

**FLORENCE YOUTH BASKETBALL LEAGUE**  
**RULES AND BY-LAWS**  
**Update December 2024**

**A) Basketball League Rules:**

South Carolina High School rules govern play unless changed in these by-laws.

**RULE 1: Ages and Divisions of Players and Cheerleaders**

**Basketball**

6 & under    5 & 6 Year Olds

Score & Standings are not kept in the 5-6 Year Old Division.

8 & under    7 & 8 Year Olds

10 & under   9 & 10 Year Olds

12 & under   11 & 12 Year Olds

14 & under   13 & 14 Year Olds

17 & under   15, 16 & 17 Year Olds

\*\*\*\*As of Sept 1 of the registration year.

**Cheerleader**

Age 5 -17, teams will be formed by age and number of registered girls.

**RULE 2: Coaching Staff**

All coaches must be approved by the Board of Directors each year, attend a Coaches meeting and be certified through background Check through Sterling Volunteers each year.

Head Coaches must be at least 18 years of age unless consent is given by the Board of Directors. A coach **CANNOT** be left with a team unless they are at least 18 years of age. If a coach of minimum age cannot be present for practice or a game, please contact your Commissioner. Your team **CANNOT** at any time be left with a non-certified coach. Each team will be required to designate a team parent.

Each team can have one Head Coach and a maximum of 2 assistants. No one can act in a coaching manner with the team except those approved by the Board of Directors and certified through the City of Florence Parks and Beautician Department.

**ONLY** Coaches of the team playing and their players are permitted at the bench. Coaches are responsible for cleaning their bench area after the game. Trash should not be left in the gym, around your bench or outside at any time.

All Coaches have to submit a Volunteer Coaches Application each year and be approved by the Board of Directors to coach. Coaches are **NOT** guaranteed positions from year to year. You must make us aware of your intend to coach every season.

### **RULE 3: Code of Conduct/Coaches**

1. Refrain from tobacco use on game or practice court.
2. Refrain from using abusive and profane language.
3. Refrain from criticizing an opposing team, coach, official or fan by word of mouth or gesture.
4. Abstain from the drinking of alcoholic beverages and the use of illegal drugs on the game or practice court.
5. Remove any participant from the game or practice if in doubt about their health, regardless if it is a result of injury.
6. Emphasize that good basketball/cheerleaders strive to be good student and that are both mentally and physically alert.
7. Realize that you are in charge of your fans and if you stay in control so will your team's fans. An official may approach the Head Coach about help with fan control.
8. Coaches are to dress in appropriate FYBL attire (current FYBL Coaches shirts or team shirts). Anyone not in attire will NOT be permitted to coach. If you lose your issued shirt you may purchase another.
9. Coaches are permitted to stand at their bench area during the game unless situations arise where the official s ask that only one coach stand. If any coach receives a technical foul, that coach must remain seated on the bench for the remainder of the game. (During winter season only 1 coach is permitted to stand)
10. Any coach or player that receives two technical fouls in one game or one in two separate games will be suspended from their next team's game. Upon the third technical foul, the coach will face expulsion from the league. They could be removed from the game with one tech if the action is warranted.
11. At NO TIME will a coach approach an official/referee or the score keeper's table after the game with complaints dealing with the game. If there is a problem it should be relayed to the President, Vice-President or Sr. Commissioner. Any unsportsmanlike approach of the official/referee or the score keeper's table after a game will result in immediate suspension.
12. To serve a suspension, the Coach must be in the bleachers for the next game, unless it is determined otherwise by league officials. Upon a suspension, the Coach will not be allowed to sit on the bench for that game and no contact may occur with the team or other coaches during the game. This one game suspension will occur with the next game and will be served before eligibility to return to the bench to coach if granted. Further actions will be determined by the league if needed. Any player that is disqualified from a game for any reason will serve a minimum of a one game suspension with the team's next game. A forfeit does not satisfy the suspension rule for players or coaches. In serving the suspension, the player must attend the entire game; however, they will be confined to their team's bench for the duration of the game.
13. Head coaches will be permitted to view the scorebook at half time and at the end of the game. The scorebook is the official record not the time clock. The scorebook will not be available to players or parents at any time.
14. Make sure and meet with your parent about league expectancies and rules and also provide them with needed information about your team. This is recommended to be at your first practice.

#### **RULE 4: Team Selection**

Head coaches and assistant coach's children are automatically placed on the team; however, assistant coaches must be declared to the Commissioner one week prior to the evaluation and approved by the Executive Committee (Board of Directors). The head coach's child(ren) will be listed as returning player(s) as will the **first** assistant coach's child(ren).

#### Evaluations:

Step 1: Each team will pick one player according to finish from previous year of any age. If an expansion draft is needed, the expansion team(s) will pick first.

Step 2: After this pick is made, then each team will be told how many players of which age they may choose. They can make these choices at any time in the draft but the age picks must be met. Evening up the number of ages per team is also conducted in order of the previous year's finish, from last to first place and then the reverse.

#### **Draft Example**

Team A has 6 players returning and finished in second place

Team B has 5 players returning and finished in third place

Team C has 6 players returning and finished in fourth place

Team D has 7 players returning and finished in first place

#### **Results**

Team B would get one pick off the top since they have less returning than any other team. Once that pick is made the three teams are now at 6 players so the finish from the previous year would determine the next pick. Since Team C finished in the lowest spot they would have the next pick, then Team A and

then Team B would pick last in this round. That would leave all fourth teams with 7 players and the process would continue in reverse. Team D, Team B, Team A would pick one player in order and then Team C would pick two players and then back to Team A, Team B, and then to Team D for two players, etc...until all players have been selected.

All players chosen by the verbal draft must have attended and stayed for at least one hour of the draft. If they do not attend the players' evaluation for any reason, their cards will be placed face down on the table by ages and not be included in the verbal draft unless all coaches agree to open the players up to the verbal draft. If a coach wishes to make a draw from the pile in that age group instead of choosing a player that attended the evaluation they may do so on any of their turns to pick by age group. All players must be chosen and any others that replace the players or are added will be assigned by the commissioner. All players that sign up during the registration period will be placed on a team no matter how many register. Those that register after the registration cutoff will be placed in the league if any opening still remains. They will be placed on the team that is next in line to receive a player. If there is not an opening in the league, they will be placed on the waiting list and will be called in to register if a space comes available. They will be called in the order they are listed on the waiting list no matter what the age is.

- The goal is for each team to have the same number of each age in their group on each team, or as close as possible.

### **Brothers and Sisters**

Siblings do not have to play on the same teams if that is requested by their guardian. If they prefer to play together, they will automatically be placed on the same team. If one of them is a returning player then the sibling(s) will be placed on the team like a returning player. If all siblings have to be picked in the draft, they will go as back picks if the ages match with the team picking. If a team picks one sibling but does not have an opening for the age of the other sibling(s), they cannot pick any member of the family.

### **RULE 5: Following Draft**

Coaches should make every effort to call the players they have chosen no later than the day following the draft. This will avoid confusion and unnecessary phone calls on the parent's part. When the call is made try to talk directly with a parent and leave them your name, phone number, and information about your practice time and site. Make sure they understand and don't have any further questions.

### **RULES 6: Uniforms**

1. Jerseys are provided by the league and are a representation of FYBL. They are not to be used at any time for personal tournaments or games. Anyone found in violation will face suspension or possible termination of coaching ability for 1 year.
2. Shorts will be uniformed color, all black, all white or the color of the uniform with **NO** pockets. All team players must have on the exact same color shorts (no different shades) or will not be allowed to play.
3. Shorts, while a part of the uniform, are the responsibility of the parent.

### **RULE 7: Practices**

1. Practice cannot begin until after the draft.
2. Practices must be called in a week in advance, with your first week's practice being schedule the day of drafts. Please contact the appointed board member to schedule practices.
3. Practice will be 1 hour and 15mins during the week and 1 hour on Saturdays. (Subject to change)
4. Practice weeks start on Monday and run thru Saturday. NO practice on Sundays!
5. Once the season begins teams will receive 1 (one) practice per week (if available)
6. Practices are to be scheduled and held at approved location. **Anyone having unapproved practice will (1) serve a one game suspension (2) be relieved of their coaching position for 1 year.**

### **RULE 8: Playing Time – ALL Ages**

1. Each player on the team will be given equal opportunity to play in every game. Meaning each player present will play **HALF** of the game. (Unless otherwise directed by a board member)
2. There will be two appointed commissioners or a board member at each game to assure that every child is playing half the game.
3. Officials will approach the Head Coach when it is deem that he/she is violating the playing time rule.
4. Coaches that are continuously violating this rule will **(1) be ejected and serve suspension from the next game (2) be relieved of your coaching position for 1 year.**

### **RULE 9: Line-Up Sheets**

Lineup sheets should be completely filled out and turned in to the official scorekeeper 15 minutes prior to the start of the game. Each team member should be present on the lineup sheet.

### **RULE 10: Games**

1. Dunking will be allowed in the 14U & 17U divisions ONLY.
2. No isolation defense.

3. 4 – 6 minute quarters will be played.
4. Each team will receive 3 “Full timeouts” (60 seconds), and 2 “30 Second” timeouts. Time will start when the team reaches the bench in an appropriate amount of time. A horn will signal at 45 seconds and 20 seconds, accordingly, with the second horn signaling time to play.
5. Halftime will be 3minutes.
6. If a team has a 20 point lead there will be a running clock (only stopping on timeouts) until that lead is under 15pts (15pt leads will result in zone play by the leading team)
7. Tied games will result in a 2 minute overtime (with the exception of 6 & under & 8 & under where there is no overtime.) A jump ball will decide the direction of the ball. If the game is still tied after two (2) overtimes, the game will end in a tie.

### **5 – 6 and 7-8 Year Olds**

1. 4 – Six Minute Quarters will be played
2. Zone play must be used
3. A restraining line will be marked on the court in which the defense must stay within when guarding the opposing team. The defense can go outside the box when chasing a rebound only. When the ball changes hands, the opposing team must go directly to their box area on the other end immediately and set up on defense.
4. No pressing until the last minute of the game (5-6 year olds) last two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> qtr(7-8 year olds) and only a half court pressed may be used.
5. If a team has a 20 point lead there will be a running clock (only stopping on timeouts) until that lead is under 15pts
6. Running, walking, and all fouls will be called at the officials’ discretion.
7. A coin flip will determine who receives the ball first.
8. Teams will switch goals at half time.
9. No intentional stalling or holding the ball to run out the clock will be permitted. A warning will be issued for the first offense followed by a technical on the coach for any additional offenses in the same game.
10. A player cannot jump out of the box in attempt to block a shot. They can jump straight up so feet will land in the defense box.
11. If the ball is thrown in and does not touch a player in the back court, the clock will be started when it passes the mid court line.
12. Back court will be called
13. A player is allowed 10 seconds in the lane.
14. No 3 point shots are allowed.

### **9 -10 Year Olds**

1. 4 –Six minute quarters will be played.
2. Five seconds will be called in the lane during the regular season.
3. 3 point shots are allowed.
4. There will be no full court press with a 15 point lead. Leading team will play zone defense.
5. Each team must play a man to man defense in the 1<sup>st</sup> and 3<sup>rd</sup> quarters and may play any defense in the 2<sup>nd</sup> and 4<sup>th</sup> quarters. Failure to do so will result in a warning, then a technical foul for any further offense.

### **11-12, 13-14, and 15-17 Year Olds**

1. 4 – Six minute quarters will be played.
2. There will be no full court press with a 15 point lead. Leading team will play zone defense.
3. Each team must play a man to man defense in the 1<sup>st</sup> and 3<sup>rd</sup> quarters and may play any defense in the 2<sup>nd</sup> and 4<sup>th</sup> quarters. Failure to do so will result in a warning, then a technical foul for any further offense.

### **RULE 11: Officials**

Officials are scheduled accordingly by the Commissioner of Officials. **DO NOT ASK TO HAVE AN OFFICIAL SCRATCHED FROM CALLING YOUR GAME.**

### **RULE 12: Protest and Complaints**

Protest of a game must be made in writing within 24 hours (Monday if a Saturday game). (JUDGEMENT CALLS BY THE GAME OFFICIALS ARE NOT GROUNDS FOR A PROTEST) Complaints concerning either coaches, officials or any phase of FYBL must be put in writing and submitted to the Athletics/Sports Tourism Department to be given to President, Vice-President or Senior Commissioner for discussion with the Board.

### **RULE 13: Communication**

There is a FYBL Board member assigned to each age group. If there are any questions or when issues arise please contact the board member for your age group. The Vice-President / President will be your next point of contact.

### **RULES 14: Awards**

Only awards given by the league may be those issued or approved by Board of Directors. Trophies and/or medals will be given to the champion and runner-up teams after the championship game.

### **RULE 15: Championship**

1. **The top 4 teams overall in each age group will play in playoffs**
2. 8 & under, 10 & under, 12 & under, 14 & under & 17 & under. The Coach who wins the championship game will be deemed All-Star coach.

#### **Multiple teams with the same record**

When teams end the season with the same record championship teams will be determined as follows:

1<sup>st</sup> Head-To-Head

2<sup>nd</sup> – The 2 teams will do a play in game (1 half 2- 6 min qtrs.)

3<sup>rd</sup> – 3 teams will do a play in game (1 half 2- 6 min qtrs.) #2 vs #3; winner vs #1

4<sup>th</sup> – 4 teams will do a play in game (1 half 2- 6 min qtrs.) #1 vs #4; #2 vs #3; winner will play each other

**Top 2 teams will play the championship game.**

### **RULE 16: All-Star 8 & under, 10 & under, 12 & under, 14 & under & 17 & under**

10 players and 3 coaches

1. The coach who wins the league championship shall be deemed head All-Star coach. He/She may select up to two (2) assistant coaches, who shall have been head or assistant coaches in that ages group that year. If there are 2 all-star teams being selected, the runner up of the championship game will coach the second team. If either coach declines to coach his/her team, the Allstar Committee(board of directors) will appoint an All-star coach.
2. Two weeks prior to the end of the regular season each team will be contacted and asked to submit a list of 3 players. ((5) 17u division) they would like **considered** for All-Star. (Middle/High school players **CAN NOT** be submitted for All-Star)
3. All-star submissions should be confidential and not discussed with players or parents.
4. Players nominated should be qualified to be an All-Star player. This includes their practice and game attendance and their attitude during league activities. Coach's children should not be considered automatics on the list.
5. When all lists are returned the Senior Commissioner will put all nominated names on a master list and closed try-outs will be held with the All-star coach (All coaches are welcomed to attend). At this time the All-star will select his/her team. Players **MUST** attend try-outs to be eligible for the All-star team.
6. Once the team has been selected, no player can be dropped or added with prior approval from the All-star Committee(board of directors)
7. Under SCAP guidelines, birth certificates, a Parent Code of Ethics form signed by one parent of each player, and a medical release form signed by a parent and a SCAP roster is required for league play. They will be checked before each tournament. The paperwork to be eligible will be given to each team and returned to be put together and signed by the Athletic Staff of the City



of Florence Parks & Beautification Department in order to play. If a team advances from one tournament level to the next, they should pick up their paperwork signed by the host and turn in at the next level.

8. When the team has been selected, the names should be turned in to the Parks & Beautification staff and they will research about the birth certificates. This should be done quickly as if they are not on files, the names will be given back to the coach and a parent will be required to submit one before they are eligible to play. There are no exceptions.

Athletics/Sports Tourism Department– Phone Numbers: (843) 665-3253

(843) 665-3264

Athletic Director – Kyle Larson

Open Monday thru Friday, 8:30am – 5:30pm