

DEPARTMENT OF PARKS AND RECREATION  
SPORTS MANAGEMENT  
4001 DAM NECK ROAD  
VIRGINIA BEACH, VIRGINIA 23456  
(757) 385-0458  
[VBgov.com/Sports](http://VBgov.com/Sports)

REVISED  
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## VIRGINIA BEACH COMMUNITY LEAGUE YOUTH BASKETBALL BYLAWS

The object of this league shall be...

- To provide a wholesome and enjoyable recreational activity for the participants.
- To develop character, skill, sportsmanship, leadership, and promote good will among the teams and individuals participating.

**EFFECTIVE DATE:** These bylaws are in effect for the Winter 2021-2022 Community Youth Basketball League season. Coaches are responsible for advising their players and spectators of the articles within these bylaws.

**OFFICIAL RULES:** Virginia Beach Department of Parks and Recreation Sports Management (SM) rules and regulations and the National Federation of High School (NFHS) basketball rules shall govern all leagues unless otherwise listed below. Coaches, players, and spectators must abide by all rules, regulations, and bylaws. For more information about the National Federation of State High School Associations (NFHS) Basketball Rules please visit their website at <http://www.nfhs.org>.

**TEAM REGISTRATION FEE:** SM will require a \$150.00 registration fee (check, money order, or credit card only) from all teams. Checks/Money Order are to be made payable to: **Treasurer, City of Virginia Beach**. Payment should accompany the Team Entry Form and must be received by **December 13, 2021** in order for a team to participate in the league. Forms received after this date will be assessed a \$25.00 late fee, and will be accepted until **December 15, 2021** only if space is available.

**TEAM ENTRY FEES CAN BE PAID ONLINE.....PLEASE ASK FOR DETAILS.**

### ADMINISTRATIVE RULES

SM assumes the following responsibilities:

1. Game facilities and equipment.
2. Payment of Officials Association.
3. Custody of contract cards and team rosters.
4. Authority to rule on player eligibility, rules, and regulations.
5. Awards to division champions.
6. Provision of a game ball. This ball is not to be used for practice or warm ups.

### PLAYER ELIGIBILITY

Information on the player eligibility policy can be found in the General Bylaws for All Community League Sports.

1. A player's age on **September 30, 2021** determines eligibility. **EXCEPTION:** A player who turns ten (10) years old during the league season (December – March) will have a "league age" of ten (10) years old.
  - A. 12U Boys and Girls: Age twelve (12) and under (must be ten (10) years old on or before September 30 of the current season or turn ten (10) years old during the league season (Winter: December – March). Cannot be thirteen (13) years old on or before September 30 of the current season.

### CONTRACT CARDS AND ROSTERS

Information on contract card and roster policy can be found in the General Bylaws for All Community League Sports.

1. SM will generate team rosters for game site staff. Rosters can also be viewed online at [VBgov.com/Sports](http://VBgov.com/Sports). The deadline for adding new players to a team's roster is Thursday at 5:00pm (for Saturday games). The deadline for adding new players to a team's roster for a weekday game is the previous business day by 5:00pm. For example, in order for a player to be eligible to participate in a Saturday game, the player must submit a player contract card by 5:00pm on Thursday.
2. Maximum of fifteen (15) rostered players under contract, three (3) adult coaches, and one (1) youth junior assistant coach per team.

3. The final cut-off date (when all rosters are frozen for the remainder of the season) will be Thursday, February 3, 2022 at 5:00pm. No new player(s) will be added after this time.

**NOTE: Information found to be false on a player contract card may result in player ineligibility for one (1) year.**

### GENERAL REGULATIONS

1. Practice may begin Wednesday, December 1, 2021.
2. **Each team is permitted one (1) Head Coach, two (2) Assistants, and one (1) Junior Assistant.** If equipment managers and/or team parents are used, they are included in (and not in addition to) the maximum number of assistant coaches. The name and telephone number of each team's Head Coach and Assistants must be on file in the SM Office **before** the start of the season. SM shall be notified of any coaching changes during the season.
3. **Information on Youth Sports League Volunteer Identification System are located in the General Bylaws for All Community League Sports and at [VBgov.com/Sports](http://VBgov.com/Sports).**
4. **Mandatory rules clinic for coaches in November.** The date, time, and location of the clinic will be included in the coach's packet. It is mandatory that each team be represented at this clinic. The officials' association will cover rule changes and answer questions.
5. **Coaches are encouraged to become certified by the National Youth Sports Coaches Association.** The cost of the certification program is \$20.00 per year.

### SCHEDULING OF GAMES

1. Games will be played in accordance with the schedule created by SM with game site/times distributed as equitably as possible.
2. Any coach finding it impossible to play a scheduled game must notify SM as soon as possible, so that necessary arrangements can be made. This constitutes a forfeit, and the opposing team will receive credit for a win.
3. If a game is postponed due to weather, power failure, or conditions beyond our control, SM will determine a make-up date/time/location and will post make-up information on our website ([VBgov.com/Sports](http://VBgov.com/Sports)) by the next business day of the cancellation. Postponed games can be rescheduled at the end of the regular season or on alternate nights of play (due to excessive cancellations). Games that have no bearing on league standings may not be rescheduled. (see General Bylaws For All Community League Sports).
4. SM reserves the right to arrange postponed games, reschedule games, change game times, move games, and/or cancel games, if necessary, due to conditions beyond our control. Please contact SM with any questions.
5. In the event of inclement/severe weather, please check the weather cancellation line (781-0001) for the status of games.
6. There will be no postponement or rescheduling of league games to play in middle school games and/or to prepare for or play in tournaments of any kind.
7. If a team forfeits two (2) games in succession or three (3) games overall in a season for not having the required number of players to start the game, the team will be subject to removal from the league.
8. If during a game, conditions (loss of power, surface playability, inclement weather, etc.) force a stoppage of play before the game is considered official, a fifteen (15) minute delay shall be in effect. If after fifteen (15) minutes, conditions have not improved so as to continue the game, that game will be suspended and rescheduled for a later date. The remainder of scheduled games at that site for the day may also be cancelled and rescheduled for a later date (see Regulation Games, page 7).

### STANDARD GAME PROCEDURE

1. Officials will be paid by SM and will be assigned by the contracted Officials Association. Two (2) officials will work each boys regular season game and one (1) official will work each girls regular season game. No team has the right to refuse any official assigned. If the official has not arrived by game time, please see the on-site Gym Supervisor. A game will not be delayed for more than thirty (30) minutes to wait for an official unless the teams are informed otherwise.
2. Gym Supervisors are assigned by SM. Coaches, players, and spectators are expected to cooperate with the Gym Supervisors.

3. The gym supervisors will have:
  - A. An official team roster at the game site. Players must check in before each game by lining up.
  - B. The authority to instruct a player, coach or spectator to do or refrain from doing anything which effects the administering of these bylaws, and to enforce the prescribed penalties.
  - C. The authority to disqualify any coach or spectator for unsportsmanlike conduct, inappropriate language, and/or objecting to the game officials decisions. Staff will have the authority to remove such persons from the building.
  - D. The authority to rule on any point not specifically covered in these rules.
4. **Officials and gym supervisors are authorized and required to enforce all rules and may order a player, coach, or spectator to refrain from interfering with his/or her ability to administer these rules. The official has the authority to disqualify any player, coach or spectator from participating or observing the game for objecting to calls, using abusive language, improper gestures, physical contact or other unsportsmanlike conduct not specially listed in these rules.**
5. Head Coaches are the **ONLY** coaches permitted to address an official. Assistant Coaches and spectators **ARE NOT** permitted to address an official regarding a call. Coaches should remain within the coaching box and should not go on the court or in the stands.
6. **ONLY** one (1) coach will be allowed to stand during game play. Any bench technical foul will result in the loss of the privilege to stand for the remainder of the game.
7. The head coach and any number of assistant coaches may enter the court in the situation where a fight may break out - or has broken out - to prevent the situation from escalating.
8. Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times (before, during, and after all practices and games at all practice/game facilities). Players, coaches, and spectators may be suspended from future games based on inappropriate behavior. **Unsportsmanlike conduct is not tolerated.**
9. Coaches are responsible for keeping spectators and non-rostered individuals off their benches and off the court. For safety/liability purposes, any non-playing person (other than coaches) will not be allowed to sit/stand in the bench area.
10. Home team is listed to the left on the schedule and will occupy the bench area to the left of the scores table and the visiting team will occupy the bench area to the right of the scores table.
11. Each team shall provide a volunteer as a score keeper and/or timer. Volunteers should check in with the Facility Supervisor at least ten (10) minutes prior to the start of the game. Volunteers will assist with the official scorebook and game timer.
12. **Starting of Games**
  - A. There is **NO** grace period. Game time is forfeit time. Official time is administered by the official's watch/mobile phone.
  - B. Teams should be at the game site no more than fifteen (15) minutes ahead of their scheduled game time. **A game can start earlier than the scheduled time ONLY if both coaches agree.**
  - C. **Teams must have a minimum of four (4) players present at game time to begin.** If a team has only four (4) players, the fifth (5th) player may enter the game at the next dead ball after he/she arrives. If a team does not have four (4) players at game time, the game will be declared a forfeit by the officials.
  - D. If a team has only four (4) players and an injury or other situation occurs (fouled out, etc.), the team may continue to play as long as two (2) players remain on the court (NFHS).
  - E. If neither team has four (4) players at game time, the official will declare the game a double forfeit and both teams will be credited with the applicable number of losses.
  - F. If a game is forfeited, participants scheduled to play may use the court to practice for up to thirty (30) minutes.
  - G. SM staff will determine postponement or cancellation of games.

**ANY DEVIATION OF THE ABOVE IS AT THE DISCRETION OF SM.**
13. **Warm-up:** Teams will warm up at the basket farthest from its bench during the first half. Teams will change baskets for the second half.

14. Players on teams scheduled for the next game shall keep off the court while the previous game is in progress and must not detract in any way from this game. For the pleasure and safety of spectators and fairness to the teams playing, coaches must enforce this rule.
15. Cheerleaders may not stand during "live" play of the game. Cheerleaders should be seated on the spectator side of the court in the first two rows, and will be permitted on the floor or sidelines in between quarters and during halftime only.

**PLAYING EQUIPMENT**

Information on jewelry and uniform policy can be found in the General Bylaws for All Community League Sports.

1. Teams must provide their own practice balls, uniforms, and other equipment they deem necessary. SM will provide the game ball. **This ball is not to be used for practice or warm ups.**
2. Game Ball - 12U Boys and Girls Leagues will use an intermediate size (28.5) basketball.
3. Uniforms are not required, but uniformity is requested. Teams must have like-colored shirts with numbers on the back. Numbers should be printed on the back and must be permanently affixed to the shirt (no tap-on numbers). Numbers should still be visible when shirts are tucked in. Violation of this rule may result in a written warning or player(s) being in-eligible to play. Uniform numbers are not protestable.
4. Shorts/pants cannot have pockets, zippers, or belt loops. No tape-ups or cover-ups. This is a safety issue and will be strictly enforced.
5. All players wearing a t-shirt under their jersey should wear a t-shirt that is like-colored to the jersey color. Undershirts should be a single solid color similar to the torso of the jersey and need to be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they should be the same length.
6. Headbands and wristbands should be white, black, beige or the predominant color of the jersey and should be the same color for each item and all participants. They should also be the same color as any sleeve/tights/compressions shorts that are worn.
  - A. If wristbands are worn, there can only be one (1) wristband on each wrist and it must be worn with no markings, no more than three (3) inches wide and worn below the elbow.
  - B. If headbands are worn, it cannot have 'extensions' (ties in the back that hang down), must be worn on the crown of the head, must be a single solid color as described above, and cannot be wider than three (3) inches.
7. Leg and Knee braces made of hard, unyielding material must be covered on both sides by a ½" closed cell, slow recovery rubber or other rubber material of similar thickness. **Exception:** Anything that is hard or unyielding such as (but not limited to) leather, plaster, plastic, or metal is not permitted to be worn on the elbow, hand, finger/thumb, wrist, or forearm, even if it is covered with padding.
8. Arm sleeves, knee sleeves, lower-leg sleeves, tights, and compression shorts are permissible. The sleeves/tights and compression shorts should be black, white, beige or the predominant color of the jersey and the same color sleeves/ tights worn by all teammates. All sleeves/tights and compression shorts should be the same solid color and be the same color as any headband or wristband worn.
9. Players wearing a cast of any type (soft or hard) are not eligible to participate in any league games.
10. Hair control devices are not required to meet color restrictions. A hair control device is worn around the hair.
11. Head coverings worn for religious reasons should not be made of abrasive or hard materials; and must fit securely so that it is highly unlikely to come off during play.
12. **MOUTHGUARD:** A tooth and mouth protector (intraoral), if worn shall:
  - A. Include an occlusal (protecting and separating the biting surfaces) portion.
  - B. Include a labial (protecting the teeth and supporting structures) portion.
  - C. Cover the posterior teeth with adequate thickness.
  - D. It is recommended that the protector be properly fitted, protecting the anterior (leading) dental arch and:
    - I. Constructed from a model made from an impression of the individual's teeth, or
    - II. Constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.

**PLAYING RULES**

1. **MANDATORY PLAY RULE (In effect for all games):** Each player in uniform at the game site must complete at least one (1) full uninterrupted quarter at the earliest opportunity. It is the coaches' responsibility to adhere to this rule. If a violation of the Mandatory Play rule is discovered, play will stop until the necessary substitutions are made to rectify the situation. Violations will be brought to the attention of the SM office and may result in suspension of the head coach.
  - A. Example: Roster of 12
    - 5 players play the entire first quarter
    - 5 different players play the entire second quarter
    - the two players who have not yet played play the entire third quarter along with any three others
    - no restrictions during fourth quarter
  - B. Example: Roster of 8
    - 5 players play the entire first quarter
    - the other 3 players play the entire second quarter along with any two others
    - no restrictions during third or fourth quarters
  - C. Injury: If a player is injured and taken out before the player has completed the mandatory playing requirement, the player must still play one (1) full quarter if the player is able to return to the game.
  - D. Since there is a Mandatory Play Rule, a player should not be removed if a minor problem can be resolved on the spot (Example: jewelry, uniform or shoe adjustment, or minor injury that is shaken off).
  - E. The score table will monitor the Mandatory Play Rule and alert coaches of players who need to enter the game to satisfy their mandatory play requirement. If a discrepancy is found, officials will be alerted, and the game will stop until the necessary substitutions are made and the game will resume. If a coach refuses to comply with the Mandatory Play Rule, the officials may rule a forfeit. Any coach whose team forfeits a game for refusal to comply with the Mandatory Play Rule may be placed on probation and/or suspended for up to one (1) year.
  - F. Coaches will receive a sound and a warning signal to begin the fifteen (15) seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game. If not complied with, the team not in compliance will be assessed a team technical foul.
  - G. If a concern arises, it should first be addressed with the coach. If not satisfactory corrected, please notify SM.
2. Timing:
  - A. 12U Boys and 12U Girls: Four (4) 9-minute quarters.
  - B. Running clock for all age groups, except for the last two (2) minutes of the fourth (4th) quarter, which will be a regulation clock.
  - C. Running Clock – the clock stops only for team and official time-outs (not for foul shots or violations). After a time out, the clock will start when the ball is put into play on the court (ball touches player on the court).
  - D. Regulation Clock – the clock stops on all violations, fouls, foul shots, and team/official time-outs.  
**EXCEPTION:** If a team has a twenty plus (20+) point lead at the start of and/or during the last two (2) minutes of the game, the game clock will continue to run unless a time out (official or coaches) is called or until the lead is reduced to less than twenty (20) points.
  - D. Warmup: Minimum of three (3) minutes, maximum of five (5) minutes.
  - E. Halftime: Minimum of three (3) minutes, maximum of five (5) minutes.
  - F. Overtime: Three (3) minutes (regulation clock). The game will be played as stated in the National Federation of State High School Associations Rule Book until a winner has been decided.
  - G. Time outs: Four (4) full time outs (1 minute each) per game, and one (1) full time out per overtime. Unused time outs do not carry over (including overtime).
3. Bonus free throws (1 and 1) begin on the seventh (7<sup>th</sup>) team foul of each half. Two (2) free throws are awarded on the tenth (10<sup>th</sup>) and any additional foul of each half.

4. Three-point goal will be used if the gym site has a three-point line.
5. The top, sides and bottom of the backboard are all considered inbounds. A ball that strikes any of these parts of the backboard is considered to be inbounds, unless it strikes the backboard and then falls out of bounds without being touched. A ball that passes over the top of the backboard is automatically considered to be out of bounds, even though it has not yet touched the floor out of bounds. Any supports connected to the backboard are considered to be out of bounds as well.
6. **The losing coach may request that the score be turned off when the opposing team is up by more than twenty (20) points during the fourth (4<sup>th</sup>) quarter. The clock will continue to be displayed. The official score will continue to be kept in the scorebook.**
7. Defense in the backcourt (“no press” rule):
  - A. 12U Boys and 12U Girls: When a team attains a lead of ten (10) or more points, that team will not be allowed to defend until the offensive player with the ball is three (3) feet inside the mid-court line (volleyball line). **When a team attains a lead of twenty (20) or more points, that team must drop back and play defense inside of the three-point area.**
  - B. First infraction of this rule shall result in a warning, ball out of bounds to offensive team. One warning per half.
  - C. Second and additional infractions in each half will result in an “illegal defense” penalty, which will award two foul shots and possession of the ball to the team behind.
  - D. An “illegal defense” penalty does not count as a personal, technical, or team foul.
  - E. The clock will continue to run during the administration of an “illegal defense” penalty, unless the penalty occurs in the last two (2) minutes of the game.
  - F. **EXCEPTION:** This rule does not apply if the team behind immediately upon gaining possession initiates a fast break, in an attempt to get the official to call the infraction. However, if the team behind secures possession and does **NOT** initiate a fast break, then the team ahead should “fall back” on defense. Fast break ruling will be a judgement and up to the discretion of the officials.
8. Coaches Box:
  - A. In accordance with NFHS Basketball Rules, the coach’s box will be used.
  - B. A coach’s box shall be designated as the area out of bounds immediately in front of the team bench. The coach’s box dimensions will begin ten (10) feet from the scorer’s table and will extend to the baseline area (total of 28 feet). Coaches must stay in this designated area.
  - C. Coaches may only leave the box during time-outs or injuries. If informed by the referee, the coach(s) may lose their coaching box privilege and be restricted to sitting on their bench quietly. **ONLY ONE (1) COACH** may stand and coach the team in the coaching box. Additional coaches **MUST REMAIN SEATED** unless cheering briefly.
  - D. For the first violation of a coach’s box rule, the official should warn the coach unless the offense is judged to be unsporting like, in which case a technical foul may be assessed immediately. Note: A warning is not required prior to calling a technical foul.
9. **Technical Fouls**
  - A. **Players:** Should a player receive two (2) technical fouls in the same game, the player will be ejected and suspended a minimum of one (1) game (the next scheduled or played game) upon review by SM.
  - B. **Coaches:** If a coach receives a technical foul or bench foul, the coach must remain seated for the remainder of the game. Any coach who receives a second (2<sup>nd</sup>) technical foul in the same game will be ejected and suspended a minimum of one (1) game (the next scheduled or played game) upon review by SM.
  - C. Officials are instructed to strictly assess technical fouls for poor sportsmanship or abusive/improper language by any player, coach, parent, or spectator and may ask SM staff/security to remove the offending party or terminate the game at any time.
  - D. A warning to a coach/team for misconduct is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the Head Coach. For misconduct, the official shall warn the head coach

unless the offense is judged to be unsporting like, in which case a technical foul shall be assessed immediately.

**Note: A warning is not required prior to calling a technical foul.**

**REGULATION GAMES**

1. It will be a regulation game when two (2) halves have been played and the game is not tied.
2. It will be a regulation game when the official calls it on account of court conditions or other factors, which based on their judgment, interferes with further play provided a half or more have been played. If the game is ended prior to regulation, it will be rescheduled for a later date. Rescheduled games are started over, instead of resuming at the point of interruption.
3. If a game ends in a tie after two (2) halves have been played, the game will go into a three (3) minute overtime until a winner is decided. If no winner has been determined after the first three (3) minute overtime, an additional overtime will be run until a winner is decided.

**WEBSITE**

Updated schedules, scores, and standings can be found at the following website: [VBgov.com/Sports](http://VBgov.com/Sports).

**SUSPENSION POLICY**

Information on the suspension policy can be found in the General Bylaws for All Community League Sports.

**PROTESTS**

Any and all protests must be clearly stated to the official on the court at the time of the infraction. Only player eligibility is protestable. All protests must be submitted in writing by the Area Chair to SM. Judgment calls by the official(s) are not protestable.

To protest player eligibility during a game:

1. All protests must be clearly stated to the official(s) on the court, identifying the player being protested, and submitted in writing by the Area Chair to SM within two (2) business days of the incident. The protest (both on the court and in writing) must detail the reason for the protest (i.e., the player in question is not on the team's online roster, the player is participating under an assumed name; the player is on a high school jv and/or varsity roster, etc.).
2. Upon notification, the official(s) shall stop the game, call both coaches to the scorer's table, and inform both coaches that an official protest has been lodged. The Gym Supervisor will also be informed of the protest on the court. The Gym Supervisor will request the player in question to provide additional information.
  - A. Once obtained, the Gym Supervisor will document all information. If the Gym Supervisor determines the player's name is on the online roster, the game will then continue.
  - B. If the player in question provides additional information, the Gym Supervisor will document the protested player's full name and additional information. If the Gym Supervisor determines the player's name is not on the online roster, the player will be removed from play and the game will then continue being played under protest.
  - C. If the player in question refuses/incorrectly provides additional information, the game will be forfeited immediately, and the coach will be placed on probation for up to one (1) year. A second offense will result in the coach being suspended for up to one (1) year.
3. Upon receipt, SM will review the written protest. If the player is deemed to be eligible, the protest will be denied, and the result of the game will become official. If the player is deemed to be ineligible, any/all of the following actions will be taken:
  - A. Forfeiture of the most recent game played with ineligible player(s).
  - B. Coach and/or player(s) probation and/or suspension for up to one (1) year.
4. All matters of an arbitrary nature in connection with a player's contract card or eligibility may be protested at any time during the season by the Area Chair.
5. All decisions rendered by SM are final.

**AUDIO/VISUAL**

Information on the audio/visual policy can be found in the General Bylaws for All Community League Sports.

**LIGHT DIFFICULTY**

Information on the light difficulty policy can be found in the General Bylaws For All Community League Sports.

**INCLEMENT WEATHER/THREATENING WEATHER PROCEDURE**

Information on inclement weather policy can be found in the General Bylaws For All Community League Sports.

**INSURANCE**

Information on insurance requirements can be found in the General Bylaws for All Community League Sports.

**INJURED PLAYERS**

Information on injured players can be found in the General Bylaws for All Community League Sports.

**FACILITY USE**

Information on facility use can be found in the General Bylaws for All Community League Sports.

**NOTES**

- ✓ The SM Coordinator has the authority to make final decisions on all bylaws, interpretations and any matters concerning all youth sports, and will impose penalties and suspensions upon teams, coaches, spectators, and players as necessary to insure the orderly conduct of the league.
- ✓ Coaches will advise spectators, parents, players, and assistant coaches of the bylaws. Unfamiliarity of any rule in the bylaws on the part of the coach, parent, player, spectator, or assistant coaches will not be tolerated.
- ✓ SM reserves the right to prohibit any individual or team from participating in our programs or revoke individuals or team's privileges to participate in our programs for abusive behavior.
- ✓ These Bylaws are in addition to the **GENERAL BYLAWS FOR ALL COMMUNITY SPORTS**.

**PANDEMIC PROTOCOLS**

Practices and games will adhere to the current Executive Order and follow current CDC, state, and local guidance relative to physical distancing, use of face masks, and sharing of equipment.

1. Masks and social distancing are required within ALL VBCPS buildings regardless of vaccination status. Players and officials on the court while in play can remove their mask but must return to wearing a face covering once on the sideline.
2. All coaches, spectators, cheerleaders, and players (on the bench) must have a face covering on at all times.
3. Established capacity limits are as follows: 25% for gyms with chairs and two sides of bleachers open, 12.5% for gyms with only one side of bleachers open.
  - A. Maximum of 50 to 100 spectators depending on the size of the space in the gym.
  - B. Does not include players, coaches, or sideline operators (score keeper/timer).
  - C. Does include cheerleaders, parents, and anyone that is not on the gym floor.