

2008 Easley Recreation Basketball League

Rules & Guidelines

1. Coaches Conduct

- a. The purpose of a youth recreational coach is to provide a positive role model for the participants in our league as well as teaching the sport.
- b. ERD expects each of its volunteer coaches to display good sportsmanship at all times not only during team functions, but at any time in which players, fellow coaches, officials, or parents involved in our league are in the coaches' presence. Any coach found to be in violation of this "Sportsmanship" clause will be removed from hi/her position as a volunteer with our program.
- c. Any coach issued a technical foul will be considered to have been warned. A 2nd Technical Foul called against the same coach in the same season will result in a 1 game suspension as well as a \$25 re-instatement fee payable to ERD. (This fee will be put directly into ERDs' general fund.) A 3rd offense of this rule will result in a 1 year suspension from all ERD sponsored sports. Reconsideration for coaching would resume at registrations of basketball next year.
- d. Rules "1b" & "1c" are both new to the 2008 calendar year. These rules will carry over to ALL ERD sponsored sports.

2. Dimensions & Balls

- a. **Gold League** will play on a 8 ft. goal, use a Compact basketball, & shoot 10ft. Free Throws
- b. **Silver League** will play on a 9ft. goal, use a 28.5 basketball, & shoot Regulation Free Throws.
- c. **White Division** will play on a 10ft. goal, use a 28.5 basketball, & shoot Regulation Free Throws.
- d. **Green Division** will play full Regulation Basketball.

3. Gold Division (Instructional)

- a. 1 Coach is allowed on the court but must not interfere in anyway with the progress of the players.
- b. On-Court Coaches are intended to offer verbal instruction to their own team, and are not to be in communication with the opposing players or coaches.
- c. Gold League games will have a single official assigned to their contests.
- d. Gold League is an "Instructional League" and the coaches and official should treat it as such. Therefore, game officials should call fouls and violations sparingly and only in the case of intentional violations. If at all possible, verbally warn offenders of their mistakes before making a call. If a player obviously understands the rule, but continues to break it "intentionally" then officials should then make tighter calls on that individual. Keep in mind this is a "non-competitive level" of basketball. We are running a clock, keeping score, and placing an official on the court primarily to give the illusion of an actual game. This will keep players and parents interest more than running scrimmages all season. However, as a League, the primary purpose is to teach!!!
- e. Defense should be played only in or in close proximity to their own 3-point line. No presses allowed. Due to the "Instructional" nature of this league, teams should not intentionally delay the game to kill clock by remaining outside of the defenses reach. Since there is no press, if it is determined by the official that this is the case, the ball will be rewarded to the defense.

4. Pressing

- a. A “**press**” will be defined by any attempt by the defense to steal or pressure the ball outside of the 3-point line (or in close proximity thereof) on its own defensive end of the court.
- b. **Gold Division** – No press allowed. (See “3e”)
- c. **Silver & White Division** teams may press at any time other than with a 10 point lead.
- d. **Green Division** teams may press at any time other than with a 20 point lead.
- e. Any team pressing illegally will be first warned by the official. The 2nd offense will be a technical foul charged to the offending player. The 3rd offense in the same game will result in a technical foul on the Head Coach. (It is the HC’s responsibility to control his/her players.)

5. Player Conduct

- a. Each player must display an acceptable level of respect for teammates, opponents, officials, and fans. Any player showing disrespect to any of the aforementioned should receive immediate correction and/or discipline from his/her coaching staff.
- b. Players must learn through their participation in our program that sportsmanship and respect for others is the lifeline to success. Any deviation from those lessons at this point will only hold these young men/women back in their future endeavors.
- c. With that in mind, coaches are responsible for their players’ behavior and attitudes while competing. If a player refuses to maintain an acceptable level of sportsmanship and respect, the coach is expected to sit them out, issue extra physical conditioning, and /or meet with their parents in order to correct the problem.
- d. Any disciplinary actions should be fairly administered to ANY violators on the team. Be prepared as coaches to not only sit the regular violator of this rule, but also your own child, or the best player on your team. There can be no double-standards.

6. Playing Time

- a. Disciplinary restrictions/suspensions must be documented and available upon request from the A.D. These restrictions/suspensions must also be communicated to the players’ parents prior to the contest.
- b. Other than for disciplinary reasons, all players should get to participate in at least a **third of the game**.
- c. HC’s are responsible for administering playing time. Even if delegated to an assistant, the HC will be the responsible person in case of a complaint from a parent.
- d. All of these players register in recreational competition in order to participate. It is the HC’s responsibility to see that that is what happens. As for the competitiveness of each player, it is also the HC’s responsibility to improve each of his/her players’ skill set enough to be in the game for at least a third of the game’s overall length.

7. Timing

- a. All Games will consist of (4) four, six minute quarters with the clock being stopped according to high school rules.
- b. There will be a (1) one minute break after the 1st & 3rd quarters, and a (5) five minute break after the 2nd quarter.
- c. Each team will receive (3) three full timeouts & (2) two {30 sec.} timeouts PER GAME.
- d. If tied after regulation, there will be a (1) one minute break, followed by a (2) two minute overtime period. This will repeat itself until a winner is determined.
- e. Timeouts will not carry over to OT. Each team will be allowed (2) two {30 sec.} timeouts per OT.

Gold & Silver Divisions will NOT use the 3-point shot.

All other Issues not addressed in this Rules Packet will revert to SCHSL basketball rules.