

**Village of Corrales
Parks and Recreation
Corrales Youth Basketball League**

THE GOAL OF THIS PROGRAM:

The goal is to provide the children of Corrales, and surrounding areas, an inexpensive basketball program, which emphasizes skill development, equal playing time, and fun.

GENERAL INFORMATION:

League Management

Village of Corrales Parks and Recreation Department
500 Jones Rd., Corrales, NM 87048

Contact: Brynn Cole

Phone: 899-8900

Email: brynncole505@gmail.com

Or bcole@corrales-nm.org

Location, Times, and Dates

All practices and games will be played at the Corrales Recreation Center.

Practices will be held on Monday, though Friday nights from

5:30 to 6:30 p.m. or 6:30 to 7:30 p.m. With Wednesdays being held at 5 to 6pm and 6 to 7pm.

Games will be held on Saturday

ATTENDING PRACTICES AND GAMES:

Corrales Gym: While using the facility, each team should consider itself a visitor. Any person and/or team found guilty of willfully destroying property will be required to pay for the damages and will also be indefinitely suspended from the facility as well as future participation in Corrales Parks and Recreation programs. No one will be allowed to eat food or drink beverages, besides water, in the gym. **While in the gym, players are to warm up, play, or sit on the bench. Spectators must either sit or stand in the appropriate areas and stay off the court.**

Illegal: Consumption or storage of illegal drugs, alcohol, tobacco, or possession of firearms on Village property, including the parking lot, is not allowed and will result in dismissal from the league as well as paying or serving any applicable penalties.

Parental Responsibilities: Parents should plan to have their child at the gym 10 minutes before each practice and game. Players should arrive ready to play with proper socks, shoes, shorts or pants, and team shirt. All jewelry (watches, earrings, necklaces, rings, etc.) must be removed before warming up. **The coaches, referees, and Parks and Recreation Staff are not responsible for lost or stolen items.**

At least one parent should stay for each practice and game. Unless the parents plan to stay with their child and watch other games, the child should be taken home immediately after each practice and game. **The coaches, referees, and Parks and Recreation Staff cannot be expected to watch your child for any length of time either before or after games, and they are not allowed to transport your child.**

Volunteer Coaches: All coaches are volunteers. They have been trained to be a volunteer coach. Please respect the decisions made by your child's coach and give them your support if you have any questions, please contact Brynn at 899-8900.

YOUTH BASKETBALL RULES

GENERAL RULES:

Substitutions: There are two twenty minute halves per game. At every five minutes the clock will stop for substitutions. This is the ONLY time substitutions are allowed and it is expected that everyone is substituted in a fair manner.

Participation: All players must play as near to equal time as possible. With 10 players on each team, playing time each game will not be perfectly equal; therefore, playing time should equal out throughout the season. In order to ensure this, each coach will be required to document substitutions and turn them in at the end of each game. When players check into the game it is understood that they will play the entire period unless they: 1) get injured, 2) receive a technical. A player may request to be removed.

Sportsmanship: Head coaches are responsible for the behavior of themselves and the players. All players, coaches, and spectators must exhibit good behavior during all practices and games. Poor sportsmanship

directed at officials, players, coaches, organizers, or spectators will not be tolerated. Anyone exhibiting poor sportsmanship will be asked to leave the building and will be subject to a review by the Recreation Specialist before being allowed to attend any other games or practices.

Technical Fouls: A technical foul assessed against a player will cause that player to sit out the remainder of the game. In addition, that period will count as an active period in terms of playing time. Playing time for the remainder of that period will not be charged to the substitute. Technical fouls can also be charged to fans and coaches.

Ejections: If a fan or a volunteer coach is ejected during a game. That fan/coach will not be allowed back in the gym for the remainder of the day. If the coach is ejected, that coach must meet with the Recreation Specialist during the week before he/she can coach again. If the coach is ejected more than once during a season, he or she will no longer be able to coach. The Recreation Specialist and director will find a replacement coach to finish the season.

Referees: The referees have discretion on all calls and **ALL CALLS WILL BE FINAL**. Referees will be considered an extension of the coaching staff. Because of the nature of the participants, the referees will be asked to enforce the rules with leniency and also stop the game to briefly explain the cause of the frequently committed violations and fouls. The referees also have the right to eject any fan or coach.

Forfeits: Games will be canceled if a team cannot field four players at the scheduled game time. If a game is canceled, you may have a scrimmage using the players from both teams.

Practices: Teams are limited to a single 1-hour practice per week with half of the court at their disposal. Coaches must plan for efficient use of time and ensure that every player has meaningful experiences in all aspects of the game.

Running Clock: The clock will continue to run during each period of play. It will stop only for an official's time-out or for substitutions. The clock will only stop for all whistles if the game is close when there is 2 minutes or less in the second half. (8pt game or less). The score will be turned off with a difference of 30 or greater; again the focus of this league to concentrate on fundamentals and development, the score is secondary to everything else.

Pre-Game: People who are spectators, waiting to play in the next game, or watching their team while on the bench will not be allowed to handle basketballs until the current game has been completed. At that time, only the players involved in the next game will be allowed on the court to warm up.

GAME MODIFICATIONS:

- ◆ The "3-second" rule for offensive play in the key area will not be enforced. The coaches, however, should explain the rule and encourage players to move through and around the key as much as possible.
- ◆ No zone defense for K and 1st grade league must play man to man defense. The "5-second" rule will not be enforced once the ball crosses mid-court. The "10-second" backcourt rule will be enforced because full-court defenses are not allowed.
- ◆ No full-court defenses are allowed. The offensive team must be allowed to bring the ball across the centerline.
- ◆ In K and 1st grade league the defensive team will not be allowed to steal the ball on the dribble (2nd-3rd & 4th-5th Can steal off the dribble). Turnovers may occur on a pass or fumble.
- ◆ The games are played 4 on 4.
- ◆ Double teaming is not allowed at the K & 1st and 2nd & 3rd grade level. If a pick is set, the defending players must either run through the pick or switch on players they are defending. Double teaming is allowed at the 4th & 5th grade level.
- ◆ A game will consist of two 20-minute halves with running clock. Substitutions will be made at every 5-minute mark in each half. The half-time intermission will be three minutes.
 - K and 1st grade games will be played on a 8ft rim with a junior sized ball (27.0")
 - 2nd and 3rd grade games will be played on a 9ft rim with a Intermediate sized ball (28.5")
 - 4th and 5th grade game will be played on a 10ft rim with a Intermediate Sized ball (28.5")
- ◆ Free throw line will be regulation for 4th & 5th. For 2nd & 3rd grade free throw line will be 12ft.
- ◆ Each team will be allowed to take a single 1-minute time-out per half. Time-outs cannot be carried over into the next half.
- ◆ Immediately following the game, players and coaches of each team will line up at the foul lines and walk, single file, through the center and shake hands with every opponent as the teams pass. When the players pass and shake hands, they should exchange verbal "good game" type messages.