

## Dawson Competitive League 2021

### Youth (3<sup>rd</sup> – 6<sup>th</sup> grade)

#### ***League Missions:***

To provide an opportunity for children to participate in a basketball league which is built upon the principles of Jesus Christ, sportsmanship, and character. Our goal is to create a positive basketball environment for the players by placing an emphasis on fair play and respect for all coaches, athletes, and officials. **It is our belief that life lessons learned through the game of basketball help develop faith, a sense of accountability, integrity, and humility that will aid our participants and help them thrive in every arena of life.**

#### ***Governance and Registration Requirements:***

The league will be governed wholly and completed by the Dawson Recreation director (Andy) in conjunction with Dawson Recreation staff.

- All disputes will be settled by the Director.

The DCL will primarily be comprised of teams located in the Shelby and Jefferson County area. However, teams outside of the Shelby and Jefferson County area are eligible for league play.

#### ***Coach Requirements:***

- Each coach must attend the mandatory meeting (TBD) at Dawson FRC.
- Each coach (head and assistant) must obtain a background check via Dawson (Background check is good for 2 years)
- Each week there will be a mandatory devotional implemented by coaches/team staff.
- Each coach will be required to sign a Code of Conduct and complete HEADSUP Concussion Training for Youth Sports Coaches.
- In order to be eligible for league play, each coach must submit a team roster on the official roster form and complete the liability parental waiver/consent form
  - **Failure to submit the proper form(s) or the falsifying of forms may render the player/team ineligible and can result in the forfeiture of each game in which player/team participates in.**

**Registration Fees:** Registration fee for each team is \$600. This fee will cover the cost of administrative expenses, referees, and team recognition at the end of the year. Each team is responsible for securing their own *PRACTICE TIME AND SPACE*.

## CODE OF CONDUCT

Coaches, players, and supporting fans must always exhibit a high degree of sportsmanship in order to participate in the DCL. A team will win or lose with dignity. We encourage each team to perform as well as they can. However, it is unacceptable to attempt to embarrass an opposing team by running up the score.

Coaches/parents/spectators shall treat players, referees, and coaches with respect. Regardless of intent, parents/spectators are role models for children. Denigrating players, referees and coaches sets a poor example for your child, undermines the team, and fosters poor behavior in others.

Expected behavior for coaches/parents/spectators includes:

1. Recognizing and applauding good plays on both sides.
2. Encouraging your child's commitment to his/her team.
3. Honoring the game by never criticizing players, coaches, or referees either explicitly or implicitly. Referees are going to make bad calls and players are going to make mistakes. Feel free to be a fan, but remember your child is watching and will mimic your behavior.
4. Encourage other spectators to honor these expectations.

\*Remember, we are in the house of The Lord and are ALL created in His image. Govern yourselves in such a way that honors Him.

## Player Code of Conduct

ALL players will respect all players, coaches, referees, parents, and spectators.

Players will:

1. Play hard but fair. Play by the rules of the game.
2. Demonstrate sportsmanship. Recognize and applaud good play by your teammates and opponents. Win with dignity and lose with grace.
3. Be committed to the team. Attend and pay attention to practices and games. Support your teammates.
4. Respect referees by politely accepting their decisions. Never talk back or act out on an official.
5. Respect coaches by valuing and appreciating their instruction and challenging work. Ask questions. Seek to improve.
6. Encourage your teammates to honor the Player Code of Conduct.

## Ejections/Suspensions

A coach or player can be ejected from the game for receiving a technical foul for behavioral related infractions. Two technical fouls on an individual of any kind in a single game will result in an ejection plus a one game suspension. (The next game that is scheduled, or a game in the following season if the game in which the coach was ejected in the final game of the season) A third technical in one game could result in an automatic expulsion from the league if after review by the director and Dawson Recreation staff. Consistent behavior that is deemed to be unsportsmanlike by a player or coach over the course of the season will also be presented and reviewed by the director and staff.

It is the responsibility of the coaches, parents, and team officials to ensure the actions of those that support the team are controlled. Any person(s) affiliated with any team who instigates or encourages inappropriate behavior will be subject to expulsion from the league or attending league games. At no time should a supporter (non-coach or non-player) of the team be on the court, in a team huddle, or on the bench without the permission of the coach. The coach will be responsible for those supporters who are given permission. A technical foul can be assessed against a team for the inappropriate behavior of a supporter. There is a maximum of two coaches allowed on the team bench, with only one coach being allowed to stand.

**Any termination of a team will result in the forfeiture of all games played and 100% of the team registrations fee.**

## **Team/Player Eligibility Requirements**

Teams are encouraged to be comprised of players from the same city, town, etc.

Players who attend public school or private school are encouraged to play for the participating public or private school area team he/she is zoned for.

Players who are home schooled are encouraged to play for the participating team from the school area he/she is zoned for.

A team may not have a player who is a member of an Intermediate or Middle school team.

If a team is not comprised of players from the same city, town, or school zone wishes to participate in league acceptance it will be the discretion of the Director of Dawson Rec.

**\*Only one such team will be considered for admission per division\***

A player may participate in other sanctioned leagues outside of the DCL. A player cannot play for more than one team within the same division but may play in more than one different division in the DCL. **There will not be any special scheduling needs or change allowed accommodating an individual player because of their participation on another team inside or outside of the DCL.**

## **Roster**

A team may request to play in any division, but the final placement will be determined by the director. A team may play in more than one division with director approval. Teams are required to have a minimum of 7 and no more than 10 players. A team should not include a player's name on the roster unless there is a good faith intention to have the player as an active participant of the team. A player must participate in 4 or more games unless there is a valid excuse not to play (injury, sickness, etc.). Teams may add or drop names to their roster if the numbers of players do not exceed the 11-player maximum or fall short of the 7-player minimum. Roster changes must be made and submitted prior to the start of the 3<sup>rd</sup> league game. A team will have to forfeit if any of the previous eligibility rules are broken unless the director approves special exceptions.

It is suggested that a team replaces a player on the roster if the absence of a player appears to be for an extended period and if the absence creates a situation where there are fewer than 7 on the team. Exceptions to the drop/add rule will be reviewed by the director and Dawson Recreation staff. For example, if a team roster has been reduced to less than 7 players due to injuries or a prolonged sickness, an exception will be considered. New players must comply with eligibility rules.

A game will be forfeited if there are fewer than four players on the court to start a game. There may be exceptions granted by the director (example: an unexpected family death, travel, or weather-related problems, etc). It is the responsibility of the coach to assure proper rest is given to a player who is injured, sick, or shows signs of physical exhaustion.

### **Divisions/Grade Requirements:**

Teams will be placed in a division based on the grade of the participants on the team. It is the intent of the league to place a team in a division that will allow for equal play among its competitors. The league will evaluate certain criteria in determining the division of play for each team for the regular season and year-end tournament based on the following order of consideration:

1. School grade of the team members.
2. Age of the team members.
3. Skill level of the team.

All members of a team are in the same grade, and must have birthdays that fall in the following parameter:

3<sup>rd</sup> grade players must have been born on or after September 1, 2012, or be in 3<sup>rd</sup> grade during the current school year

4<sup>th</sup> grade players must have been born on or after September 1, 2011, or be in 4<sup>th</sup> grade during the current school year

5<sup>th</sup> grade players must have been born on or after September 1, 2010, or be in 5<sup>th</sup> grade during the current school year

6<sup>th</sup> grade players must have been born on or after September 1, 2009, or be in 6<sup>th</sup> grade during the current school year

\*Any other kind of exemption that does not fall under the requirements must be presented and approved by the Dawson Recreation staff at the beginning of the season. Any player exemption consideration must be submitted in writing and a letter must be attached to the team roster.

## Team Names/Apparel

1. Each team is responsible for providing their own uniforms and equipment. All teams must wear matching jerseys and shorts, and standard basketball shoes are required. Teams must either have a two-color reversible jersey or two individual jerseys, one light and one dark colored. The home team noted on the schedule will wear the light-colored jersey.
2. Teams will be named according to the school that they are affiliated with. A team may select a nickname or color that further describes the team if there is more than one team from the same affiliation within the same age division (Homewood Blue, Oak Mountain Red). Dawson has the right to reject any names that may be considered offensive or those that may be defined as intimidating (Killers, Bullets, etc.)

## Game Play

1. Goal Height: The 3<sup>rd</sup> and 4<sup>th</sup> grade will play on 9-foot goals. The 5<sup>th</sup> and 6<sup>th</sup> grades will play on 10-foot goals.
2. Ball Size: Grades 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> will play with the intermediate size basketballs (28.5" circumference). The 6<sup>th</sup> grade will play with regulation size basketballs (29.5" circumference).
3. Free Throw Distances: Free throw distances will be 10 feet for 3<sup>rd</sup> grade, 12 feet for 4<sup>th</sup> grade, standard distance (15 feet) for 5<sup>th</sup> grade and 15 feet for 6<sup>th</sup> grade.
4. All 3 point shots will be rewarded as 3 points for all grades.

## Defensive Pressure

1. In the 3<sup>rd</sup> grade league, except in the final two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters and during any overtime period, teams may not apply defensive pressure until the ball has passed the mid-court line. Defensive pressure is permitted anywhere on the court

during the final two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters and during any overtime period. In addition, teams may double team or tap at any time once the ball has crossed the mid-court line. Make every attempt to show good sportsmanship when the opportunity arises.

## Substitutions

\*Four-Minute Substitution Rule:

1. A team must keep the same starting players in the game until the 4-minute mark of the 1<sup>st</sup> and 3<sup>rd</sup> quarters. The clock will stop at the 4-minute mark of the 1<sup>st</sup> and 3<sup>rd</sup> quarters. The clock will stop at the 4-minute mark of the 1<sup>st</sup> and 3<sup>rd</sup> quarters. The players on the bench are required to substitute in at that time and they will stay in the game until the end of the 1<sup>st</sup> and 3<sup>rd</sup> quarters. This substitution rule guarantees that every player will receive at least a total of 8 minutes of game time.
  2. Play will continue if an offensive team is attacking the basket when the 4-minute mark is reached and will hold at 4 minutes until the next stoppage of play. Substitutions of a player may occur at any time during the 1<sup>st</sup> and 3<sup>rd</sup> quarters if a player has received 2 or more fouls in the 1<sup>st</sup> quarter, 4 or more fouls in the 3<sup>rd</sup> quarter, or if injury, sickness, or discipline occurs.
  3. There will be a two shot technical foul (and possession of the ball for the shooting team) for a player who has not played four or more minutes of the 1<sup>st</sup> and 3<sup>rd</sup> quarter unless the player has received 2 or more fouls in the 1<sup>st</sup> quarter, 4 or more fouls in the 3<sup>rd</sup> quarter, or if injury, sickness, or discipline occurs. A player can only return into the game for a player who has already played four or more minutes of the 1<sup>st</sup> and 3<sup>rd</sup> quarters.
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- Coaches are encouraged to play every player on the team more than 8 minutes a game but there will be no rule to enforce it.
  - Free substitution will be permitted if both coaches agree and inform the referees prior to the start of the game.

## Length of Play

1. Teams will be allowed 5 mins for warmups. Halftime will also be 5 mins.

2. There will be four – 8-minute quarters: The clock will run continuously except under the following conditions: **timeouts, shooting fouls, substitutions, technical fouls, ball out of control situations and game interruptions (example: a ball or a child is on the court)**
3. Each team will be permitted 4 timeouts (2 30s and 2 Fulls 1 minute) to be used at any time during the game.
4. Games ending in a tie during regulation will go into overtime for a 2-minute period with a jump ball to start. A second overtime will end on the first point scored with a jump ball start. The clock will stop on the whistle. Each team will be allowed one time out during the overtime period with no carryovers. Players who have fouled out cannot re-enter the game during an overtime period.
5. Mercy Rule: If a team is winning by 30 or more points in the 4<sup>th</sup> quarter of the game will end at the 3 min mark.

## **Violations**

1. Lane violations will be called at 3 seconds for all grades.
2. Fouls, traveling, double dribbling, 5/10 second violations will be called for all grades.
3. Jump balls: each game and each overtime period will begin with a jump ball served by the referee. All other jump balls will be awarded under the alternating possession rule.
4. A player with 5 fouls is disqualified from participating further in the game. A player who has fouled out of the game may not reenter the game during any overtime period.

\*All grades will abide by AHSAA rules. Unless otherwise noted below, opposing coaches cannot agree to override any rule even by their own consensual agreement.

## **Scoreboard, Facility, Sideline, and Score Book Management**

It is required that each home team provides a scorebook. It is highly encouraged that you purchase a book prior to the season starting. The home team is required to provide a representative to keep the game clock operator. The representatives should be knowledgeable of the standard AHSA rules and those amended by the DCL.

The representatives should be at least 18 years of age or older. The scoreboard and score book may be maintained by volunteers from either side if a home or visitor representative at the scorer's table is position during the game. They should not coach or make negative comments directed to players or officials on the court. There should only be two coaches on the bench and only one is permitted to physically stand while the ball is in play.

**It is the responsibility of the coaches to assure the goal height, the free throw shooting distance, and the game ball are in accordance with league standards. Adjustments may be made after the game has started but with no reply of game activity.**

## Schedule

1. The DCL will schedule all games for the regular season. Grade commissioners will schedule all post-season tournament games. All regular season games will be played on Saturday morning/afternoon or a weeknight to be determined later. There will be **NO** exceptions to the schedule with regards to the day games are played. However, if a team requests to play at a later/earlier time on game day **ALL PARTICIPATING COACHES** must agree to the change. This request must be made a week in advance in writing. If a team cannot play on game day, they will forfeit that game.
2. It is the intention of the league to conclude the season with a single elimination year-end tournament, but it is not guaranteed. The league has the right to only host a tournament for specific divisions depending on certain conditions.

## Game Results

The winning team must email the game results prior to 10:00pm on the day following the game for scores to be included in the weekly standings release the following Monday. Game scores not turned in by the deadline will be shown as a “game not played” until the final score is submitted.

Email the results to [mfinley@dawsonchurch.org](mailto:mfinley@dawsonchurch.org). Give your name, the grade of the game being reported and the result of the winner of each division will receive award recognition on the final day of playoffs.

## Protests

Although protests are discouraged, they will only be allowed if there has been a misapplication of a rule. You cannot protest the outcome of a game based on a referee's judgment call. Any protest should be directed to the director within a 24-hour period after the official game time.

There will be \$25 fee to submit a protest and the fee must be turned in within a 48-hour period after the official game time.

## **Tiebreakers**

Tiebreakers will be calculated via the website electronically as follows:

- 1) Record
- 2) Head-to-Head (if all tied teams played each other)
- 3) Point Differential (Maximum of 20 points per game)
- 4) Coin Toss