

KINGDOM REIGN CHURCH (KRC)
SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL
949 CHIMNEY HILL SHOPPING CENTER
VIRGINIA BEACH, VIRGINIA 23452
(757) 499-2300
c4gd.org/sports

BYLAWS

The object of this league shall be...

- To provide a wholesome and enjoyable recreational activity for the participants and spectators.
- 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 2023 Summer Community Youth Basketball League season. Coaches are responsible for advising their players and spectators of the articles within these bylaws.

OFFICIAL RULES: KRC rules and regulations and the National Federation of High School (NFHS) basketball rules shall govern league 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: Zero. Each youth must be fully registered by a parent or legal guardian on later than Monday, June 12, 2023. Registration forms are available at Kingdom Reign Church, 949 Chimney Hill Shopping Center, Virginia Beach, VA 23452, Tuesdays and Thursday 10:00am – 4:00pm.

Teams will be comprised of three age groups: 9-12, 13-15, and 16-18. Four (4) teams per age group. Each team will constitute a maximum of five (5) players. Each player is required to play at least eight (8) minutes of the twenty (20) minutes game time for the purpose of youth development. Each team will be built by the players themselves. A player's pool of potential players will be developed for league placement if a youth was not selected by any team. The league games will be half court 3 on 3.

- Age Group 9-12 games will be four (4) quarters for five (5) minutes each with two (2) minutes breaks between quarters and three (3) minutes halftime break
- Age Group 13-15 and 16-18 games will be two (2) ten (10) minutes halves with a five minutes halftime break
- Each team will play 8 or 9 regular session games, then playoffs will begin following week
- The regular session first place team will play the fourth place team and the second place team will play the third place team, which is the first round of playoffs

- The winners of the first round of playoffs will compete for the league championship.

ADMINISTRATIVE RULES

KRC assumes the following responsibilities:

1. Game facility and equipment.
2. Custody of contract cards and team rosters.
3. Authority to rule on player eligibility, rules, and regulations.
4. Awards to division (age group) champions.
5. Provision of a game ball which is not to be used for practice or warmups.

PLAYER ELIGIBILITY

YOUTH PLAYER CONTRACTS AND ELIGIBILITY

- A. All players MUST have a completed youth player form on file with the KRC Office prior to participating in any league game/match. These youth player forms must be accurate and should be updated if any information changes. KRC relies on the parent/guardian to verify age, as part of the player registration process. Physical exams are not required.
- B. Documents can ONLY be accepted via email (info@c4gd.org) or at the KRC Office (during normal office hours). All youth player forms must be filled out completely and legibly. Any player with missing information (address, phone number, birthdate, and/or handwritten signature) will not be added to the roster until missing information has been provided. Youth player forms are available at c4gd.org/Sports.
- C. KRC will investigate player eligibility after a protest has been submitted by a coach.
 1. Any youth player form information found to be invalid for any reason and not in accordance with these bylaws will result in forfeiture of the most recent game/match played by the ineligible player(s).
 2. Playing a player or players who have not submitted a youth player form for the league may result in any/all of the following:
 - I. Forfeiture of the most recent game/match played by that team.
 - II. Coach and player(s) suspension and/or probation from the league in which the illegal participation occurred for up to one year from the date of the infraction.
 - III. Loss of Championship Play (playoff) eligibility or removal from Championship Play (playoffs).
 - IV. Subsequent violations can lead to further sanctions.
- D. Official Residence: The address on the youth player form must be the official address that his/her school has on file. If player is not in school, address must match what is on the government issued photo ID. If there is a reason that the address on the form is different, a valid explanation in writing approved by the KRC Office must accompany the youth player form at the time it is submitted.

E. Non-residents must first register with KRC and are subject to all of the terms and conditions for participation. No Virginia Beach (VB) resident(s) shall be excluded in order to accommodate a non-resident.

EXCEPTION: A player who turns nine years old during the league season (June - August) will have a "league age" of nine to eighteen years old.

1. Boys and Girls: Age on June 17 of the current year is the only age that matters per age group during the league season (June - August). Cannot be older than the maximum age on or before June 17 of the current year relative to participating age group.

FORMS AND ROSTERS

Information on forms and roster policy KRC SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL

1. KRC will generate team rosters for game site staff and coaches. Rosters can be viewed online at c4gd.org/sports. The deadline for the first game of the season is Thursday, June 15, 2023, at 12:00pm. Players are eligible to play once they have been added to the official team roster. Official team rosters can be viewed online at c4gd.org/sports. You are encouraged to check rosters in advance of each game to ensure which players are eligible.
2. Maximum of five rostered players on a team, as many as two adult coaches, and one youth junior assistant coach per team.
3. The final cut-off date (when all rosters lock for the remainder of the season) will be Thursday, June 15, 2023 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 year.

GENERAL REGULATIONS

1. Practice may begin Monday, June 1, 2023.
2. Each team is permitted one Head Coach, one Assistant, and one 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 KRC Office before the start of the season. KRC shall be notified of any coaching changes during the season. All participants must undergo a criminal background search.
3. Information on KRC SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL is in the General Rules at c4gd.org/sports.

4. Mandatory coaches and parents meeting Saturday, June 10, 2023 at 10:00am at KRC office. It is mandatory that each team be represented at this meeting. 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 KRC with game site/times distributed as equitably as possible.

2. Any coach finding it impossible to play a scheduled game must notify KRC 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, KRC will determine a make-up date/time/location and will post make-up information on our website (c4gd.org/sports) by the next business day of the cancellation. Postponed games can be rescheduled at the end of the regular season or on alternate days, if possible (due to excessive cancellations). Games that have no bearing on league standings may not be rescheduled (see KRC SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL).

4. KRC 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 KRC with any questions.

5. In the event of inclement/severe weather, please check the weather cancellations will be posted at c4gd.org/sports for the status of games.

6. If a team forfeits two games in succession or three 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 delay of fifteen minutes will be in effect. If after fifteen minutes conditions have not improved 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.

STANDARD GAME PROCEDURE

1. Officials will not be paid, if it requires KRC will discuss what is affordable. Two officials will work each regular season game. No team has the right to refuse any official assigned. If the officials have not arrived by game time, please see the on-site KRC Supervisor. A game will not be delayed for more than thirty minutes to wait for officials.

2. KRC Supervisors are assigned by KRC. Coaches, players, and spectators are expected to cooperate with the KRC Supervisors. The game site supervisor will have:

A. An official team roster at the game site. Players must check-in at the scorer's table before each game.

B. The authority to gain compliance from a player, coach, or spectator in the administration of these bylaws, and to enforce the associated penalties.

C. The authority to remove any coach or spectator for unsportsmanlike conduct, inappropriate language, and/or objecting to the game officials' decisions, and to seek assistance of on-site Security, if necessary, to remove such persons from the building.

D. The authority to rule on any point not specifically covered in these rules.

3. Officials and KRC supervisors are authorized and required to enforce all rules and may request a player, coach, or spectator to refrain from interfering with their 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.

4. 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.

5. ONLY one 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.

6. 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. Players (from the bench) and/or spectators (from the stands) are not permitted onto the court at this time.

7. 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.

8. 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.

9. Each team may have to provide a volunteer as a score keeper and/or timer in case of staff shortage. Volunteers should check in with the KRC Supervisor at least ten minutes prior to the start of the game. Volunteers will assist with the official scorebook and game clock.

10. 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 minutes ahead of their scheduled game time. A game can start earlier than the scheduled time only if both coaches agree.

C. The 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.

D. Teams must have a minimum of three players present at game time to begin. If a team has only three players, other players on the roster may enter the game at the next dead ball after they arrive. If a team does not have three players at game time, the game will be declared a forfeit by the officials.

E. If a team has only three players and an injury or other situation occurs (fouled out, etc.), the team may continue to play as long as two players remain on the court.

F. If neither team has two 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.

G. If a game is forfeited, or of there is an official "no show", teams scheduled MAY use the court to practice not scrimmage.

H. KRC staff will determine postponement or cancellation of games.

I. 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.

J. 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.

K. 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. KRC will provide the game ball and will consider providing uniforms, to improve the marketing of the youth league. This ball is not to be used for practice or warm-ups.

2. Game Ball – 9-12 age group 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 also be printed on the front and must be permanently affixed to the shirt (no tape-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 ineligible to play. Uniform numbers cannot be protested.

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/compression shorts that are worn.

A. If wristbands are worn, there can only be one wristband on each wrist and it must be worn with no markings, no more than three 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 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 be constructed from a model made from an impression of the individual's teeth, or be 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 eligible player in uniform at the game site must complete at least one full, uninterrupted quarter or 5 minutes of play 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 KRC office and may result in suspension of the head coach. • Example: Five players present but only three players play the entire first quarter; three different players play the entire second quarter; The two players who have not yet played play the entire third quarter along with any three; No restrictions during fourth quarter • Example: Five players present; three players play the entire first quarter; The other two players play the entire second quarter along with any other player; No restrictions during third or fourth quarters

A. Injury: If a player is injured and taken out before the player has completed the mandatory playing requirement, the player must still play one full quarter if the player is able to return to the game.

B. 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).

C. 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. 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 year.

D. Coaches will receive a sound and a warning signal to begin the fifteen 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.

E. If a concern arises, it should first be addressed with the coach. If not satisfactory corrected, please notify KRC.

2. Timing:

A. 9-12 age group: Four quarters of five minutes each.

B. All other age groups two 10 minutes halves.

C. Running clock for all age groups, except for the last two minutes of the fourth quarter, which will be a regulation clock.

D. 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).

E. Regulation Clock - the clock stops on all violations, fouls, foul shots, and team/official time-outs. EXCEPTION: If a team has a lead of twenty or more points at the start of and/or during the last two 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 points.

F. Warmup: Minimum of three minutes, maximum of five minutes. Virginia Beach Community League Youth Basketball Bylaws Page 6

G. Halftime: Five minutes.

H. Overtime: Three minutes running clock except for the last minute (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.

I. Time outs: 4-time outs (2-30 second and 2-60 second) per game, and only one 60 second time out per overtime period. Unused time outs do not carry over (including overtime).

J. 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 (4th) quarter. The clock will continue to be displayed. The official score will continue to be kept in the scorebook.

3. Bonus free throws (1 and 1) begin on the seventh team foul of each half. Two free throws are awarded on the tenth and any additional foul of each half.

4. Three-point goal will be used if the game 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 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 out of bounds as well.

6. Coaches Box:

A. In accordance with NFHS/NAYS 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 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 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.

7. Technical Fouls

A. Players: Should a player receive two technical fouls in the same game, the player will be ejected and suspended a minimum of one game (the next scheduled or played game).

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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 technical foul in the same game will be ejected and suspended a minimum of one game (the next scheduled or played game) upon review by KRC.

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 KRC 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 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 halves have been played, the game will go into a three-minute overtime until a winner is decided. If no winner has been determined after the first overtime, an additional overtime will occur until a winner is decided. WEBSITE Updated schedules, scores, and standings can be found at the following website: c4gd.org/sports.

SUSPENSION POLICY

Information on the suspension policy: **PROTESTS** All protests must be clearly stated to the official on the court at the time of the infraction. Only player eligibility can be protested. All protests must be submitted in writing by the Area Chair to KRC. Judgment calls by the official(s) cannot be protested. 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 Coach to KRC within two 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, 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 KRC Supervisor will also be informed of the protest on the court. The KRC Supervisor will request the player in question to provide additional information.

A. Once obtained, the KRC Supervisor will document all information. If the KRC 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 KRC Supervisor will document the protested player's full name and additional information. If the KRC 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 year. A second offense will result in the coach being suspended for up to one year.

3. Upon receipt, KRC 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 or all 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 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 Coach.

5. All decisions rendered by KRC are final.

AUDIO/VISUAL/AMPLIFIED SOUND/NOISE MAKERS

Information on the audio/visual policy can be found in the SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL.

LIGHT DIFFICULTY

Information on the light difficulty policy can be found in the SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL.

INCLEMENT WEATHER/THREATENING WEATHER PROCEDURE

Information on inclement weather policy can be found in the SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL.

INSURANCE

Information on insurance requirements can be found in the SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL.

INJURED PLAYERS

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

FACILITY USE

KRC will notify Coaches, Parents, Players, Referees, and Spectators of the game site location.

NOTES

- ✓ The KRC League 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.
- ✓ KRC 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 KRC SUMMER COMMUNITY LEAGUE YOUTH BASKETBALL amendments now and in the future.

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.