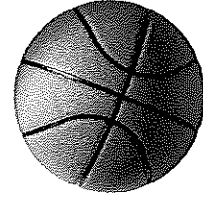


# FCYBO



## Franklin County Youth Basketball Organization

**“It’s not about winning or losing, it’s about competition and sportsmanship”**

**Revised 1-8-2017**

Schools participating in 2017 are

- Phil Campbell
- Belgreen
- Vina
- Red Bay
- Belmont
- Tharptown
- Hackleburg

Schedule for 2017 is as follows:

Date	Bye Team	Away v. Home	Away v. Home	Away v. Home
1-7-2017 Jamboree	N/A	All Teams at Tharptown	All Teams At Tharptown	All Teams at Tharptown
1-14-2017	Red Bay	Belgreen @ Vina	Tharptown at Belmont	Hackleburg at Phil Campbell
1-21-2017	Belgreen	Red Bay at Belmont	Vina at Hackleburg	Phil Campbell at Tharptown
1-28-2017	Belmont	Phil Campbell at Belgreen	Hackleburg at Red Bay	Tharptown at Vina
2-4-2017	Phil Campbell	Belgreen at Red Bay	Tharptown at Hackleburg	Vina at Belmont
2-11-2017	Tharptown	Hackleburg at Belgreen	Belmont at Phil Campbell	Red Bay at Vina
2-18-2017	Hackleburg Out	Belmont at Belgreen	Red Bay At Tharptown	Vina at Phil Campbell
2/20-25/2017	LEAGUE	TOURNMENT	AT	RED BAY

## GENERAL RULES OF THE FCYBO:

- **Age Groups**

6 yrs. and under co-ed (5-6 year-olds); 8 yrs. and under Boys or Girls  
10 yrs. and under Boys or Girls; 12 yrs. and under Boys or Girls (AHSAA's fifty percent rule applies to junior high players) Roster due 12-11-2016; No player can swap communities after this date. Roster with numbers due by 1-7-2017 Age Cutoff is Sept. 1<sup>st</sup>. Any child from any surrounding community is eligible if critique is met. Cutoffs for league sign-ups are December 11, 2016. Every team has to furnish copies of Birth-certificates.

During regular season or jamboree teams can move a player or players up to play a game as long as there are no more than six players on the team (original team must start and play entire game except for rest or injury). Exceptions in twelve year-old division until Jr. High Tourn. is over, if team doesn't have enough players  
During county tournament players can only be moved up, if only four players.

- **Technical Fouls:**

Two technical fouls given to a coach during one game, the coach will be out for the remainder of the season.

- **Officials Pay:**

Officials will be paid \$20.00 a game. Six-year old games will only use one Official. Eight, ten and twelve year old games will use two officials. Officials will be certified by AHSAA. As of 1-8-2017, Shawn Greenhill, certified official with AHSAA, will assign officials to sites in exchange for \$40.00 per site fee to serve as referee assignor/coordinator. (During the County Tournament, different officials will be assigned to the Tournament if available). A list of contacts at each site will be given to lead official).

No official will referee a game in which he/she coaches for or has ties to that community.

- **Clock Management:**

During Jamboree clocks will only stop during time outs and the last minute of the game.

During regular season and the county tournament:

Quarter periods will be 5: 00 for six year-olds and eight, 6:00 for ten and twelve year-olds, clocks will stop on free throws, timeouts, and the last two-minutes of the game.

There will be only two overtime periods. These periods will be 2:30 each.

- **Entry Fees:**

All participating communities will charge \$2.00 each adult and student, with players and coaches get in free.

- **Time Outs:**

During Jamboree, Each Team allowed 1 Time Out

During regular season and county tournament coaches will have two timeouts per half (one thirty and one full-do not carry over, one timeout in overtime)

- **Clock keeper/Bookkeeper:**

This person will be selected by home site (needs to be a mature individual), also

Must have an official scorekeeper for EVERY Age Group

- **Substitution Rule:**

Subs will come in around the 2:30 mark in the 1<sup>st</sup> and 2<sup>nd</sup> quarters in all games of 6 and 8 year olds and at the 3:00 mark on the 10 and 12 year old, with the option of subbing players as the coach chooses in the 3<sup>rd</sup> and 4<sup>th</sup> quarters of play. The key here is that every player will play at least half of two quarters, and each player must sit out at least one half quarter in the game if the team has 6 or more players. **If a coaches fails to adhere to this substitution rule by the end of the 3<sup>rd</sup> quarter in each game they play, they will be assessed a technical foul. In addition, the player(s) that have not sat a ½ a quarter through three quarters must sit the entire fourth quarter.**

If this happens in a second game, suspension will result for this coach.

- **Mercy Rule:**

Mercy Rule implemented at a Fifteen point lead; with no fast breaks during Mercy (overrides other rules); Flagrant Foul-wide open baskets- punish with a Technical + Coaches' warning. Crossing half-court-warning 1st two times, then Team Tech.

**Additional Rules: 6 years old and under Co-Ed**

- 1 coach allowed on floor during game (between half court and time line)
- Beginning in 2017, fouls will be kept in this age group. Home books should keep up with both individual and team fouls. Each player is allowed 7 personal fouls before fouling out.
  - Once in front court, five second rule to pass, shoot or dribble Once inside of three point line, must dribble every four steps or a turnover, no tucking
- Defense stays inside the 3 point line (except the last minute of the game- defense can come out to half court), offense has 10 seconds to penetrate this line
- Once ball is rebounded by defense no tie ups, no take away, new defense will set up, no fast breaks.
- Free throws will be 12 feet from goal (home site needs to mark this)
- Jump ball or flip of coin to begin game
- 8 foot goals
- No 3 point goals
- 27.0 or 27.5 basketball

**Additional Rules: 8 year old and under Boys and Girls**

- Adopted Alabama State Park and Recreational Rules
- Defense-half court for 4-quarters, defense doesn't get back-2 warnings then T
- Walking and double dribbling will be called in full court
- On rebounds, fast break(can guard), if no fast break(defense must get back)
- When Mercy apply, defense behind 3-point-line
- 8 foot goals, 28.5 basketballs (boys and girls) and three point goals count
- Free throw line 12-feet (must not cross it). Clock will not start until ball reaches half court in the last two minutes of game.

**Additional Rules: 10 year old and under Boys and Girls**

- Adopted Alabama State Park and Recreational Rules
- Half court for first three quarters (defense doesn't get back- 2 warnings, then T), Fourth quarter-full court
- Free throw line is twelve feet(must stay behind line)
- On rebounds, Quarters 1-3:fast break (can guard), if no fast break(defense sets up)
- 28.5 basketballs (boys and girls), when Mercy, defense behind 3-point-line

**Additional Rules: 12 year old and under Boys and Girls**

- Free throw line is twelve feet for 12 U Girls (must stay behind line)
  - Free Throw Line is 15 feet for 12 U Boys (must stay behind line)
- Adopted AHSAA Rules except substitution, timing and Mercy (no press).

## FCYBO COMMUNITY CONTACT INFORMATION

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