
Auburn Youth Basketball Program

2016/2017 Auburn Youth Basketball Rules and Regulations



General Program Information:**1) Purpose**

- a. The purpose of the Auburn Youth Basketball Program is to coordinate, promote, and operate a youth basketball program for the town of Auburn in partnership with the Auburn Village School (AVS).
- b. Participation shall be offered regardless of race, color, creed or aptitude through a youth basketball program for all youth (boys and girls) starting in Kindergarten and going thru 8th grade.

2) Goals and Objectives

- a. The main objectives of the Auburn Youth Basketball program are
 - i. Create youths who value fitness and become skilled basketball players through teaching fundamentals, ensuring adequate game participation, building self---esteem, and developing a sense of sportsmanship and fair play.
 - ii. Develop a quality basketball program through sound organization, with excellent coaches, league directors and officials and field competitive teams in our Travel Program
 - iii. Enhance the Auburn Community by offering a program that helps its youths, by participating in community activities, and by practicing social responsibility and promoting volunteerism.

3) Authority

- a. The Auburn Basketball Program Rules and Regulations will govern the league

4) Eligibility of Coaches

- a. Coaches will be volunteers who have knowledge of the game and are approved/assigned by League Leadership

5) Eligibility of Players

- a. A player's league grade shall be determined as his or her corresponding school grade on October 1st.
- b. A player may request to the League Director to be moved up in League Play. The Director will take into consideration skill level and safety of the player when making a decision. If the League grants permission to be moved up to the next level of League play, the player agrees to participate in both League levels.
- c. A player may request to play in a lower level of League Play to the League Director. League Director will take into consideration skill, knowledge of game and safety of all players when making a decision in conjunction with the Auburn Recreational Basketball Board Members.
- d. A player is not eligible to participate until full registration and fee is paid to the League
- e. Non-resident players are able to participate in the Auburn Recreational League.

6) Recreational League Draft

- a. Each player will be entered into draft
- b. If a coach has a child in the league division that he/she is coaching, that child will automatically be placed on that team.



- c. If there are siblings in the same division, then the siblings will be placed on the same team, unless a parent makes a request to do otherwise
 - d. No special accommodations will be made for friends to be on the same team. The draft process will supersede any requests
 - e. Draft Order to be determined by coaches and League President. Goal is to produce the most balanced teams possible.
 - f. Draft order ongoing is a "Snake Draft"
- 7) Travel Team Selection
- a. 2 Tryouts will be held for each Auburn travel age group
 - b. Decisions will be made by Head Coach with input from multiple and non-biased evaluators whenever possible.
 - c. Roster size may vary by coach and may depend on depth of the talent pool in each age group.
 - d. "cuts" are likely to be made and should be communicated within a week of tryouts
 - e. Non-resident players may try out for a travel team however can only be considered if there are spots available. A spot cannot be taken from a resident for a non resident athlete.
- 8) Protest
- a. Officials adhere to the rules in all game situations
 - b. Officials will use their best judgment in gray area events
 - c. There are no pretests regarding rules of the games as they are stated in the packet below

RULES OF THE GAME: Auburn Rec League

- 1) Alternating Possession
- a. All games and overtime periods will begin with a jump ball at the center circle
 - b. All other possessions will alternate between teams
- 2) Timeouts
- a. Each team will be allowed 3 timeouts per game and 1 timeout per overtime period
 - b. Timeouts are not carried over into overtime period
- 3) Length of Games
- a. The clock will be running time except for last 1 minute of 4th quarter, team timeouts or an Official Time out due to injury, etc.
 - b. League will play 4 Quarters, time based on age League Level
 - i. 3rd-5th grade (boys and girls) 10 minute quarters, running time (except last 1 minute of 4th)
 - ii. 6th-8th grade (co-ed) 10 minute quarters, running time (except last 1 minute of 4th)
- 4) Overtime Periods
- a. There will be a 2 minute overtime period running time.
 - b. In the event the score is still tied after the first overtime period, the game will be



determined by a sudden death overtime period.



5) Playing Time

- a. Every coach's game plan should account for equal playing time every week.
- b. Substitutions are allowed at anytime during a quarter, but coaches should make sure everyone has played equal playing time.
- c. The best player on the team should not play considerably more, and lesser skilled players should not play considerably less than other players on the team. If it happens one week and it is not a regular occurrence, allow for that as coaches are human. If it is a trend, it is against the spirit of the recreational league.

6) Defense

- a. Zone and player to player (man to man) defense is allowed
- b. It is recommended that coaches teach both defenses to their team and both are used at times to develop players.

7) Backcourt Pressure

- a. Backcourt pressure is allowed for League 6th---8th grade. Pressure will be allowed only during the last 2 minutes of 2nd and 4th quarter.
- b. If a team is up by 10 points, backcourt pressure is not allowed
- c. Backcourt pressure is allowed during the full overtime period.

8) Team Bench Conduct

- a. Good Sportsmanship is expected of coaches, players and spectators during the game times and while on gym property
- b. The coach's good example and conduct will help to set the tone of the entire gym
- c. Only 1 coach is permitted to stand at all times
- d. The bench area should be found and left very clean. Trash needs to be disposed of after each game.

9) Player/Spectator Conduct

- a. See Parental and Player code of conduct signed at time of registrations

10) Playoffs

- a. Each Player must play 50% of the game
- b. Seeding is determined by order of regular season standings
- c. Single Elimination Bracket will be set and scheduled by the Auburn Basketball Board
- d. Playoffs will be for the 3rd-5th divisions and 6th-8th divisions.



Grade Specific Rules

Kindergarten

Mission: To begin to instill a love for the game of basketball through simple basketball related games that will teach the player the basics of the game of basketball while ensuring the player having fun.

This will be a 6--8 week program, 1 hour per week. This will be a time for a player to listen and learn the game of basketball, the objective is for a player to laugh and learn while he/she play simple games with other players. We want a player to leave the gym each week saying they had fun learning basketball and want to come back next time.

1st--2nd Grade Recreational Basketball (Boys and Girls)

First three weeks to be instructional drills and skills together with some team competition drills to make fun.

Fourth week starts half practice/Half games with scoring eventually to move to full games.

- 1) Played on 7' hoop with 27.5" basketballs
- 2) Free throws from line or little in front depending on player
- 3) No lane violations or backcourt pressure
- 4) Fouls and violations will be called and explained quickly by coaches without major delays.
- 5) Defense will be man to man only and to be applied behind the 3 point line
- 6) Three pointers will not count

3rd--5th Grade Recreational Basketball (Boys and Girls)

- 1) An intermediate or 28.5 basketball will be used
- 2) Free throws will be taken from free throw line. Player starts behind the line, however can jump over the line during the attempt
- 3) Lane violations will be called after 3 seconds and will be from the respective free throw line to the baseline
- 4) No backcourt pressure is allowed
- 5) Defense will be applied at the 3---point line (Girls) or Half Court (Boys) although it's expected that a team is given the chance to advance the ball in the event of a mismatch.
 - a. Defense is allowed to contest a 3---point shot if the offensive player is beyond the 3 point line attempting a shot.
- 6) Score Keeper will track team fouls. Players will shoot 2 free throws on the 10th team foul of the Opposing team. Team fouls will reset at each half of game.
- 7) Player personal fouls will not be monitored
- 8) 3 point shot does count for 3 points at this age group



6th-8th Grade Recreational Basketball (Boys and Girls)

- 1) This is a co-ed league 28.5" basketball will be used.
- 2) Free throws will be taken from free throw line and player may not go over the line until ball hits the rim
- 3) Defense can be applied once ball crosses halfcourt
- 4) Backcourt Defense can be utilized in the last 2 minutes of the 2nd and 4th quarter and also during overtime
- 5) Individual fouls will be tracked. Player can play with 5 fouls and foul out on the 6th foul
- 6) Team fouls will be tracked and on the 10th foul, opposing team will shot 2 free throws.

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