or controlled substances are NOT permitted at any AAA sponsored event. Anyone under the influence or found consuming such may be expelled from the premises and suspended from league participation.

Background Checks

It is the policy of AAA Basketball that at least one (1) adult who has successfully passed an AAA background check must be in attendance at all AAA Basketball games, practices or events. All head coaches MUST pass a background check to be eligible to coach. For more details see the "AAA Background Screening Policy" at www.playAAAsports.com or contact a Board Member. In addition to the criminal background check, AAA will continue to evaluate all applicants on the basis of coaching experience, on-the-court and off the court behavior, letters of complaint against the coach, assistant coach or volunteer assistant and most importantly, the type of example each person in a leadership position, set in the presence of the children.

Protests

Protests will only be heard regarding violations of the play rule or player eligibility. **No protest will be heard in regards to a call made by a referee. Coaches violating the play rule are subject to penalties up to season suspension. Playing with an ineligible player could result in forfeit of games. There is a \$50 protest fee which must be paid upon protest. If the protest is upheld, \$50 will be returned. If denied, it will be donated to AAA Basketball.**

Gym Rules

Gyms are rented by AAA from the school district, which reserves the right to revoke our rental agreement if these rules are not followed.

- ✿ Absolutely NO SMOKING in or around participating gyms
- ✿ Only Coaches basketballs allowed in the gym on game day.
- ✿ Parents are asked to NOT drop off children for practice/games and leave. In the event of an emergency, your presence would be required for any medical attention to be administered.
- ✿ No shooting between quarters or between games unless you are participating in the game.
- ✿ ****No food, drink or chewing gum allowed in the gym with the exception of plastic water bottles**
- ✿ No climbing on or destruction of gym property
- ✿ For safety reasons, no gathering at the doorway
- ✿ No playing in gym locker rooms
- ✿ No one allowed on the court during games, including timeouts and change of quarters, cheerleaders are allowed on the court during halftimes.

- ❖ No one, other than participating players, coaches, gym officials and AAA Representatives are allowed on the bench during games.
- ❖ Each head coach is allowed to have ONE assistant coach on the bench during games.
- ❖ Please use the outside areas of the court to move throughout the gym, either, before and after games, and limit crossing the court to a minimum.
- ❖ Admission to all regular season games is FREE.
- ❖ Team snacks must be distributed outside the gym.
- ❖ All AAA Basketball participants must clean up any litter or trash left at the gym or risk their game being forfeited.
- ❖ All AAA Board members, coaches and officials have the authority to enforce these rules/regulations. We ask for everyone's cooperation in enforcing these rules to keep our program organized and safe.

Official Scorekeeper & Bookkeeper Duties

Each participating team must have a representative to keep the scorebook and clock/scoreboard. The home team will be responsible for the scorebook and the visiting team will be responsible for keeping the clock/scoreboard. AAA officials may designate an official scorebook/clock keeper at his/her discretion.

Clock/scoreboard Operator Responsibilities

- ❖ Keeping track of the time as indicated by the game official and in accordance with age/league rules
- ❖ Please refer to "Age Specific Rules" for game times and clock management
- ❖ Keeping track and correctly displaying running score as designated by the referee
- ❖ Keeping track of the Possession Arrow as designated by the referee
- ❖ Keeping track and displaying quarter being played
- ❖ Keeping track of time during timeouts using stopwatch
- ❖ Keeping track of time during halftime and quarter breaks
- ❖ Sound horn and notify official of first stoppage after 4 minutes of 3rd quarter for subs.

Bookkeeper Responsibilities

- ❖ Tracking playing time for each player on both teams
- ❖ Individual scoring and team scoring, both field goals and free throws as designated by the referee.
- ❖ Individual and team fouls, both personal and technical and alerting coaches when a player is in foul trouble.
- ❖ Providing the referee information on bonus and double bonus situations
- ❖ Number of time outs per team and alerting each coach when he/she have two timeouts left and when he/she has one timeout remaining.
- ❖ Fill out the Post game sheet and make sure each coach signs the sheet.
- ❖ Technical fouls count as personal fouls and a team foul. Please refer to the "Technical Fouls" section for rules/regulations on action taken for multiple technical fouls.
- ❖ A team will be awarded a BONUS on the 7th team foul per half, assessed to the opposing team. A DOUBLE BONUS will be awarded on the 10th team foul per half and awarded on each foul there after. A player that receives 5 personal fouls (including technical fouls) will be disqualified for the remainder of that game. No one other than the official

scorekeeper and bookkeeper and AAA officials are permitted to sit at the scorer's table during the game. The scorebook will be used as the official stats for that game and thus, the accuracy of this book is essential.

Age Specific Rules

The GEORGIA HIGH SCHOOL ATHLETIC ASSOCIATION 2010-2011 OFFICIAL RULE BOOK will be the guideline for AAA Basketball games in regards to how the games are officiated. However, there are a few exceptions we have adopted specifically for our league. These changes and exceptions are based on feedback from players, coaches, AAA officials and parents and are designed to help promote teaching, sportsmanship and competitive games. A minimum of four (4) players per team is required at the start of the game for a game to be recognized as an official game. In the event a team only has four (4) players the opposing coach can start and play five (5) players if all five (5) are available. If the team with four (4) players has a 5th player show up after the game is started, that coach can insert the 5th player at the next dead ball. Minimum play requirements will still apply. There is no minimum number of players required to finish a game. Teams must put five (5) players on the floor if five (5) players are eligible to play for both teams. A team may not play with four (4) players to prevent a player from fouling out.

5 & 6 Boys/Girls

This league is specifically an INSTRUCTIONAL league with many players having no previous organized basketball experience. For that reason, we want to ensure the emphasis is on teaching and instruction versus winning and losing. We have implemented the following guidelines:

- ✿ A youth size basketball (27 1/2") will be used along with 8' goals, a 10' free throw line and NO 3-point line.
- ✿ Eight (8) minute quarters with a running clock to be stopped only for free throws & time-outs.
- ✿ During the last two (2) minutes of the 4th quarter the clock will stop on every whistle.
- ✿ Lane violations occur after five (5) seconds in the lane.
- ✿ Fast breaks are not allowed. The player with control of the basketball must be the last player to cross half court.
- ✿ Defense can only be played from the top of the key extended to the sideline. Defense can be played up to half court with less than two minutes remaining in the 4th quarter. Pressing is NOT allowed at any time.
- ✿ One coach will be allowed on the floor during the first five (5) games. Coaches will be allowed to instruct and position players, but are NOT allowed to IMPEDE THE FLOW or STOP PLAY unless directed by the referee.
- ✿ 5-6 will utilize certified officials for the second half of the season.
- ✿ 5-6 referees will only call MAJOR violations such as a player gaining a big advantage while running with the basketball or obvious and flagrant fouls. Most game calls will be possessions and time-outs. On the 6th game of the season coaches will no longer be allowed on the court. All other changes will remain the same. No steals will be allowed. Players may intercept passes, but may not steal the ball from a dribbler or from a player with possession.

7 & 8 Boys/Girls

This league is also an instructional league, and the rules will be more closely called as the players develop their skills:

- ✿ A 27 1/2" youth size basketball will be used with 8 1/2' goal and 12' free throw line.
- ✿ 3-point shot will be recognized if the court is marked with a 3-point line.
- ✿ 8 minute quarters with a running clock to be stopped only for free throws & time-outs. The last 4 minutes of the 4th quarter the clock will stop on every whistle.
- ✿ Lane violations occur after 5 seconds in the lane.
- ✿ Full court press is only allowed during the 4th quarter, subject to the following:
 - A team with a ten point lead can never full court press.
 - A team trailing by ten points may press throughout the fourth quarter.
 - During the last two minutes of the game, either team may full court press, providing they do not enjoy a ten point lead.
- ✿ Post-season tournament seeding will be determined by won-lost record.
- ✿ GHSAA rules will apply.

9 & 10 Boys/Girls

- ✿ 28.5" ball with 10' goal and 12' free throw line.
- ✿ 8 minute quarters with a running clock to be stopped only for free throws & time-outs. The last 4 minutes of the 4th quarter the clock will stop on every whistle.
- ✿ 3-point shot will be recognized on courts with 3-point line.
- ✿ Lane violations occur after 5 seconds in the lane.
- ✿ Full court press is allowed through out the entire 4th quarter unless a team is 10 or more points ahead. A team trailing by ten points may press throughout the fourth quarter.
- ✿ Post-season-tournament seeding will be determined by won-lost record
- ✿ GHSAA rules will apply.

11 thru 17 Year Girls

- ✿ 28.5" ball with 10' goal and 15' free throw line.
- ✿ 8 minute quarters with a running clock to be stopped only for free throws & time-outs. The last 4 minutes of the 4th quarter the clock will stop on every whistle.
- ✿ 3-point line will be recognized on courts with 3-point line.
- ✿ Lane violations occur after 3 seconds in the lane.
- ✿ Full court press is allowed for the entire game unless a team is 10 or more points ahead. A team trailing by ten points may press throughout the fourth quarter.
- ✿ Post season tournament seeding will be determined by won-lost record.
- ✿ GHSAA rules will apply.

11 thru 17 Year Boys

- ✿ 29.5" ball with 10' goal and 15' free throw line
- ✿ 8 minute quarters with a running clock to be stopped only for free throws & time-outs. The last 4 minutes of the 4th quarter the clock will stop on every whistle.
- ✿ 3-point shot will be recognized on courts with 3-point line.
- ✿ Lane violations occur after 3 seconds in the lane.
- ✿ Full court press is allowed for entire game unless team is 10 or more points ahead.

- ❁ A team trailing by ten points may press throughout the fourth quarter.
- ❁ Post season tournament seeding will be determined by won-lost record.
- ❁ GHSAA rules will apply.

In accordance with the pressing guidelines, listed above, a coach in violation of these rules will receive a warning for the 1st offense, a technical foul for the 2nd and any violations thereafter.

Post Season Tournament

A post season tournament will be held shortly after the last regular season games are played. Teams won-lost record will determine the seeding for the tournament with the team with the best record awarded the #1 seed. Seeding may occur before the final game is played.

Tournament brackets will be posted on the website. Teams that finish with identical records will be seeded according to head-to-head competition with the team winning the head-to-head game receiving the higher seed. If head-to-head record does not resolve the tie then seeding will be determined by points scored against then by points scored for.

Coaches Duties And Responsibilities

All coaches, including assistants are expected to conduct themselves in a proper manner at all times including practices and games. Please keep in mind that this is a recreational basketball league designed and implemented to teach and instruct young people in the game of basketball, as well as, good sportsmanship and fair play. Once you have been selected as a head coach, you will be asked to attend the evaluations for your specific age group. During that time, you will evaluate and rate each player. Your scores will be tabulated and an average score will be assigned to that player. At the draft, you will draft players that fit your particular style of play or basketball philosophy.

DESIGNATED HOME TEAM MUST WEAR WHITE. NO EXCEPTIONS.

You are encouraged to speak with the parents as soon as possible and set the expectations in regards to practice attendance and parent participations. This involvement will strengthen your team and is an excellent way for you to delegate some of the administrative duties involved in coaching. Some of these duties include; relaying a practice / game schedule information, organizing after the game snacks and end-of-the-year party. Please keep in mind the PLAY TIME and PRESSING rules. These two rules seem to create the most problems and KNOWING THE RULES and having a game plan will help reduce problems down the road. Safety should always be of the utmost importance while coaching. Teach the safe way to play the game as well as utilizing safe practices in general. Also, keep in mind that these players are kids who want to have fun. Not only your players but the opposing teams, as well. Negative comments towards opposing players or coaches will NOT BE TOLERATED. Please teach good sportsmanship at all times!! Most importantly, keep in mind that you are the focal point of your team. The players will look to you for guidance and information and your attitude and actions will directly affect your team, both positively and negatively.

Team Mom

We encourage each team to have a Team Mom. This person can serve as a valuable resource for organizing snack schedules, picture orders, trophies and end-of-the-season parties. The team mom can also assist in fund raising and team communications.