

**Cartersville Youth  
Basketball League  
2023- 2024  
Information Guide**



[www.cityofcartersville.org](http://www.cityofcartersville.org)

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# Cartersville Parks and Recreation

## Mission Statement

***“To provide quality recreational athletic programs for the youth of our community, where participation, instruction, sportsmanship and teamwork are achieved in a safe and enjoyable environment.”***

## Note from the Coordinators

Welcome to Cartersville Parks and Recreation! We would like to say THANK YOU for registering your son or daughter in the league. CPRD appreciates the support of the parents, coaches, and community. Without our volunteers working tirelessly, CPRD would not be able to provide the City of Cartersville with the many programs that are offered.

The players are here to develop in a fun and a positive environment. Practice and games will help your child to grow within the sport as well as learning the importance of teamwork. We request that you put your competitiveness aside during recreational games and cheer for the points scored on both sides. Yes, you read that right. There is no reason why we can't celebrate the accomplishments of every child on the court. Your choice of words towards the players and coaches will help to keep the environment fun and safe.

We have listened to the parents, coaches and community and are working hard to improve your child's experience with Cartersville Parks and Recreation. We are excited for the opportunity to work side by side with our community. The staff at Cartersville Parks and Recreation are always here to help. We hope you enjoy the season and the improvement that will continue to be made.

Sincerely,

Jaylon Pugh, Athletic Program Coordinator/Basketball League Director 12U-17U

Allison Rutledge, Athletic Program Coordinator/ Basketball League Director 6U-10U

David Archer, Jr., Deputy Director, Athletics & Services

# Policies and Procedures

## I. Registration

- A.** The number of participants that can be accepted by the Cartersville Youth Basketball League is determined by the amount of gymnasium time allocated by Cartersville City Schools as well as available coaches for that division.
- B.** All registration information will be maintained by Cartersville Park and Recreation. The number of participants accepted in each division is determined in the following manner:
1. A player will be placed on a waiting list when the league for that player's age group is full. A player will be granted a spot in the league based upon availability and will be placed on a team by the League Coordinator.
  2. Additional players may not be added to any team once the regular season has begun. Exceptions include when a team is short of the maximum number of players after the draft, loses a player to injury, player relocation from the area, or disciplinary action by the parents (removal from the league) and only then with the prior approval of the League Coordinator. In the event a team has room and requests to add a potential participant, they must take names from the waiting list for their age division in the order. All additions will be up the discretion of the League Coordinator.
- C.** Refund Information: A full refund will be given to any player who requests to be removed from the Cartersville Youth Basketball League before the registration deadline. There will be a \$25.00 administration fee.

## II. Eligibility

- A.** The age control date for all age divisions will be September 1<sup>st</sup> of the current year.
- B.** All participants must have a birth certificate on file with the Cartersville Parks and Recreation in order to participate in the Cartersville Youth Basketball League.
- C.** The nine (12) age divisions for boys and girls are as follows:
1. 6U Boys
  2. 6U Girls
  3. 8U Boys
  4. 8U Girls
  5. 10U Boys
  6. 10U Girls
  7. 12U Boys
  8. 12U Girls
  9. 14U Boys
  10. 14U Girls
  11. 17U Boys

- D.** A participant is allowed and limited to compete in only one age division.
- E.** All participants must play in their designated divisions based upon the age control date of September  
*Note: The only exception is if an age group is full and there are openings in an upper group and is approved by the League Coordinator.*
- F.** No player will be drafted if the league registration fee has not been paid in full prior to draft.  
Players who applied to the league for hardship or have agreed to a payment schedule worked out with the League Coordinator are exempt.

**V. Skills Assessment**

**Skills Assessment Instructions**

1. When players arrive, parents need to verify all information listed on the check in sheet.
  - a. If they did not provide an email address, ask them if they have one. The League Coordinator will communicate with parents throughout the season via email.
2. Each player will be given a number which can be found beside their name.
  - a. Numbers should be placed on the front of each child.
3. As the coaches arrive, they will receive their skills assessment sheets.
  - a. Confirm that they have completed & submitted their coach's application.
  - b. The coach's name should be written at the top of the page.
4. If a player shows up that is not on the list, continue with the following procedures:
  - a. Register the player.
  - b. Players have the option to attend assessments and pay later, IF assessments occur before the registration deadline.
  - c. Fill out the next line on the check-in sheet.
5. Please note that attending player assessments *does not* automatically guarantee a spot within the League. Especially, if they have not registered yet.

**VI. Draft Rules**

**5-6-year-old age groups:**

1. This age level is considered a non-competitive league. Meaning that standings will not be kept, and games will be played without score being kept or displayed.
2. Head coaches will be permitted to have one pre-draft assistant coach. After the draft, teams are not restricted on the number of assistant coach/team parents.
3. All volunteers must complete a criminal background check and issue an CPRD approved volunteer photo ID badge to be permitted on the playing area or dugouts during games and practices.

**Draft Order:** The team managers will randomly draw numbers to determine the draft order. Once draft order is determined, a drawing will take place for team names.

- The draft will be “serpentine” – the first round will be in the order of the numbers drawn, the second round will be in the reverse order of the numbers drawn, the third round will be in the order of the numbers drawn, the fourth round will be in the reverse order of the numbers drawn, and so on.

Example: Suppose that there are 8 teams. For each group, the order of the numbers drawn for that group will be used, and the draft order will be:

Rd 1: 1, 2, 3, 4, 5, 6, 7, 8

Rd 2: 8, 7, 6, 5, 4, 3, 2, 1

Rd 3: 1, 2, 3, 4, 5, 6, 7, 8

Rd 4: 8, 7, 6, 5, 4, 3, 2, 1 and so on.

### **Siblings**

Siblings, biological, step, adoptive, legal guardianship or those in state mandated Foster care will be placed on the same teams as long as they are in the same age group based on the age control date for the specific sport.

### **Transportation hardship request**

Parents who find it difficult for their child to participate in the program without the assistance from another parent of a child in the program and who must be in the same age level, will be placed on the same team.

\*\*\*All transportation hardship applications must be received prior to the close of registration and be signed by both parents involved in the transportation of the child. Transportation requests will be treated as siblings. Once the first is drafted, the other child listed on the transportation request will be drafted in the next available round.

### **7/8, 9/10, 11/12, 13/14 age groups:**

Head coaches will be permitted to have one pre-draft assistant coach. After the draft, teams are not restricted on the number of assistant coach/team parents.

All volunteers must complete a criminal background check and issue a CPRD approved volunteer photo ID badge to be permitted on the playing area or dugouts during games and practices.

**Draft Order:** The team managers will randomly draw numbers to determine the draft order. Once draft order is determined, a drawing will take place for team names.

The draft will be “serpentine” – the first round will be in the order of the numbers drawn, the second round will be in the reverse order of the numbers drawn, the third round will be in the order of the numbers drawn, the fourth round will be in the reverse order of the numbers drawn, and so on.

Example: Suppose that there are 8 teams. For each group, the order of the numbers drawn for that group will be used, and the draft order will be:

Rd 1: 1, 2, 3, 4, 5, 6, 7, 8

Rd 2: 8, 7, 6, 5, 4, 3, 2, 1



Rd 3: 1, 2, 3, 4, 5, 6, 7, 8

Rd 4: 8, 7, 6, 5, 4, 3, 2, 1 and so on.

### **Sons/Daughters of Managers and Coaches:**

The sons/daughters of managers will be automatically selected in the earliest possible rounds, starting with the third round. If a manager has two or more sons/daughters, then all of them will be automatically selected.

Also, each team may have one coach appointed and approved before the draft, and the sons/daughters of the coaches will be automatically selected in the earliest possible rounds, starting with the third round. If a coach has two or more sons/daughters, then all of them will be automatically selected.

### **Siblings**

Siblings, biological, step, adoptive, legal guardianship or those in state mandated Foster care will be placed on the same teams as long as they are in the same age group based on the age control date for the specific sport.

**No-Shows for Evaluations:** If a player league age 7-14 registers but does not attend one of the Evaluations sessions, then the player will not be drafted as normal. Instead, the player will be added to a no-show pool of players. After the normal draft is completed, then the players in the no-show pool will be assigned to the teams based on random drawings of the names of the players.

Exception: If a son/daughter of a manager or coach is a no-show for evaluations, then the son/daughter will be automatically selected in the earliest possible round of his/her age group, starting with the first round.

There might be several phases of the random drawings, first to balance the incomplete round of the draft, then to do one or more complete rounds of assigning players to the teams, and finally to assign any remaining players.

Note: No-shows include players who register after all the evaluation sessions but before the 7/8 ,9/10, 11/12 & 13/14 Basketball Draft.

### **Transportation hardship request**

Parents who find it difficult for their child to participate in the program without the assistance from another parent of a child in the program and who must be in the same age level, will be placed on the same team.

\*\*\*All transportation hardship applications must be received prior to the close of registration and be signed by both parents involved in the transportation of the child. Transportation requests will be treated as siblings. Once the first is drafted, the other child listed on the transportation request will be drafted in the next available round.

## **V. Uniform and Equipment**

- A.** The city will provide one jersey and one pair of shorts that must be worn in *all* league play.
  - 1. The purchasing of socks and sneakers will be the responsibility of the player or guardian.



2. League issued uniforms must be worn at each game.
  3. Players are not permitted to modify their jersey or shorts in any way.
  4. Any player wearing undershirts must match the color of the jersey. White for home team / Purple for away team.
- B.** No jewelry (watches, rings, bracelets, chains, earrings, etc.) is permitted during league practice or league games.
- C.** Only those players and coaches with tennis shoes or basketball shoes will be permitted on the playing court.
- D.** Game balls will be furnished prior to the start of each game and collected by the scorekeeper at the conclusion of the day's play.
- E.** Game balls are NOT to be removed from the gymnasium except by league staff.

**VI. Game Day Reminders**

- A. The HOME TEAM listed should wear their WHITE/LIGHTEST COLOR JERSEY
- B. The VISITING TEAM listed should wear their PURPLE/DARKEST COLOR JERSEY
- C. The HOME TEAM shall always sit on the RIGHT-SIDE BENCH (team facing the court)
- D. The VISITING TEAM shall always sit on the LEFT SIDE BENCH (team facing the court)
- E. The mandatory warm-up period prior to each game and during halftime shall be 5 minutes.
- F. Teams should always warm-up prior to the game on the goal opposite end as their bench area.
- G. Teams should always warm-up at half-time on the goal same end as their bench area.
- H. Player jerseys shall always remain tucked in and shorts worn at the waist. The officials have the discretion to remove a player from the game until corrected (if needed).
- I. Coaches should wear the appropriate coaching shirt, pants, and shoes.
- J. Only APPROVED coaches are allowed on the bench during games. A maximum of 2 per team. Only one coach is permitted to stand during game play.
- K. Coaches are encouraged to introduce themselves to the officials prior to each game and be sure to review any questions for clarification as they pertain to the rules or game.
- L. Parents and Spectators shall use POSITIVE reinforcement for all coaches, officials, and players!
- M. All balls should be held by players, coaches, and spectators to eliminate potential game interruption.
- N. At the conclusion of each game the teams competing are required to show sportsmanship and shake hands. It is strongly encouraged to simply say "good game" and give soft "high fives" so that nothing else can be interpreted the wrong way.
- O. Everyone is asked and encouraged to remove all trash that is collected or left in bleachers or team bench areas at the conclusion of each game. Leave it cleaner than you found it.
- P. Small children must always be supervised, particularly in the lobby areas and parking lots.

Q. Good Luck this season and thank you for your continued patronage!

**VII. Final Standings/ Tie Breakers**

- A.** The first team in each division will be the top seed in the post season tournament. 6U will not have a post season tournament.
- B.** If there are two or more teams that share the same record, the league will defer to tie breaker(s).
  1. The first tie breaker is head-to-head results.
  2. The second tie breaker is the team with the least number of points scored against (points allowed) for the entire regular season.
  3. The third tie breaker will come down to the point differential.
  4. Once the top seed is established, it will revert to head-to-head.
  5. If a tie still exists between teams, a coin toss will determine seed for post season tournament.

**VIII. Allstar Selections**

**A. Selection of Managers**

Following the process above, a weighted average formula will be utilized to determine the manager of the tournament team. There will be three criteria used in the weighted average formula to select the manager of the tournament team. A weighted average formula is used to consider the varying degrees of importance of the three criteria.

1. Managers' Vote – all managers who have a player on their team who is eligible for a tournament team will have one vote for the tournament team manager. Each manager will vote for their age group in which they manage. The result of the vote will be weighted at 30% of the selection criteria.
2. Regular Season Finish – the results of the Manager / Coach's team during the regular season. This will be weighted at 40%
3. Post Season Finish – the results of the Manager / Coach's team during post season play. This will be weighted at 30%

Example: Candidate A finishes 1<sup>st</sup> in manager vote, 2<sup>nd</sup> in the regular season, and 3<sup>rd</sup> in the post season. Candidate B finishes 2<sup>nd</sup> in manager vote, 4<sup>th</sup> in the regular season, and 4<sup>th</sup> in the post season. The winning candidate would have the lowest number.

30%	40%	30%	
Manager Vote	Regular	Post	
1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	= (1x30)+(2x40)+(3x30)/100= 2.00
2 <sup>nd</sup>	4 <sup>th</sup>	4 <sup>th</sup>	= (2x30)+(4x40)+(4x30)/100= 3.40

**B. Selection of Players**

All coaches will have the ability to nominate up to three (3) players from their respective teams. CPRD League Coordinators will also reserve the right to nominate players. All nominated players will receive an invite to an All-Star Selection Workout at, or near, the end of the regular

season schedule. Nominations to the All-Star Selection Workout will be sent out to each nominee, along with the date and time of the workout. At the conclusion of the All-Star Selection Workout, coaches will vote to provide a component to the selection process for each respective age division's All-Star Roster. Coaches may not vote on players who played on their teams. Each coach will vote for 12 players. Coaches will be provided with a one-page voting sheet. Only one All-Star voting sheet per team can be submitted. Coaches will rank their respective picks from the nomination list only and in the manner depicted below:

	<b>Player Name</b>	<b>Team</b>	<b>Points</b>	<b>Player Notes</b>
1.			12	
2.			11	
3.			10	
4.			9	
5.			8	
6.			7	
7.			6	
8.			5	
9.			4	
10.			3	
11.			2	
12.			1	

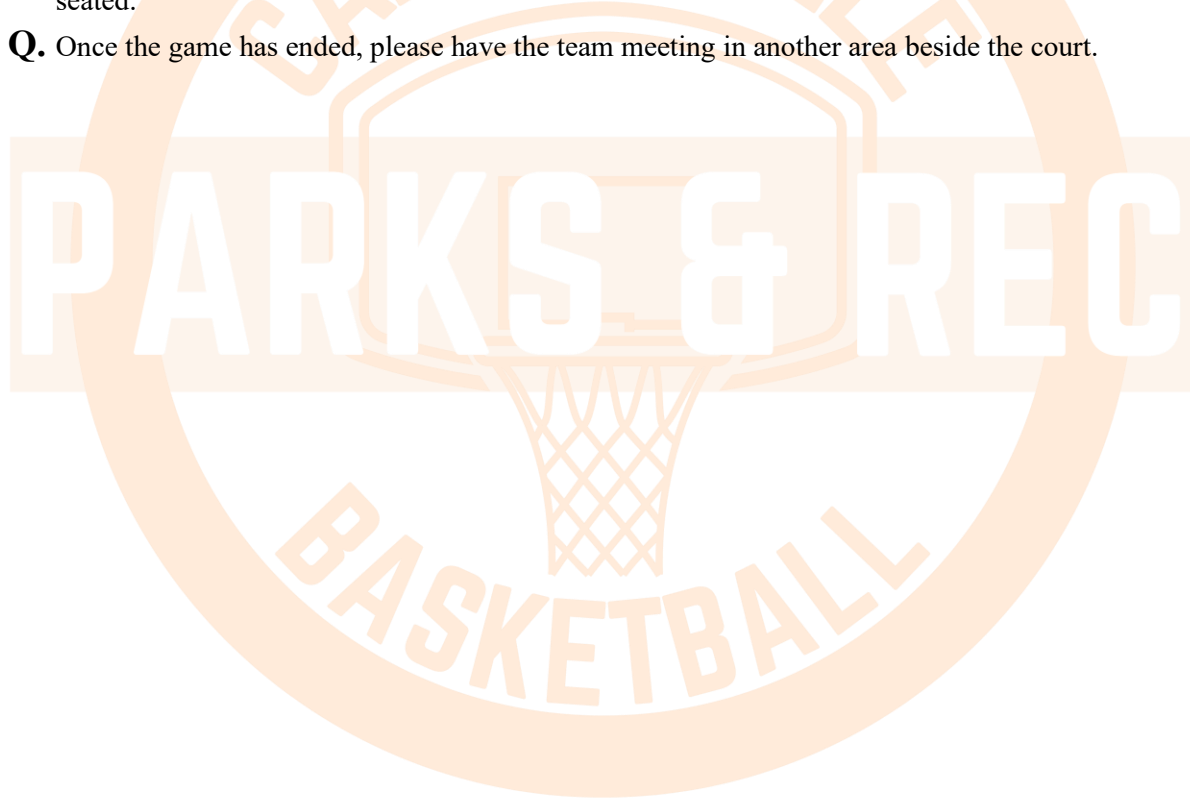
- C. Once all coach's voting sheets have been received, the totals will be tallied at a later time by CPRD League Coordinators. The All-Star Coaches for each respective Age Division will review the All-Star tabulations. The CPRD Office will approve each All-Star Roster. The CPRD Office reserves the right to make necessary changes to the selected All-Star rosters for the respective age divisions. The All-Star Rosters for each perspective age division will be announced by the CPRD Office.
- a. The 12 players receiving the most points for the 14 GRPA A team will be placed on the first list (Top 12). The next 12 players for the 14 GRPA B team with the highest points will be placed on a second list (Next 16).
  - b. The 12 players receiving the most points for the 12 GRPA A team will be placed on the first list (Top 12). The next 12 players for the 12 GRPA B team with the highest points will be placed on a second list (Next 16).
  - c. The 12 players receiving the most points for the 10 GRPA A team will be placed on the first list (Top 12). The next 12 players for the 10 GRPA B team with the highest points will be placed on a second list (Next 16).

- d. The 12 players receiving the most points for the 8 GRPA A team will be placed on the first list (Top 16). The next 12 players for the 8 GRPA B team with the highest points will be placed on a second list (Next 12).
  - D. The GRPA A team will consist of the Top 10 players. The second list will be used to fill in gaps for the players not available to play from the first list.
- \*\*\* There will be 2 GRPA teams in leagues that have 6 or more regular season teams\*\*\***

## **IX. Playing Rules**

- A.** All games shall be played in accordance with the league-modified Georgia High School Athletic Association rules unless otherwise stated in this manual.
- B.** Only the head coach will be permitted to question a referee's call. Only possible rules mistake can be questioned (no judgment calls can be questioned). If a coach believes a mistake has been made, he/she may call a time out and question the referee. If the coach is correct, his team will not be charged with the time out. If the coach is incorrect then his team will be charged with the time out. If the team has no remaining time outs, the team will be charged with a technical foul (delay of the game).
- C.** Referees shall judge the degree or strictness of rules interpretation as requested by the city.
- D.** Each game will begin at the scheduled time unless the previous game overlaps. If this occurs, the game will begin five (5) minutes after the completion of the previous game.
- E.** The first scheduled team on game day will be given a ten (10) minute grace period.
  - 1. Game play will begin immediately if both teams have the required number of players.
  - 2. After the ten (10) minute grace period, the team failing to place four (4) players on the court shall be listed as a forfeit.
  - 3. If the opposing team has five (5) players at the start of the game, they will be allowed to play with five (5) players.
- F.** All coaches are required to play every player at least 25% of the game. Players must appear in both halves.
  - 1. The League Coordinator will decide upon and render disciplinary action regarding a coach failing to provide his/her players with the mandatory minimum amount of playing time.
  - 2. In the event a player arrives at a game after completion of the first quarter has been completed, the coach has the prerogative to limit the playing time of that player for the remainder of that half.
- G.** In the event a player is disruptive or misses practices, the coach shall notify the parents/guardian of the child involved in the first offense.
  - 1. After the initial warning, (two or more offenses) the coach shall notify the League Coordinator. Upon the approval of the League Coordinator, the coach can limit the playing time of that player during the next scheduled game. The decisions made regarding discipline will be on a case-by-case basis.
  - 2. A written notice will be placed in the scorebook. Prior to the start of the game, both coaches will be notified of the player in question.
- H.** There will be a one (1) minute break between quarters and a five (5) minute break at half time. All teams will be given a 5-minute warm up period at the start of each game given that the teams arrive on time.
- I.** During a free throw, players are not allowed to move into the lane until the ball hits the goal. Moving prior to the ball making contact with the goal will result in a lane violation.

- J.** Each team will be given four (4) time outs per game: two (2) 60 seconds and two (2) 30 seconds.
- K.** The league will provide a scorekeeper and clock keeper for all age divisions.
- L.** Supervision of the game will be under the referee, city representative and/or the Recreation Coordinator.
- M.** All players must be in the uniform provided by the league to participate in league games.
- N.** OVERTIME RULE- During the regular season, the first overtime period will consist of two (2) minutes. A subsequent second overtime, will consist of a sudden-death (first team to score) period. Overtime periods will begin with a jump-ball at half-court. Each team will be given only one 30 second timeout per overtime quarter. Team Fouls will continue to accrue, as per the fourth quarter.
- O.** MERCY RULE- If a team is winning by 20 or more points at the start of the fourth quarter for ANY grade, the officials will announce a running clock for the remainder of the game. At this point, the clock will *only* stop for injury and timeouts. Backcourt pressing is not allowed during this time by either team.
  - 1. Statistics and scores will continue to be manually recorded by a scorekeeper in the game book.
- P.** Only approved coaches are allowed on the team bench. (A maximum of 2 coaches) The head coach may stand on his/her designated side of the court while all benched players and the assistant coach must be seated.
- Q.** Once the game has ended, please have the team meeting in another area beside the court.



6 & Under	Rule:	Notes:
Goal Height:	8'5"	n/a
Ball Size:	27.5	n/a
Free Throws:	10'0" Free Throw line from the goal	<ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>
Lane Violations:	5 Seconds	n/a
Defense/Backcourt Pressure:	Man-to-Man Only	n/a
Full Court Pressing Rule:	Not allowed at any time	n/a
Mercy Rule:	None	No score will be kept
Length of Game/Timeouts & Miscellaneous Provisions:	Four (4) 8-minute quarters Four (4) Timeouts per game	<ul style="list-style-type: none"> <li>• Four (4) time outs per game: two (2) one minute and two (2) thirty seconds.</li> <li>• The offensive team MUST wait until the defensive team has taken up position behind the 3-point line prior to taking the ball past half court. NO FAST BREAKS!</li> <li>• One (1) coach will be permitted on the court to help instruct players during the game, but they must remain outside the 3-point arc. They cannot interfere with their players or opposing teams' players.</li> <li>• No score will be kept.</li> <li>• Clock is ONLY stopped for:               <ul style="list-style-type: none"> <li>- Time-outs</li> <li>- On referee signal</li> </ul> </li> </ul>



8 & Under	Rule:	Notes:
Goal Height:	8'5"	n/a
Ball Size:	28.5	n/a
Free Throws:	12'0" Free Throw line from the goal	<ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>
Lane Violations:	3 Seconds	n/a
Defense/Backcourt Pressure:	Inside 3-point arc...	<p>Defense cannot play defense outside the three-point line until the offense has crossed mid court.</p> <ul style="list-style-type: none"> <li>- switching is permitted</li> <li>• Zone defense allowed.</li> <li>• no double-teaming</li> <li>• no trapping</li> <li>• Can only stop a fast break in the backcourt unless full court press is allowed.</li> </ul>
Full Court Pressing Rule:	The last 2 minutes of the 4 <sup>th</sup> quarter	n/a
Mercy Rule:	20 Points	The clock will be continuous
Length of Game/Timeouts & Miscellaneous Provisions:	<p>Four (4) 8-minute quarters  Four (4) Timeouts per game</p>	<ul style="list-style-type: none"> <li>• Four (4) time outs per game: two (2) one minute and two (2) thirty seconds.</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>- Time-outs</li> <li>- On referee signal</li> <li>- Free Throws</li> <li>- During the last two (2) minutes of the fourth (4th) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a two (2) minute overtime period. <ul style="list-style-type: none"> <li>- Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>- If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one-minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>



10 & Under	Rule:	Notes:
Goal Height:	8'5"	n/a
Ball Size:	28.5	n/a
Free Throws:	15'0" Free Throw line from the goal	<ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>
Lane Violations:	3 Seconds	n/a
Defense/Backcourt Pressure:	• Man-to-man defense allowed	• Zone defense allowed
Full Court Pressing Rule:	Last two (2) minutes of 2 <sup>nd</sup> /4 <sup>th</sup> quarters...	<ul style="list-style-type: none"> <li>• Last two (2) minutes of the second and fourth quarters <ul style="list-style-type: none"> <li>○ If at any time during the last two minutes of the game, a team goes up by more than 10 points, no full court pressure will be allowed until such time as the score differential falls below 10 points.</li> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> </ul> </li> </ul> <p>Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</p>
Mercy Rule:	20 Points	The clock will be continuous
Length of Game/Timeouts & Miscellaneous Provisions:	<p>Four (4) 8-minute quarters</p> <p>Four (4) Timeouts per game</p>	<ul style="list-style-type: none"> <li>• Four (4) 8-minute quarters</li> <li>• Four (4) time outs per game: two (2) one minute and two(2) thirty seconds.</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ Free Throws</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a two (2) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> </ul> </li> </ul> <p>If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and second overtime period of one (1) minute. During this one-minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</p>

12 & Under	Rule:	Notes:
Goal Height:	10'0"	n/a
Ball Size:	29.5	n/a
Free Throws:	15'0" Free Throw line from the goal	<ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>
Lane Violations:	3 Seconds	n/a
Defense/Backcourt Pressure:	• Man-to-man defense allowed	• Zone defense allowed
Full Court Pressing Rule:	• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game.	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>• The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>• Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>
Mercy Rule:	20 Points	The clock will be continuous
Length of Game/Timeouts & Miscellaneous Provisions:	Four (4) 8-minute quarters Four (4) Timeouts per game	<ul style="list-style-type: none"> <li>• Four (4) 8-minute quarters</li> <li>• Four (4) time outs per game: two (2) one minute and two (2) thirty seconds.</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ Free Throws</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a two (2) minute overtime period. <ul style="list-style-type: none"> <li>• Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>• If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one-minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

14 & Under / 17 & Under	Rule:	Notes:
Goal Height:	10'0"	n/a
Ball Size:	29.5	n/a
Free Throws:	15'0" Free Throw line from the goal	<ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>
Lane Violations:	3 Seconds	n/a
Defense/Backcourt Pressure:	• Man-to-man defense allowed	• Zone defense allowed
Full Court Pressing Rule:	• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game.	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>• The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>• Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>
Mercy Rule:	20 Points	The clock will be continuous
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## **X. Conduct**

- A.** No person other than scheduled teams, coaches, referees, school, or league officials are allowed on gymnasium floors during practices or games.
1. Coaches and league officials reserve the right to ask unauthorized personnel to vacate the floor.
- B.** No rowdy behavior, profane language, alcoholic beverages, weapons, drugs, tobacco, intoxication, or display of unsportsmanlike conduct will be tolerated in this league, from the players, coaches, parents, or visitors.
1. Violation of any of the previous rules could potentially result in expulsion from the basketball league.
- C.** Only team members, the head coach and one assistant coach will be allowed on the bench.
- D.** All spectators are required to sit on the opposite side of the court from the team benches when directed.
- E.** During practice, if a player uses physical aggression towards another player, coach, etc. or is disruptive during practice, it will be reported to the League Coordinator following the incident(s).
1. The first offense will result in a warning.
  2. The second offense will result in suspension from the next practice or regular season, whichever comes first.
  3. The third offense will result in expulsion from the league.
- F.** Technical fouls on the players and/or coaches will be reported to the League Coordinator within 48 hours by league staff following the game. All decisions regarding disciplinary actions for players or coaches will be handled by the League Coordinator.
1. The first offense will result in a warning.
  2. The second offense will result in suspension from the next regular season game and will not be allowed to attend game at any capacity.
  3. The third offense will result in expulsion from the league.
  4. Any player or coach ejected from the game for any type of unsportsmanlike conduct will sit out the next scheduled regular or post season game.
  5. If a player or coach is ejected from a second game during the same season, he/she is suspended from the league for the remainder of the season.
- G.** A fan that is disruptive to the flow of the game (e.g., game must stop because of actions of individual), threatens anyone (e.g., referee/coach/player/league official or other fan) verbally or physically, will be asked to leave school grounds either by the referee, league official, city authority, or local law enforcement. That fan will not be privileged with access to any league functions for the rest of the season.

- H.** Any player or coach threatening a referee physically or verbally will be ejected from the game and must leave the Cartersville Parks and Recreation or school grounds immediately. The player or coach will meet with the League Coordinator for a hearing. The League Coordinator reserves the right to remove that individual from the league after the first offense. No refund will be provided to the player.
- I.** If a player or parent has a grievance against a coach, they must submit their grievance in writing via email or mail to the League Coordinator. Please allow 72 hours for the League Coordinator or department staff to respond.

## **XI. Facility Addresses**

Maurice Heard Gym (Upper Gym)  
25 Aubrey Street  
Cartersville, GA 30120

JH Morgan Gym (Lower Gym)  
133 Aubrey Street  
Cartersville, GA 30120

Cartersville Primary School  
200 Carter Grove Blvd SE  
Cartersville, GA 30120

Oakland Heights Church  
16 Highland Way NE  
Cartersville, GA 30121

Lake Point  
261 Stars Way  
Emerson, GA 30121

Georgia Highlands  
5441 GA-20  
Cartersville, GA 30121

Red Top Middle School  
224 Old Alabama Road SE  
Emerson, GA 30137

## **XII. Inclement Weather**

When Cartersville City schools are closed for inclement weather, all city school facility use is canceled until school resumes. If schools are canceled on Friday, all facilities in use on the weekend will be canceled, regardless, if conditions improve. In the event of inclement weather, please check in to one of the following:

Media Sources for school closing info:

### Television:

- WSB-TV (Ch. 2)
- WAGA-TV (Ch. 5)
- WXIA-TV (Ch. 11)
- WGCL-TV (Ch. 46)

### Radio:

- WGST (640 AM)
- WSB (750 AM)
- WBFH (100.3 FM)

Please visit [www.cityofcartersville.com](http://www.cityofcartersville.com) or call (770) 387-5149 to confirm any cancellations.

### **XIII. F.A.Q.**

#### **How do I register?**

Registration will only be taken online at [www.cityofcartersville.org](http://www.cityofcartersville.org), or on MyCartersville App.

#### **Can I register my child at assessments or just show up there and then register after?**

Players have the option to attend assessments and pay later if assessments occur before the registration deadline. However, attending assessments DOES NOT guarantee a spot in the league for late registration.

#### **What if I need to change uniform sizes?**

If you need to change the sizing of a player's uniform, changes will be made at no charge if requested before the registration deadline.

#### **When will game schedules be published?**

Game schedules should be published by the weekend prior to the first games of the season.

#### **When I have a concern or problem, who do I contact?**

In order to establish a good chain of command and use our resources wisely we would encourage you to first contact your local Gym Director (local volunteer) or Gym Supervisor (game day staff). However, do not hesitate to contact the Cartersville Parks and Recreation League Coordinators with any concerns or problems that you may have.

#### **Can you prorate the registration fee for families with multiple kids?**

No, our budget is already very lean with our projected revenues and expenses for the league.

#### **How can I receive financial assistance in order to register my child?**

Assistance is available on a first come, first serve basis and is available to City of Cartersville residents only. Please call 770-387-5149 for more information.

#### **Can my child play up an age division?**

No. In adhering to this rule, we have found that it keeps our divisions fair and beneficial for all participants.

#### **Do you offer a league for kindergarteners?**

No, but all enrolled kindergarten players that register to play will be placed in the 6U boys or girls division which does not keep score as it emphasizes having fun and teaching basic fundamentals in preparation for future competitive play.

#### **How many recreational players and teams will there be?**

That is entirely up to you! We will not turn anyone away during regular registration dates (see Calendar of Events). We are prepared to facilitate as many players as needed. During late registration we will only be able to fill the remaining spots to balance out teams as best as possible so don't delay registering on time.

#### **Is there a mandatory playing time rule?**

Yes, see our Playing Rules within the manual for a specific explanation.

#### **Will there be a Post Season Tournament at the end of the regular season?**

Yes, all teams go into the post season tournament.

#### **When will my team practice?**

Practice days/ times during the preseason could be Monday- Saturday. We are very limited in gym space so we take what we can get. In the preseason teams will get one weekday practice. When the games start, the teams will get one weekday practice and games are played on Saturdays. Practice times are assigned based on the head coaches' requests and gym availability. All of this is subject to change based on gym availability.



**When is my child’s assessment time?**

All assessments are to be held between the designated dates listed on the Calendar of Events.

**How do I sign up to be a head coach or assistant coach?**

Visit the Youth Recreation Page on the City of Cartersville page ([www.cityofcartersville.org](http://www.cityofcartersville.org)) and click/fill out the portion of the coach’s application. Every volunteer (head coach and assistant coach) must complete and pass a criminal background check.

**Will we play games or practice during school breaks throughout the season?**

No, there will not be any scheduled games or practices permitted during any school breaks. We operate in congruence to the City of Cartersville School calendar.

**Still have more questions?**

Please email Allison Rutledge @ [arutledge@cityofcartersville.org](mailto:arutledge@cityofcartersville.org) or Jaylon Pugh @ [jpugh@cityofcartersville.org](mailto:jpugh@cityofcartersville.org) and put FAQ in the subject box. They will be more than glad to answer your questions and add it to the FAQ if it pertains to the league, as a whole.

**Volunteer Coaches**

**\*All coaches are required to complete a criminal background check & must adhere to the Cartersville Basketball Coaching Expectations and Responsibilities\***

**A. I understand that my responsibilities as a volunteer coach are of great importance and that my actions have the potential to significantly influence the young athletes I coach. Therefore, I promise to uphold the following expectations of the athletes and integrity of the league. All participants shall:**

1. Participate at an age-appropriate level corresponding with each child’s maturity and ability.
2. Have an informed and fair coach.
3. Play as a child and with the expectations of a child.
4. Participate in safe and healthy environments.
5. Have proper preparation for participation in the games and practices.
6. Have an equal opportunity to strive for success.
7. Have fun playing basketball.

**B. I also promise to conduct myself in accordance with the Parent Code of Conduct and following expectations outlined here:**

1. I will treat each athlete, opposing coach, official, parent and the League Coordinator with respect and dignity.
2. I will be a role model for the players by displaying and teaching: good sportsmanship, appropriate, conflict resolution, and effective communication.
3. I will hold my players responsible for cleaning up after themselves.
4. I will do my best to promote the fundamental skills, teaching, evaluation techniques, and strategies to help my team mature as basketball players.
5. I will become thoroughly familiar with the rules of the league and my division.

**C. Consequences of misconduct:**

1. Technical fouls and/or ejections due to coach’s misconduct may result in game suspensions or removal from league indefinitely.



2. Accumulation of three (3) technical fouls due to coach's misconduct is an automatic disqualification from coaching for the remainder of regular and post season play.
3. The League Coordinator and/or Cartersville Parks and Recreation staff has the authority to issue necessary disciplinary action related to coach's misconduct or inappropriate representation of the league.

## Parents

### **City of Cartersville Parks and Recreation Parent Code of Conduct**

- A. I will help the coach aid my child by making certain he/she is on time and properly equipped for all practices and games.
- B. I will support the team, division, and league, as they strive to give my child a positive experience. I understand that my child's coach has volunteered to spend countless hours of their personal time with my child.
- C. I will abide by the following rules at all Cartersville Parks and Recreation & City of Cartersville School Systems facilities:
  1. No food, drinks (including water), or gum are allowed in the gymnasium areas.
  2. No roller shoes of any kind are allowed in the gymnasium areas.
  3. No weapons of any kind are allowed on CPRD or school premises.
  4. Alcohol and tobacco products are not permitted on CPRD or school premises.
  5. Violence of any type will not be tolerated on CPRD or school premises.
  6. Always remember, we are guests in their facilities; their supervisors are in charge, at all times.
- D. I will respect the officials and coaches, including their authority during games. I will never question, discuss or confront the officials and/or coaches during or after a game. If I want to talk to the coaches, I will do so at practice.
- E. I will refrain from coaching my child or other players during games and practices, unless I am an official coach of the team. I understand that Cartersville Parks and Recreation is currently accepting coach's applications for the next season.
- F. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, and other youth sporting events.
- G. I will remember the game is for fun; winning should never be placed ahead of the emotional and physical well-being of any child. I expect my child and his/her coach to do the best they can, and that is all I can expect.
- H. I will cheer for my child's team in a positive manner; refrain from being negative toward the opposing team, the officials, coaches or recreation personnel.
- I. I will support all coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.
- J. I will remember that the game is for its participants, not the adults.
- K. I will remain in the spectator area during game play and practices as well as cooperate with all recreation personnel.
- L. I understand no profanity, or any inappropriate language will be tolerated under any circumstance before, during or after a Cartersville Youth Basketball League event and that if I choose to use profanity during these times, I will be removed from the gymnasium.

## Participants

- A. In the event a player is disruptive at practices or misses practices, the coach shall, notify the parents/guardian of the child involved on the first offense.
  1. After the initial warning, (second or more offenses) the coach shall notify the League Coordinator.

2. Upon the approval of the League Coordinator, the coach may limit the playing time of that player during the next game.
  3. Subsequent decisions made regarding discipline will be on a case by case basis.
- B.** A written notice will be placed in the scorebook. Prior to the start of the game, both coaches will be notified of the player in question.
- C.** In the event a player arrives to a game after the first quarter has been completed, the coach has the prerogative to limit the playing time of that player for the remainder of that half.

## Calendar of Events

<b>Oct 3<sup>rd</sup> -29<sup>th</sup></b>	<b>Registration Opens- City of Cartersville Residents</b>
<b>Oct 30<sup>th</sup> – Nov 4<sup>th</sup></b>	<b>Late Registration</b>
<b>Oct 30<sup>th</sup>, Nov 1<sup>st</sup>, Nov 2<sup>nd</sup></b>	<b>Basketball Assessments</b>
<b>Oct 30<sup>th</sup>, Nov 1<sup>st</sup>, Nov 2<sup>nd</sup>, Nov 3<sup>rd</sup></b>	<b>Coaches Draft</b>
<b>Nov 13<sup>th</sup></b>	<b>Practice Begins</b>
<b>Nov 20<sup>th</sup> – 24<sup>th</sup></b>	<b>Thanksgiving Week</b>
<b>Dec 2<sup>nd</sup></b>	<b>Season Opener, Game Day</b>
<b>Dec 20<sup>th</sup> – Jan 3<sup>rd</sup></b>	<b>Christmas Break</b>
<b>Feb 5<sup>th</sup> – 10<sup>th</sup></b>	<b>Tournament, weeknight games</b>
	<b>Championship Day</b>
<b>To Be Announced</b>	<b>GRPA Allstar Tryouts</b>

## Administrators and Officials: Expectations and Responsibilities

- A.** Only the head coach will be permitted to question a referee's call.
1. Only potential rules mistakes can be questioned (no judgment calls can be questioned). If a coach believes a mistake has been made, he/she shall then call a time out and question the referee.
  2. If the coach is correct his team will not be charged with the time out. If the coach is not correct, then his team will be charged with the time out.
  3. If the team has no remaining time outs, the team will be charged with a technical foul (delay of the game).
  4. Referees shall judge the degree or strictness of rules interpretation as requested by the city.
- B.** The league will provide both a scorekeeper & clock keeper on game day for all age divisions.
- C.** Supervision of the game will be under the referee, city representative and/or the League Coordinator.
- D.** All players must be in the same, untampered uniform provided by the league to participate in games.

## Officials

### SOTG OFFICIALS GROUP

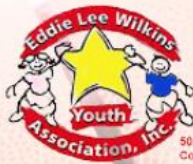
<https://sotgofficiating.com/>

One of the premier basketball referee organizations in the country. They use the RefTown officials game assignment system. The leading online officials game management system.



# PARKS & REC

## Coaches Clinic



501(c)(3)  
Corporation



SPONSORED BY CPRD & EDDIE LEE WILKINS



## COACHES CLINIC

SAT. NOV. 4, 2023 @ 11:00AM  
J.H. MORGAN GYM  
133 AUBREY STREET  
CARTERSVILLE, GA

### Meet the Coaches:

#### **Coach Jermal McCoy:**

CEO of Life after Ball & JamHoops Fitness  
Former Head Coach East Paulding HS  
Former Professional Player  
Played at Texas State University

#### **Eddie Lee Wilkins:**

Eddie Lee Wilkins Youth Association, Inc.  
Former NBA Player: NY Knicks & Phila. 76ers  
Gardner Webb Univ. (Hall of Fame)  
Cass High School (Hall of Fame)

#### **Coach Kevie Dixon:**

CEO Infinity Sports Connection  
Basketball Training Development Consultant  
Boys & Girls Clubs of Metro Atlanta  
Former Professional Player  
Delta State University (Hall of Fame)

#### **Coach: James Maye**

College Park Skyhawks Assistant Coach  
Head Coach Venezuela  
G-league: Long Island Nets/Capital City  
Former NBA G-League Player: Dakota Wizards



### Notes:

**Free Attendance**  
**Mandatory for CPRD**  
**Youth B-ball Coaches**

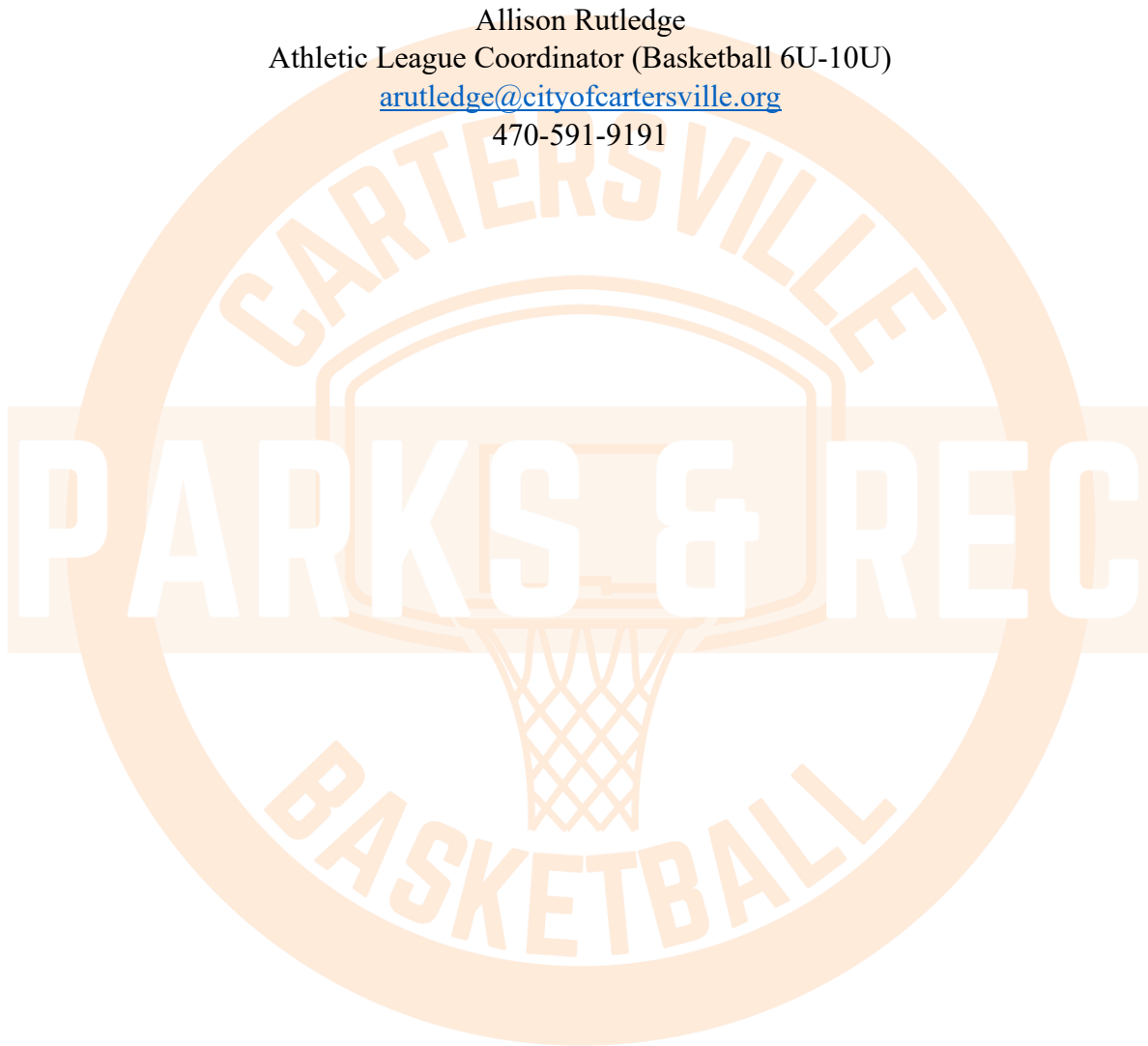
**Knowledge to Gain:**  
**Practice Planning**  
**Specific Drills**  
**Offensive Play Structure**  
**Defensive Philosophies**  
**Special Situations**  
**Game Management**  
**Q & A Session**

Contact: Jaylon Pugh @ 470-654-7487  
Allison Rutledge @ 470-591-9191  
David Archer @ 770-317-7009

# **Cartersville Parks and Recreation**

Jaylon Pugh  
Athletic League Coordinator (Basketball 12U-17U)  
[jpugh@cityofcartersville.org](mailto:jpugh@cityofcartersville.org)  
470-654-7487

Allison Rutledge  
Athletic League Coordinator (Basketball 6U-10U)  
[arutledge@cityofcartersville.org](mailto:arutledge@cityofcartersville.org)  
470-591-9191



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