

**DACULA ATHLETIC ASSOCIATION  
BASKETBALL**



**OPERATIONAL GUIDELINES & RULE BOOK**

March 8, 2016



# Table of Contents

**TABLE OF CONTENTS..... 2**

**1. ORGANIZATION ..... 3**

**2. BASKETBALL BOARD OF DIRECTORS..... 4**

**3. SPONSORSHIP, SCHOLARSHIP & FUNDRAISER ..... 6**

**4. CODE OF CONDUCT ..... 7**

**5. GYM USAGE RULES & AGREEMENT ..... 8**

**6. COACHES SELECTION AND RESPONSIBILITY ..... 9**

**7.PLAYER REGISTRATION ..... 10**

**8. LEAGUES & AGE GROUPS ..... 11**

**9. PLAYER EVALUATIONS & SELECTION PROCESS ..... 11**

**10. PLAYER PARTICIPATION RULES ..... 15**

**11. OFFICIAL SCOREKEEPER & BOOKKEEPER DUTIES ..... 17**

**12. GENERAL PLAYING RULES ..... 18**

**13. AGE SPECIFIC LEAGUE RULES..... 21**

**14. POST SEASON TOURNAMENT ..... 26**

**15. ALL-STAR POLICY ..... 26**

**16. INSURANCE ..... 27**



## 1. Organization

The purpose of this document is continuity

### 1.1. Mission

Dacula Basketball will develop the basketball skills of our youth and teach them the spirit of good sportsmanship. We will encourage healthy competition and provide a safe, fun, learning oriented environment for children in our community to play basketball.

**Organization:** Dacula Basketball is the Basketball organization of Dacula Athletic Association (DAA) and will be governed by the DAA By-laws. These operational guidelines are intended to provide direction for the basketball organization. Should there be any discrepancy between the by-laws of DAA and the operational guidelines of Dacula Basketball, the laws of DAA shall prevail.

**Communication:** Information regarding DAA Basketball will primarily come from three sources; website, email and your coach/league director. DAA Basketball information will be posted in the basketball section of the DAA website at [www.dacula.com](http://www.dacula.com). Mass emails may also be sent to parents to inform them of important events and **activities such** as evaluations, clinics & pictures. Email address provided through registration process will be used to communicate. If your email address should change, please access your registration account and update your information.

**Operational Guidelines:** Per the by-laws of DAA, annual elections for the Basketball Board shall occur as required. Upon completion of election, elected board member may revise operational guideline as **necessary**. If changes are made on operational guidelines or rules, changes must be voted and approved by Basketball Board and must be approved by a majority vote of Executive Board. **Non-Profit Organization:** DAA Basketball is a not-for-profit organization. All monies received from registration fees, **fundraisers**, sponsorships, etc. shall be placed into **DAA** Basketball account. Any expenses required to run the day to day operations will be funded through this account. At the end of the season, any remaining funds shall remain in the account to be used for ongoing basketball related expenses and improvements.



## 2. Basketball Board of Directors

### 2.1. Roles & Responsibilities

- 2.1.1 **All Members:** Each member of the board shall be responsible for ensuring DAA Basketball runs as safely, smoothly and effectively as possible. Specific roles and responsibilities are determined by the Basketball Director at the start of the season, and can be changed at any time. There will be times where a board member will be asked to manage events, such as, but not limited to, Uniform Distribution, Evaluations, Drafts, Jamboree, Picture Day, and post season tournament. League directors are required to monitor games and practices occasionally to ensure that coaches are fulfilling responsibilities, and promote safe and fun environment for our players. Board members are required to maintain 80% or above active participation per season. Violation of these requirements can lead to a vote for expulsion.
- 2.1.2 **Basketball Director** (Elected Position): This position shall govern all activities related to DAA Basketball. This includes establishing and maintaining the rules and regulations, handling issues of gym utilization, fundraising events, uniform purchase, tournaments, and All-Star participation, unless delegated to another Basketball Board Member. This position is also **responsible** for overall management of the DAA Basketball finances, Oversight of the Basketball portion of the DAA web site. Basketball Director shall publish a meeting calendar at the start of the season. In order to be Basketball Director, a person must have been a DAA Basketball Board Member (elected or appointed) at some point. This rule will ensure the person coming in has at least some experience with basketball operation and coordination of gym.
- 2.1.3 **Assistant Basketball Director** (Elected Position): This position shall be the backup to the Basketball Director, and shall assume responsibilities for all or portions of the Basketball program that the Basketball Director may need **assistant** with. The primary responsibility will be to support the execution of each basketball season, ensuring that all elements of the program are supported appropriately and effectively.
- 2.1.4 **Secretary** (Elected Position): This position shall assist **and** facilitate to all events for DAA Basketball, and working with Basketball Director and Assistant Basketball Director.
- 2.1.5 **Treasure** (Elected Position): Overseas all financial related matters associated with DAA Basketball. Maintain the DAA Basketball checking account, ensure timely payment for all vendors servicing DAA Basketball, develop budget for each season and ensure we are generating enough revenue to support our operating expenditure, proactively raise any issues associated with the financial management of DAA **Basketball**, and ensure all



Dacula Athletic Association Basketball  
Basketball Operating Guidelines & Rules



player registration fees are collected by communicating coaches and parents.

- 2.1.6 **League Directors** (Appointed): League Director will manage the **execution** for each season for their respective leagues. Their responsibilities includes, running evaluations, drafts, communications with league's coaches, periodic presence at games and practices, posting scores, and being first point of contact for all questions related to their league.
- 2.1.7 **Appointed positions** such as but not limited to, Fundraising Coordinator, Sponsorship Coordinator, Scheduling Coordinator, Uniform **Coordinator**, All-Star Coordinator, Tournament Director, Project Volunteers, and etc. can be filled with volunteers as deemed necessary by the Basketball Director
- 2.1.8 **Elected positions** have an equal vote on all matters include disciplinary actions. Should any elected board member decide to resign during the course of the season, the Basketball Director, with consent from the DAA Executive President, will have unilateral authority to appoint a replacement to that position. Should any appointed board member decide to resign during the course of the season, the Basketball Director will have unilateral authority to appoint a replacement to that position.
- 2.1.9 The full board shall meet weekly during the basketball season and monthly then after.



### 3. Sponsorship, Scholarship & Fundraiser

#### 3.1. Sponsorship

Any sponsorship fund solicited and received by DAA Basketball will be considered a park sponsorship and may be used for Basketball related expenses and improvements at the discretion of the DAA Basketball Board. All sponsorship addressed to Dacula Athletic Association is tax deductible. DAA Basketball will present plaque for our Plan appreciation on Plan B and above.

Type	Amount	Details	Award
Plan A	\$100.00	<ul style="list-style-type: none"> <li>Sponsor Recognition handout at DAA Basketball evaluation (1 season)</li> </ul>	<ul style="list-style-type: none"> <li>Tax Deductible</li> </ul>
Plan B	\$250.00	<ul style="list-style-type: none"> <li>Sponsor Recognition handout at DAA Basketball evaluation (1 season)</li> <li>Print logo on League T-shirts</li> </ul>	<ul style="list-style-type: none"> <li>Tax</li> <li>Deductible</li> <li>Plaque</li> </ul>
Plan C	\$500.00	<ul style="list-style-type: none"> <li>Sponsor Recognition handout at DAA Basketball evaluation (1 season)</li> <li>Print logo on League T-shirts</li> <li>Web Site Logo posted to Sponsor Page at DAA Web Site (1 year)</li> </ul>	<ul style="list-style-type: none"> <li>Tax Deductible</li> <li>Plaque</li> <li>Web Site Banner</li> </ul>

#### 3.2. Player Scholarship

DAA Basketball Scholarship Sponsorship is dedicated to provide families with financial difficulties to play basketball for one season. Full or partial sponsorships for scholarships will provide direct aid to those families.

#### 3.3. Team Sponsorship

Any sponsorship fund solicited and received by individual team will be considered a team sponsorship and may be used for team related expenses at the discretion of the Head Coach

#### 3.4. Fundraiser

Each season, a profit generating fundraiser may be held to benefit DAA Basketball. All funds will be used for Basketball related expenses at the discretion of the Basketball Board.



## 4. Code of Conduct

It is the policy of Dacula Athletic Association to promote the development of strong character, a right attitude and a sense of responsibility and citizenship in youngsters. It is the purpose of Dacula Athletic Association to achieve this goal through fair play and good sportsmanship with adult leaders providing the example. It is strictly against the policy of Dacula Athletic Association for any person, either as a participant, coach or a spectator to engage in arguments, to use abusive language, to harass or make any threatening gestures towards referees, coaches, players or league officials or to exhibit any behavior not in concert with the general intention of this policy statement. Failure to abide by this policy will result in removal from the park. Any further incidents may result in permanent suspension from DAA. Any players caught fighting or found consuming any controlled substance will be suspended from league play for an amount of time to be determined by the respective Sports Committee.

In any program, the success of such a program is the responsibility of all the participants including referees, players, coaches, league officials, program supporters and parents. Please keep in mind the sole purpose for this league is for the teaching, participation and enjoyment of the game of basketball. To accomplish this goal, it is imperative for all involved to encourage and compliment the players (on both teams) at every opportunity. Our children will mimic our actions as adults and setting a good example is of the utmost importance. Any disagreements to decisions, policies and interpretations, set forth in this handbook will be handled through the DAA Basketball Board with the support of the DAA Executive Committee.

### 4.1. Fighting

Any players or coaches that is involved in a fight before, during or after a game/practice may be suspended from DAA basketball immediately and jeopardize any future DAA participation.

### 4.2. Alcohol & Drugs

Alcohol and or controlled substances are NOT permitted at any DAA sponsored event. Anyone under the influence or found consuming such may be expelled from the premises and suspended from league participation.



## 5. Gym Usage Rules & Agreement

DAA Basketball rents the participating gyms from Gwinnett County. Gwinnett County and each individual school reserves the right to revoke our rental contract at any time if certain rules are not followed. All spectators, coaches, officials and DAA Basketball Board Members must abide by the school rules. Any and ALL school properties (such as, mats, decorations, balls, ropes, monkey bars, portable basketball goals) shall not be used or touched during our practices or games. Violations of such and any damages / fines, may be the individual's or parent's (in case of minor) sole responsibilities. Any vehicle proceeding to parking space within school properties must park in designated area only. Parking on undesignated / unauthorized area is subject to tow at owner's expense, and any damages to school premises may be the individual's sole responsibilities.

Following rules are applicable to all gymnasiums when DAA Basketball conducts practices and games, and mandatory all time.

- No smoking in or around the gym area, which includes parking lot.
- No chewing gums inside the gym
- No food or drink except water in the gyms.
- No foul language
- No climbing on or destruction of gym property. School property is off limit.
- Team snacks can be only distributed outside of gym.
- All trash must be picked up and disposed properly.
- No street shoes allowed on gym floors.
- No Roller Shoes are permitted in the gyms

All DAA Board Members, Coaches and Officials have the authority to enforce these gym rules. DAA Board Members, Coaches and Officials are required to escort out whoever does not adhere to this policy.





## **6. Coaches Selection and Responsibility**

### **6.1. Application Process**

Prospective Head Coaches, Assistant Coaches, and Team Moms when utilized must register online using volunteer registration form. Online registration is open at the same time as player online registration.

### **6.2. Selection Process**

Selection of head coach position consists of; coaching experience, playing experiences, feedbacks, technical fouls, demonstration of commitment to the players and parks / community, physical interview, and previous coaching experiences in DAA Basketball and prospective age league at the other parks. The selection of head coach, assistant coach and team mom is sole discretion of the DAA Basketball Board and reserves the right to reject any application / selection.

### **6.3. Background Checks**

It is the policy of DAA Basketball that at least one adult who has successfully passed a DAA background check be in attendance at all DAA Basketball games, practices or events. All head coaches **MUST** pass a background check to be eligible to coach. For more details see the "DAA Background Screening Policy" at [www.dacula.com](http://www.dacula.com) or contact a Board Member. In addition to the criminal background check, DAA will continue to evaluate all applicants on the basis of coaching experience, on-court and off-court behavior and examples each person sets in the presence of the children.

### **6.4. Responsibilities**

All head coach volunteers are responsible for attending league meeting (if league director sets coaches meeting), player evaluation, DAA Coaches Meeting/Clinic, draft, practices & games, picture day and any other requirement set forth by DAA Basketball. All head coaches are also responsible for assigning assistant coaches and team moms for the team, organize practices, communicate with team player & parents, reporting scores, and any other activities that require team to effectively and efficiently go through the seasons. Head coaches are also responsible for assigning scorebook and/or clock keepers for each game.

### **6.5. Assistant Coaches and Team Mom**

Although assigning an assistant coach and team mom/parent for each team are at the discretion of and responsibility of the head coach, it is encouraged. A team parent can serve as a valuable resource for organizing snack schedules, picture orders, trophies and end-of-season parties. The team mom can also assist in fundraising and team communications. An assistant coach can serve to assist with practices and games. If a head coach is coaching two or more teams, a registered assistant coach is mandatory for each team. This lessens the chance of scheduling conflict for games and practices.



## 7. Player Registration

Registration can be done on-line at [www.dacula.com](http://www.dacula.com) or in person at scheduled DAA Walk-up Registrations. On-Line registration accepts Visa or Master Card. Cash or checks can be only accepted at walk-up registration. At least 2 walk-up registrations will be held at locations TBD.

### 7.1. Registration Fees

Registration fees are set in accordance with DAA guidelines as a non-profit organization. Fees shall be used to offset all costs associated with running the league. Excess funds remaining at the end of the season shall be used for ongoing basketball expenses.

All non-county residents will pay an out of county fee to be determined by Gwinnett County Parks and Recreation. These fees are collected by DAA Basketball and paid directly to the county.

### 7.2. Registration Dates

Registration dates will be determined by DAA Basketball Board. Registration date shall be consistent with the need to start practices around the beginning of November, and the games around the beginning of December. The winter season end date shall be consistent with the start of the GRABB all-star schedule.

### 7.3. Registration Process

Registration notification methods may include school mailings, school electronic posting, newspaper, web page messages, and/or email blasts. Registrants will be placed on wait list once league is considered full. Anyone registering after the cutoff date will pay a late fee; will be placed on wait list; and will be considered for acceptance depending on the number of registered players, teams and amount of space available. The late registration charges are for late ordering of uniforms and manual registration processing. In all cases, acceptance of children registering after the cutoff date is at the sole discretion of DAA Basketball Board

### 7.4. Refunds

Refunds shall only be allowed for players moving more than 20 miles from the park, making the high school team, making middle school team, or experiencing an injury prior to the start of the season that prevents that player from participation for the entire season.

In case of injury or medical reasons, a letter from a registered physician shall be required for verification purposes. In normal circumstances besides noted above, it is DAA Basketball policy that refund will not be made after registration.



## 8. Leagues & Age Groups

The division, in which the child participates, will be determined by the child's age and birth date. **The playing age is the age of the player ON September 1st of that year.** Age will be verified by coaches and the DAA basketball Board.

### 8.1. Leagues

- 5 & 6 years old Boys/Girls
- 7 & 8 years old Boys/Girls
- 9 & 10 years old Boys/Girls
- 11 & 12 years old Boys/Girls
- 13 & 14 years old Boys
- 13-18 years old Girls
- 15-18 years old Boys

\*League classifications may change depending on the number of registers players.

## 9. Player Evaluations & Selection Process

### 9.1. Evaluation

Players will demonstrate their basketball ability based on pre-defined categories defined by league director (i.e. Dribbling and/or ball handling skills, shooting and/or Free Throws, Passing, and Running). Coaches will rate each player from 1 to 5 in each category. The rating scale is as following;

1	No Skill
2	Little Skill
3	Average Skill
4	Good Skill
5	Excellent Skill



In the event that more than one child has the same overall score, DAA Basketball will base the final ranking on years of experience first, then height (if available) second.

Coaches will turn in their rankings to the league director after the evaluations. League director may provide you blank sheet for your own copy, but not required.

Each coach will randomly draw a number from hat. That number will represent the coach's draft order.

## 9.2. Player Ranking

Each player's scores will be averaged and draft package will be generated. The draft package will include all the players ranked from highest to lowest, hat picks (no shows / no evaluation data), and draft tiers. Draft package also may or may not include, date of birth, age, years of experience, height and weight.

Draft package will be distributed before the draft, giving coaches an accurate ranking of each player and allow 5 minutes to review the package. Draft ranking and tiers are final, and DAA will not accept any negotiations of rankings and / or tiers.

The draft package will also assist in the evaluation of the coach's children, and placement on appropriate tier based on skill level.

Draft package will be collected upon completion of draft. Package will not be available for coach to take home.

## 9.3. Coach's Children

Coaches are automatically assigned to their child. The overall rankings will determine what tier the child is placed in. The coach's child is assigned to the coach in draft package, according to appropriate tier based on skill evaluation during try-outs.

Coach will not draft another player in the tier his/her child is selected / locked.

## 9.4. Unrated Players / Hat Pick

Any player that did not attend try-outs will be given a rating by a majority vote from the coaches after evaluation or before the draft begins. The rating must be comparable to overall league skill level observed during try-outs.

Any player that cannot be accurately evaluated by the coaches, or any player's evaluation that there is dispute or disagreement among coaches, will be considered a "hat pick".

Any player that did not attend try-outs but have played previous seasons in last 12 months at DAA Basketball will be scored based on his/her performance and evaluation data + average growth ratio by league director.



Unrated players or hat picks are not available for trade. Unrated players or hat picks are automatically assigned to team, based on draft orders.

## 9.5. Draft Day

9.5.1 Each coach will randomly draw a number. That number will represent the Coach's draft order.

9.5.2 The draft order will begin with the #1 and continue down to the last coach. The second round will begin with the last coach and continue in numerical order back up to #1. Therefore, the last coach will have two consecutive picks, on the transition from odd round to an even round. Coaches will have one (1) minute to make a selection. If the time limit is exceeded, the Board members in charge of the draft can automatically assign the highest rated player available to that coach's team.

9.5.3 Siblings are automatically assigned to the same team. Once the first of the two siblings is drafted, the second child is ranked based on the master-ratings or the closest round to his/her rankings. In the event that the siblings are both rated in the first round, that team will not pick again until round 4, at which time they will have two picks.

9.5.4 A player must be ranked within one (1) round of the current round to be eligible for selection (i.e.. players ranked between rounds 1 & 2 can be selected in the 1<sup>st</sup> round)

9.5.5 Once all players have been selected, the hat picks are assigned a team. The next coach to draft will randomly draw a hat pick player.

9.5.6 There will be a 60-minute trading period following the draft. Trades must be between players selected within one round of one another. All trades are subject to the approval of the league director. Once the trading period is over and roster submitted, the rosters are locked with no more trades allowed.

## 9.6. Player Notification

All coaches shall notify their players within 3 days of being drafted. Should they be unable to reach those players within 1 week, they may be awarded a replacement player. Replacement players will be selected from a waiting list.

DAA will hold evaluations for all age groups. The evaluations will be on a weekend and be held at participating gym. DAA will organize the registered players alphabetically and assign a time/location for try-outs depending on the number of registered players in that league. Times will be staggered to help with organization and speed up try-out times. Players are asked to dress appropriately with sneakers, t-shirts and shorts/sweat pants and arrive 5 minutes BEFORE assigned time. DAA committee members will organize the players OUTSIDE the gym (weather permitting) and then send them in, one/two at a time, to run through drills (shooting and dribbling) for evaluation.



## Dacula Athletic Association Basketball Basketball Operating Guidelines & Rules



Please do not bring any basketballs to the try-outs. All necessary equipment will be provided. Players will be evaluated on a 1-9 scoring basis (9 being the best) on shooting, ball handling and overall athleticism. Coaches will evaluate each player on this system and an average will be calculated. At the team selection meeting, coaches will be provided a list of the players and their average score and ranking. A team selection will be held with coaches selecting for his team based on his/her coaching philosophy.

This process should allow for more balanced and competitive leagues.

### 9.7. Teams with Additional Player

9.7.1 Leagues that have an odd number of players will require some teams to carry one or more player than the majority of teams (i.e...71 players in a 10-team league require one team to carry 8 players.

9.7.2 Coaches will be asked, voluntarily, carry an additional player. If not enough coaches do not volunteer; coaches will be randomly selected from the hat.

9.7.3 The coaches with an additional player will receive two draft selections in the 4<sup>th</sup> round. The second 4<sup>th</sup> round pick will be selected at the end of round 4. Order of picks will be by random draw.



## 10. Player Participation Rules

Every player will receive a minimum two **(2) quarters** of participation per game.

- One (1) full, uninterrupted quarter
- The equivalent of an additional quarter distributed throughout the remainder of the game.

DAA Basketball's policy is to have all players receive adequate playing time. All players in every age division **must play** a minimum of one full, uninterrupted quarter in which they must participate in that quarter from start to finish.

In addition, each player's participation in the remaining three (3) quarters must be comparable to one additional quarter of play time (i.e. You may play a player the entire first quarter and at minimum two (2) minutes in each of the other three (3) quarters to meet the required participation rule. You may also play a child two full quarters, or one full quarter and two half quarters, or any combination that equals two full quarters).

If a player is removed at any time for a substitute player, that quarter is not counted towards the removed or substituted player's participation totals to meet the required participation rule for the full quarter played portion of participation.

### 10.1. Exceptions

The exceptions to this rule of participation are as follows;

- Player is injured or become ill
- Player has 2 fouls in 1<sup>st</sup> quarter, 3 fouls in 2<sup>nd</sup> quarter, 4 fouls in 3<sup>rd</sup> quarter
- Player has been disciplined by the official or parent
- Player arriving at a game after the start of the second quarter (then, player is not required to play one full quarter, but must meet equivalent of one quarter playing time)
- DAA Basketball Board approved reduction in playing time. Participation in practices are required and consented by parents during the registration process. Excessive absences from practices affect building cohesive teams. Coaches are permitted to follow procedure for reporting excessive absences and allowed to grant reduction in player playing time.
  - 1) If a coach determines a player is having excessive absences from practices, and affecting team practices / building cohesive team, coach must notify parents first.
  - 2) If absence continued after parent notification, coach is permitted to report such to respective league directors and request approval of reduction in playing time.



## Dacula Athletic Association Basketball Basketball Operating Guidelines & Rules



- 3) If such request is approved, said coach must notify the player's parents of the outcome / decision (copy the communication to respective league directors)
- 4) League directors must notify basketball director of outcome / decision. Reduction in playing time will not be permitted if proper procedure is not followed.

### 10.2. Violation of Participation Rule

DAA Basketball is recreational basketball, and we require all players' participation. Winning a game at all cost is not the vision of DAA Basketball. Fun, learning and healthy competitive basketball is the first priority.

The rule is set forth to provide team's greater flexibility during the season and to allow a coach the opportunity to spread playtime throughout the game to keep all players in the flow of the game. However, every coach is expected to provide amicable playtime to all players.

In the event of violating the participation rule a investigation will ensue and the following disciplinary action may be taken by DAA Basketball Board.

- 1<sup>st</sup> Violation: - Warning
- 2<sup>nd</sup> Violation: - Coach will be required to submit a player substitution plan to the parents and league director for the remaining season games
- 3<sup>rd</sup> Violation - Coach will be suspended for one game.

This rule is strictly intended to protect our player's best interest, and as recreational basketball coach, DAA Basketball requires all coach to adhere to the rule and play fair throughout the league.

### 10.3. Reporting Incidents

If a parent witness or feels that their child or any player is not receiving 2 quarters of playing time per game, they are encouraged to contact one of league directors or DAA Basketball Board members to discuss the matter. When reporting the incident, please include game date/time, team, and player(s) information.





## 11. Official Scorekeeper & Bookkeeper Duties

Each participating team must have a representative available to keep the scorebook and clock/scoreboard. The home team shall be responsible for the scorebook, and the visiting (away) team shall be responsible for keeping the clock/scoreboard. It is the head coaches responsibility to assign scorebook and/or score clock keepers for each game These volunteer positions must remain mutual during the entire game. Cheering and encouragement to your child or your child's team may be allowed, however, all official scores, individual fouls, team fouls; scoreboard must be kept by the book. These positions are considered part of officiating crew, and must remain on mutual stance.

No person other than the official scorekeeper and bookkeeper, officials, and DAA Board Members are permitted to sit at the scorer's table during a game.

The scorebook will be used as the official record for every game and must be kept with accuracy. In the event of any discrepancy, the scorebook overrules the scoreboard. The officials for the game in question will review the official book and sign the official score.

It is recommended that the clock operator and the scorekeeper periodically check to make sure that the score reflected on the board is the same as the running score in the book.

### 11.1. Bookkeeper Responsibilities

- Individual and team scoring / running scores
- Individual and team fouls, both personal and technical, and alerting coaches when a player is in foul trouble.
- Providing the official information on bonus (on 7<sup>th</sup> team foul and thereafter), and double bonus (on 10<sup>th</sup> foul and thereafter) situations.
- Number of time outs per team.

### 11.2. Clock/Scoreboard Operator Responsibilities

- Keeping track of the possession arrow as designated by the official.
- Keeping track and displaying quarter being played.
- Keeping track and correctly displaying running sore as designated by the official.
- Keeping track of the time as indicated by the official and in accordance with the age division rules.



## 12. General Playing Rules

The Georgia High School Association Rules will be the guideline for DAA Basketball games in regards to how the games are officiated. However, there are age specific rules in play for the Dacula Basketball league published within this document. These applying rules can be changed or updated at any time by the basketball board, without approval from the Dacula Athletic Association Executive Board. Dacula Basketball rule exceptions take precedence over GHSA. When a rule is not specifically stated within the DAA Basketball Operational Guideline & Rules, GHSA Rules will apply.

### 12.1. Uniforms

DAA Basketball will provide reversible game jersey (with matching shorts) for Winter Season. All players are required to wear provided jersey on game day. The designated HOME team will wear WHITE and designated VISITOR team will wear COLOR. All shirttails must be tucked inside the shorts while playing in a game. Any color t-shirts is allowed to be worn under jerseys. It is recommended that similar color t-shirts is worn in comparison to the color of your jersey for the day. No jewelry of any kind will be allowed during practices and games.

Bracelets that are worn for medical reasons must be covered by protective material such as sweatband to ensure the safety of other players, and excluded from this rule. No metal, plastic or wood hair adornments will be allowed. Only soft elastic bands should be worn in a players' hair.

DAA Basketball will allow players to wear armbands, headbands and shooter sleeves, contrary to GHSA rule. Athletic shoes, preferably basketball shoes are recommended.

Players in violation of the dress code will be asked by the official to discard any objects he deems unacceptable before play can begin. Referees reserve final say on what can and cannot be worn during the game.

### 12.2. Number of Players required to start a game

Normally a game shall begin and be played with 5 players from each team on the court. In the event that a team has less than 5 players to start a game, 4 players will be allowed to start for official play. It is not required for the other team to comply and only start 4 players. If there are less than 4 players from a team to start a game, that team will forfeit the game, but the gym time should be utilized by playing a practice game.

If the team with 4 players has a 5<sup>th</sup> player show up after the game is started, that coach can insert the 5<sup>th</sup> player at the next dead ball. Minimum play requirements will still apply.

There is no minimum number of players required to finish a game. Teams must put 5 players on the floor if 5 players are eligible to play. A team may not play with 4 players to prevent a player from fouling out.



### 12.3. Game Structure & Timeouts

Games must start within 10 minutes of the scheduled start of the game or 10 minutes after the ending of the previous game. This excludes delays caused by locked gyms, missing officials, clock malfunctions, etc. The team unable to play at this time will forfeit.

There is a timed **5-minute warmup period** for teams prior to the start of a game. The official will start the 5-minute clock once teams from previous game have cleared the court. There will be a 1-minute warning horn after 4 minutes of warmup. Once the horn sounds following the 1-minute warning, the officials will call the starting lineups to center court for the tip off.

Each team will have **four (4) timeouts per game**. (See chart below for details) Timeouts can be used at any time during the game. Coaches may call a timeout during a dead-ball situation or when his/her team has possession of the ball. If a coach calls timeout and the team had no timeouts remaining, a technical foul will be assessed.

Timeouts per game	2 x 30 Second
	2 x 60 Second
Overtime Timeouts	1 x 30 second
Halftime	3 min
Between Quarters	60 Second

### 12.4. Technical Fouls

The following guidelines may be applicable to determine disciplinary action toward coaches and/or players that receive technical fouls during the season.

Any coach or player that receives 2 or more conduct (sportsmanship) technical fouls in a game is suspended for the rest of the game. The coach or player is subject to the DAA Code of Conduct penalties as published and agreed to at the time of your registration.

Coaches and/or players that receive four or more technical fouls in a season, in any combination, will be up for review by the league director and subjected to further penalties from a one-game suspension up to season suspension. **Coaches who receive a technical foul are no longer permitted to stand during the remainder of the game.**

### 12.5. Overtime

Overtime periods will be 2 minutes for all age groups with the clock stopped on every whistle. Each team will have one time-out in overtime. Timeouts DO NOT carry over from regulation. If the game is still tied after the 3rd OT, the game will be declared a tie. The exception is tournament play when games are played until there is a winner.



## 12.6. Protest

Protests will only be heard regarding violations of the play rules or player eligibility. No protest will be heard in regards to a call made by a referee. Coaches violating the play rules are subject to penalties up to season suspension. Playing with an ineligible player could result in forfeit of games. An \$50 protest fee must be paid upon protest. If protest is upheld, \$50 will be returned. If denied, it will be donated to DAA Basketball.

DAA Basketball will abide by the GHSA in regard to rules protests. However, DAA Basketball has rules that take precedence as listed in this document. Violations of these rules may be reviewed and ruled upon by the DAA Basketball Board at any time.

## 12.7. Mercy Rule

The game clock will run continuously if a team is ahead by **20 or more points**. The game clock will resume to normal start and stop rules once the difference is made up. Timeouts will be recognized.

## 12.8. 10-15 Rule (Full Court Press)

If full court press is allowed, a team ahead by 15 or more points cannot continue to press. The team in the lead may resume a full court press if the lead is less than 15 points.

## 12.9. Injuries & First Aid

A first aid kit will be provided at all practice/game sites. If a player is injured during the course of a game, the official and coach along with the player's parent will determine the course of action to be taken. If it appears serious enough to require professional medical attention, 911 will be called immediately. Only qualified medical personnel or parents / guardians will be allowed on the court.

## 12.10. Bleeding During Game

A player who is bleeding must leave the game until the bleeding is stopped. A player may not play with blood on his/her uniform. Injured players must leave the game for at least one play. A charged timeout must be called to leave the player in the game. The referee has the authority to decide if a player is too injured to continue playing.

## 12.11. Concussion Observation Rules

Any player that experiences a head injury during a game or practice must be substituted and sat down for a minimum 2 minutes and observed for any sign of concussion. If any sign of concussion is observed, player must not return back to the practice or game. The player needs to be taken to hospital by parents, for professional / medial evaluation of concussion.



## 13. Age Specific League Rules

### 13.1. Girls & Boys 5-6 Year Old

▪ Basketball Size:	27.5"
▪ Goal Height	8 foot
▪ Free Throw Line	10 foot
▪ Foul Shots	First player lines up below the block
▪ 5 Second Lane Violation	10 foot free throw line
▪ Game Quarters & Time	Four (4) – 8 Minutes quarters
▪ Clock Type	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press	No
▪ Defense	Behind the top of the key extending out to the sidelines. Once offense penetrates the area inside the top of the key, the defense is able to follow the ball. Using this rule to delay the game is forbidden. The offensive team should penetrate the area inside the top of the key within 10 seconds of crossing half court. At the official's discretion, a warning will be given to the offensive coach. A second offense will result in a turnover.
▪ Foul Calls	Officials in this age group will only call major violations and will explain any violations called to the children on the court.
▪ Coaches on the Floor	The first half of the season, head coaches from each team are allowed on the floor to instruct and position players. They are not allowed to impede the flow of play unless directed by officials. 5-6 Girls League Only, coaches are allowed on the floor the entire season.



### 13.2. Girls & Boys 7-8 Year Olds

▪ Basketball Size:	28.5"
▪ Goal Height:	8.5 foot (Girl), 9.0 foot (Boy)
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Full Court Press:	<p>Last 2 minutes of 4th quarter and overtime</p> <p>Two “press warnings” (illegal defense) are allowed per half. After two press warning (illegal defense) per half, each illegal defense violation will result in a team foul at referee’s discretion. If a referee deems the violation intentional at any time, it can result in a technical foul.</p>
▪ Defense:	<p>First 3 quarters - Behind the top of the key extending out to the sidelines during entire game. Once offense penetrates the area inside the top of the key, the defense is able to follow the ball. Using this rule to delay the game is forbidden. The offensive team should penetrate the area inside the top of the key within 10 seconds of crossing half court. At the official’s discretion, a warning will be given to the offensive coach. A second offense will result in a turnover.</p>



### 13.3. Girls 9-10 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters / Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press 2 <sup>nd</sup> & 4 <sup>th</sup> Quarter & Overtime (with 15-10 Rules) 1 <sup>st</sup> or 3 <sup>rd</sup> quarters but 1 player is allowed back

### 13.4. Boys 9-10 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ 3 Point Shots;	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press 2 <sup>nd</sup> & 4 <sup>th</sup> Quarter & Overtime (with 15-10 Rules) 1 <sup>st</sup> or 3 <sup>rd</sup> quarters but 1 player is allowed back



### 13.5. Girls 11-12 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> Quarter & Overtime (with 15-10 Rules) One player back in 1 <sup>st</sup> Quarter

### 13.6. Girls 13-18 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 3 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized in all games where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> Quarter & Overtime (with 15-10 Rules) One player back in 1 <sup>st</sup> Quarter





### 13.7. Boys 11-12, 13-14 & 15-18 Years Old

▪ Basketball Size:	29.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> Quarter & Overtime (with 15-10 Rules) One player back in 1 <sup>st</sup> Quarter



## **14. Post Season Tournament**

A post-season tournament will be held shortly after the last regular season games are played. Teams win-lost record will determine the seeding for the tournament with the team with the best record awarded the #1 seed. Seeding may occur before the final game is played.

Tournament brackets will be posted on the website. Teams that finish with identical records will be seeded according to head-to-head competition with the team winning the head-to-head game receiving the higher seed. If head-to-head record does not resolve the tie then seeding will be determined by a random drawing.

## **15. All-Star Policy**

DAA Basketball will occasionally enter teams into local all-star tournaments. The DAA Basketball “All-Star Policy” only pertains to the all-star player and all-star coaches’ selection process. Individual tournament specific rules will be published separately and available on, [www.dacula.com](http://www.dacula.com). Please read those documents for more information.

### **15.1. Player Eligibility**

Any player that is in good financial standing with DAA sports and has participated in the current DAA basketball season is eligible to be nominated for all-stars.

Players or coaches currently suspended under DAA Code of Conduct violations are not eligible to participate.

Players must submit a copy of their birth certificates and parental permission slip for the certification process.

Players must attend all practices and games. This is mandatory and not optional.

### **15.2. Player Selection**

Coaches will be asked to submit the names of the players from their team for consideration for all-stars to the age specific League Director(s). The coach must submit information about each player such as positions played during the regular season.

It is important that each coach submit position information. Many times the 5 best players in a league may be a point guard or a center. Basketball all-stars cannot realistically field a team of 5 guards or 5 centers. Positions are considered when selecting each team.

All-star tryouts/evaluations are required by age group. Nominated players will be invited to an evaluation date for players that will be published one (1) week prior to the evaluations where they may be evaluated performing drills and/or scrimmaging against other candidates. Any coach that wants to attend and observe the evaluation process is encouraged to do so. The all-star coaches will then have final determination of the players that best fill the roles of guard, forward and center for a basketball team.



## Dacula Athletic Association Basketball Basketball Operating Guidelines & Rules



Players should wear their game jersey to the evaluations.

When rosters are complete, the coach must take his roster, parental permission slips and birth certificates with him when he/she attends the certification process.

### 15.3. Selection of Coaches

Coach selection for each age group is the responsibility of the League Director(s) assigned to each specific age group.

The League Director may consider the all-star coaching position(s) based on coaches' coaching ability and performance during the regular season as well as code of conduct during the regular season. Violation of DAA basketball rules or any unlike sportsmanship conduct will result in disqualification from this consideration.

The League Director will take into consideration "the best interest of DAA Basketball" when selecting coaches to represent our league during all-stars.

"The Best Interest of DAA Basketball" – As a member of the DAA Basketball League, coaches and players are expected and required to act in the best interest of the league, as well as the children and young adults playing at DAA. Coaches should provide positive support to the league and its players. League business will be conducted in a professional and ethical manner. We are here for a common goal: mentoring our youth and promoting and teaching basketball. This program is for boys & girls with their safety and welfare being the main concern of DAA. All coaches must conduct themselves in a sportsmanlike manner at all times when they are in the presence of the boys & girls in the program. To insure the success of the program, if the League Director feels that any particular coach regardless of record) best represents these qualities to lead our youth all- star team(s) and represent DAA; the League Director may make his selection based upon his observations throughout the regular season.

## 16. Insurance

DAA provides additional athletic accident insurance. Your registration fee covers these costs. If you have a possible claim, please contact your coach and league director promptly.