

MACON COUNTY BOYS AND GIRLS BASKETBALL



LEAGUE BYLAWS AND RULES

(Revised November 2023)

On the web at:

www.maconcountyboysbasketball.com

www.maconcountygirlsbasketball.com

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BYLAWS

These bylaws have been adopted by the Macon County Boys and Girls Basketball Board and are intended to ensure that the mission statement of this League is maintained. Interpretation of, or amendments and exceptions to, these bylaws is the sole responsibility of the Board. Amendments to the Bylaws may be made at any time by a majority of the total seated membership of the Board. The term "League Officials" refers to Board members, referees, scorekeepers and any other League paid staff.

BOARD MEMBERS

The Macon County Boys and Girls Basketball Board shall be comprised of no more than 15 members and shall include the following representatives (at least one from each):

- Representatives from each League (Developmental, Biddy, Junior and Senior);
- Macon County Recreation Park Staff Member;
- Head Official and Booking Agent;
- Scorekeeping Staff;
- Immediate Past President;
- At-Large members representing both Highlands and Franklin

Of these members, the following Officers shall be elected annually by a majority of the seated Board members:

- President
- Vice-President
- Secretary
- Treasurer
- Information Officer
- Safety Officer
- Registrar
- Web / Media Rep
- Members at Large

Board members will be elected to one year terms and may succeed themselves by majority vote.

MISSION STATEMENT

To provide boys and girls, ages 5-18, who are residents in Macon County, N.C., the opportunity to learn basketball skills in a safe and structured environment. The League will also attempt to provide a healthy competitive environment in which to practice and demonstrate these skills. The League will first and foremost strive to provide an environment in which participants, coaches and spectators may learn and demonstrate **good sportsmanship**.

BACKGROUND CHECKS

All Board members, officials, scorekeepers, head coaches, assistant coaches and any other volunteer or paid staff directly connected with the Macon County Boys and Girls Basketball League will be required to participate in, and successfully pass, an annual background/criminal record check. The National Parks and Recreation Association Criteria for Exclusion as modified by the Board shall set the standard for exclusion and all decisions regarding exclusion or participation will be made by the Board. All information gathered in this process will remain confidential. Any of the above-mentioned volunteers or League officials who is criminally charged or convicted during the season shall notify the Board Chair immediately. Failure to do so will result in dismissal from the position regardless of the outcome of the charge.

ELIGIBLE PARTICIPANTS

Macon County Boys and Girls Basketball is open to all who are:

- Residents of Macon County and are at least 5 years of age by August 31st of the year prior to the first regular season game in which they participate. The maximum age for participation is 18 years of age, if the player will still be enrolled in school by the conclusion of the season.
- Not on another basketball team roster after December 1st of the year prior to tryouts through the end of the MCBB season in February. This would include school rosters or other recreational leagues.
- enrolled in a state-approved school for the duration of the season. If a child drops out of school before the regular season begins or during the season the participant becomes ineligible to play immediately. When a coach becomes aware that a player on his/her team has quit school, they must notify the Board before the team's next scheduled game.

REGISTRATION

Registration dates and fees will be publicly announced prior to the registration period.

In order to register a child in this League the registration fee must be paid at the time of registration unless there are extenuating circumstances as approved by the Board.

The last day for registration will be publicly announced and participants will be expected to register prior to that date. Any requested exceptions will require Board approval.

Players missing the registration deadline will be placed on a waiting list in the order received and may be allowed to play if the Board determines that additional players are needed to fill out a team's roster. Decisions on if and how the players are allocated are left entirely to the discretion of the Board.

LEAGUES

BOYS

Developmental League:	Ages 5-6
Biddy League:	Ages 7-8
Junior League:	Ages 9-10
Senior League:	Ages 11-12
Junior Varsity:	Ages 13-15
Varsity League:	Ages 16-18

(Varsity league will be provided as long as there are enough players registered to form at least two teams).

GIRLS

Developmental League:	Ages 5-7
Biddy League:	Ages 8-9
Junior League:	Ages 10-11
Senior League:	Ages 12-15

If enough players register in Boys Senior and Varsity Leagues, consideration will be given to dividing the leagues into 13 & 14 and 15-18 age groups.

MEDICAL RELEASES

A medical release is required for all participants prior to the first practice. There will be no exception to this requirement as this is to prevent delay in obtaining medical assistance for an injury or medical emergency in the event the parent or legal guardian is not available.

The medical releases are required to be with the head coach at all practices and games. Failure to abide by this rule can result in forfeiture of the game in which the releases were not available. Medical releases must be shown when the roster card is turned into the scorekeeper.

TEAMS

The number of teams in each league will be determined by the board after registration is completed based upon the number of participants. Every team in every league will be redrafted annually.

The board will strive to have a maximum of ten (10) players on a team, but acknowledges that this may not always be possible. In order to begin a season a team must have a minimum of eight (8) players in order to be an eligible team at the beginning of the regular season. The Board will name a Head Coach to represent each team, since there are no returning teams or Coaches from the prior season.

Parent Requests to Have Child Placed on a Specific Team

Under exceptional circumstances, the Board will consider placing a child on a specific team. Consideration will only be given under the following circumstances:

1. There is a compelling hardship condition (such as parent's inability to provide transportation to and from practices and games) that will prevent the child from participating unless they are on a specific team;
2. The parent makes this request and explains the reasons in writing at the time of registration to the Board;
3. The placement of a child on a specific team will be at the complete discrepancy of the board.
4. The child must still tryout, the hardship will be presented to the coaches before the draft and if a coach wants to draft the child and is willing to accommodate the hardship, the coach has the right to draft that child;
5. Players must reside in the same residence, with proof of residency before they will be placed on the same team, unless there are exceptional circumstances as mentioned above.
6. A parent request to have a child play in a different league age group must be submitted to the board in a written request by the Monday before the tryouts are set to occur. **Kids can only play in the league above their age, older players cannot play down with younger players.

HEAD AND ASSISTANT COACHES, TEAM MOMS

The Board recognizes the important role coaching has in fulfilling the stated mission and values of our League and is committed to selecting coaches who accept and promote these values. For those volunteers wishing to coach, the following rules have been established:

- All coaches and assistant coaches must have applications submitted and are required to complete a Background Consent/Release Form and to successfully qualify according to the Background Check criteria established in these bylaws.
- Head coaches need to be at least 18 years old and all assistants need to be at least 16 years old.
- All practices require the supervision of a coach or an assistant coach who is at least 18 years of age or older. A substitute needs to be approved in advance by the board, or practice canceled.
- Each team may have one head coach and one assistant coach. Assistant coaches may be approved in advance, but can be named during or after the drafting process.
- Each coach (head and assistant) will be provided with league rules and bylaws. The board will attempt to provide each head coach with a NCHSAA rules handbook.
- All coaches and assistant coaches are prohibited from drug and or alcohol use on practice days, game days, or any time they are conducting a team gathering.
 - Coaches are expected to find a team sponsor.
 - Only after meeting the above criteria will someone become an “Approved Coach”. The approval of head and assistant coaches is at the complete discretion of the board.

Approved Head Coaches may choose an Approved Assistant Coach before the draft provided that they notify the MCBB Board, Draft Coordinator, and fellow coaches. This request is honored with the understanding that the accompanying child(ren) will have to be taken in the 1st round of the upcoming draft.

An “Approved Head Coach or Assistant Coach” may be removed permanently or temporarily suspended from their coaching duties any time the Board determines that the actions of the coach or assistant coach is a detriment to the league or inconsistent with the League mission. A coach or assistant coach may be prevented from coaching the next season due to problems that occurred during the previous season. This will be at the discretion of the Board during the coaching selection process.

TRYOUTS

Tryouts will be publicly announced prior to the date. All players will be expected to participate in tryouts. Sons of Coaches are reserved and automatically placed on his parent’s team (subject to MCBB Annual Draft Procedures) unless otherwise requested by the parent. However, the child may still attend tryouts. Although parents may be allowed to watch the tryout process from the stands, only coaches, volunteers and players will be allowed on the floor during tryouts.

GAME UNIFORMS

Starting with the 2020-2021 season, each player will be provided a team jersey to wear for game days. Each player must provide their own black shorts to wear on game days. The jersey will be provided by the team sponsor (if sponsors are available). The team sponsor’s name and the player’s number will be on the jersey. If possible, numbers will be on the front and back of the shirt. No single digit in a player’s number will be larger than the number five (5). Each team will have a different colored shirt and the shirts will be as differently colored as possible. Players will be allowed to keep their team game jersey and shorts at the end of the season. Jerseys must be kept in their original condition at the time of assignment. Altered or defaced uniforms will not be allowed on the court and the player will not be allowed to play.

MCBB ANNUAL DRAFT PROCEDURES

GENERAL – The goal of the draft is to create a fair and balanced league. We will abide by the MCBB By-Laws in all applicable areas. Drafting will occur after the tryout process at a location and time determined by the Board. Only head coaches, assistant coaches and Board members will be allowed to be present during the actual drafting of players. All teams in all leagues will be drafted annually. Procedures for drafting, draft rules, and draft reservations will be administered by the President and Macon County Rec Park representative. These procedures and rules will be presented to each Head Coach prior to the draft.

DRAFT ORDER – Draft order will be determined by drawing numbers, either from ping-pong balls, pieces of paper, or other devices as the draft coordinator sees fit. The first round and every subsequent odd-numbered round will go in numerical order. The second round and every subsequent even-numbered round will go in reverse numerical order. (Snake draft)

ELIGIBLE PLAYERS – In general, in order to qualify for the draft, a player must attend tryouts. Players who do not attend tryouts will be either a) placed in the draft by name if 50% or more of coaches for that league agree, or b) picked blindly by a Coach during part of the draft process if 50% do not agree.

HEAD COACHES KIDS – A head coach must use a draft pick to select his own kid. If the kid is of the older age in his age group (ex. Age 10 in a 9-10 age group league), the coach must pick him in or before the 3rd round. If the kid is younger (age 9 in above example), the coach must pick him in or before the 4th round. In a league with three age groups (ex. Junior Varsity League 13, 14, 15) the youngest age child can be reserved until the 5th round.

ASSISTANTS – Head Coach may announce Assistant before draft. Assistant can be named after draft as well.

ASSISTANT COACHES KIDS – If an Approved Assistant Coach is named before draft, Assistant's son must be picked in the first round regardless of age.

SIBLINGS – If 2 or more brothers are participating in the same league and the parents have not requested they be separate, the manager that selects one MUST select the other with their next pick in the draft.

DRAFT ELIGIBILITY – In general, the Board asks ALL players to attend tryouts to be eligible for the Draft. If a player can't attend and participate in tryouts, they will still end up on a team. However, each of the kids that do not show will be discussed before the draft starts giving a chance for any Board member or Coach to disclose their knowledge of the player and his skill level. If 50% or more of the Coaches agree that the player needs to be drafted, they will be placed in the draft. Those players that do not receive a 50% vote will be placed in a lottery and selected randomly throughout the draft.

EQUIPMENT

If available, each team will be provided a mesh equipment bag, two (2) practice basketballs, and five (5) practice jerseys.

BOYS: Developmental League will use a youth (27.5) basketball. Bidy and Junior leagues will use a girls (28.5) basketball. Senior, Junior Varsity and Varsity leagues will use the standard (29.5) basketball.

GIRLS: Developmental and Bidy League will use a youth (27.5) basketball. Junior and Senior Leagues will use a girls (28.5) basketball.

RULES AND RESPONSIBILITIES

Except as modified by these Bylaws or by the Board, the rules for game play in the League will be the same as in the North Carolina High School Basketball Rules Handbook. In order to ensure safety of all involved during a basketball game, any League official (referee, scorekeeper, paid staff or Board member) has the right to govern the behavior of players and spectators in the gym area.

GAME FORMAT

Developmental League: This league is intended to “develop” the skills, teamwork and sportsmanship of young players and provide them with an experience that will encourage future participation. Although an element of competition needs to be developed like any other skill, it is NOT the primary focus of this league. Coaches and parents are expected to promote this value.

For the purposes of development and instruction, each team will have a number of pre- season scrimmage games in which coaches will be allowed out on the floor. These games will not count toward League standings.

The Developmental League season will use the same A/B team format with the same exceptions as listed below for Biddy and Junior Leagues. In addition, the following formats will apply:

Scoring:

- Score will be kept for non-scrimmage games and game outcomes will count toward league standings.

Coaching:

- During the scrimmage games, coaches are allowed on the floor to guide and instruct their team as long as safety is maintained as determined by the referee. During the regular season, coaches are not permitted on the floor during gameplay.

Defense:

- Defense must stay behind the 3 point line until the ball crosses the 3 point line. Once players cross the half court time line they will have 10 seconds to cross the 3 point line. If the team fails to move the ball across the 3 point line in 10 seconds, a violation will be called and the opposing team will be awarded possession via an inbounds pass. The ball must cross the 3 point line before change of possession can occur. Once the ball has crossed the 3 point line defense will no longer have the 3 point line restriction. Defense at that point can press out to half court until possession has changed. For the last three minutes of the fourth quarter the restriction for defense to stay behind the 3 point line until the ball crosses it will be lifted and half court press can be used fully for the last three minutes of the game. These rules were put in place to help teams move the ball up the court and also to help get the feel of a half court press.

Throughout the season, referees will not only officiate the game, but also help players understand each call.

Developmental, Biddy and Junior Leagues will use an A/B team format for all games except as designated in exceptions below. Coaches in these leagues will be expected to designate players for the “A team” or “B team” for each game based on each player’s skill level. The primary method coaches should use to choose players for “A and B teams” is the player’s performance in game situations. In this manner, the five best overall players should be designated as the “A team”. “Best overall” should be based on a player’s skill level on the court and not based on a player’s attitude, attendance of practice or suitability to a particular position. Coaches will be asked to place the kids in order from most skilled to least skilled on their roster before each game. The purpose of designating “A and B teams” is to ensure that players have the best opportunity possible to play against players of similar skill levels on the court.

GAME FORMAT (CONTINUED)

Playing time in the A/B team format will be as follows:

- 1st quarter: First four (4) minutes may be played by any player. The last (3) minutes will be played by the “B team” players.
- 2nd quarter: First three (3) minutes may be played by any player. The last four (4) minutes will be played by the “B team” players.
- 3rd quarter: First four (4) minutes may be played by any player. The last three (3) minutes must be played by the “B team” players.
- 4th quarter: Any player may play.

This format ensures that all players get a minimum of ten (10) minutes of playing time in each game. The only exceptions in Developmental, Biddy and Junior Leagues to the A/B format are explained in the Team Number Requirement Section listed below.

The scorekeeper will change the possession arrow at each mid-quarter break to switch out A/B teams. The possession arrow will determine possession when play is resumed after the break.

Senior league boys will play an a/b format for the first half of the game. The first and second quarters will be divided into 4 minutes.

1st quarter: First four (4) minutes may be played by any player. The last four (4) minutes will be played by the “B” team players.

2nd quarter: First four (4) minutes may be played by any player. The last four (4) minutes will be played by the “B” team players.

3rd and 4th quarter: Will be played in a match-up format and the coach will be responsible for making sure that all of their players get their remaining playing time (2 minutes). This format will ensure that all players get a minimum of ten (10) minutes playing time in each game. Senior league will follow the same exception as developmental, biddy, and junior league as explained in the team number requirement section below.

Senior league must also follow the same guidelines for choosing “a” and “b” team players as developmental, biddy, and junior leagues as described above.

-Quarters will be eight (8) minutes.

-The 1st and 2nd quarter, along with the first 4 minutes of the 3rd quarter will be a running clock. The clock will only be stopped in the last four minutes of the 3rd quarter and the entire 4th quarter.

-Scorekeepers will maintain a record of playing time for all players. If a coach fails to play all players for the minimum time required, that team would forfeit the game.

JV and Varsity Leagues will use a match-up format, and games will be divided into eight (8) minute quarters. The 1st and 2nd quarter, along with first 4 minutes of the 3rd quarter will be a running clock. The clock will only be stopped in the last four minutes of the 3rd quarter and the entire 4th quarter. Players may play at any time during the game as long as all players receive a minimum of ten (10) minutes of playing time per game. Coaches are responsible for ensuring that each player gets the minimum playing time. Scorekeepers will maintain a record of playing time for all players. If a coach fails to play all players for the minimum time required, that team would forfeit the game.

Senior league girls will follow the same format as JV and Varsity league as presented above.

TEAM NUMBER REQUIREMENT

In order to begin a game, a team must have a minimum of six (6) players present and capable of playing in order to play without forfeiting. If neither team has the minimum number of players for game time, the game can be rescheduled at the discretion of the Board if season time permits. If the Board chooses not to reschedule the game, then the game is forfeited and counts as a loss for both teams.

Exceptions to Team Number Requirements are as follows:

Exception 1

In the JV League, the minimum number required to begin a game is five (5) players. Game play will continue as long as both teams have at least two (2) eligible players.

Exception 2

If the minimum number of players is not met by one team at game time, they forfeit the game in the standings but will still play the game as a scrimmage. Officials will be provided. The practice game will be straight seven (7) minute quarters. For Developmental, Biddy and Junior League games, no quarters will be divided as in regular games and game play will be a match-up format rather than A/B team format. The clock will run continually in both halves, stopping only during time-outs, between quarters, to institute full-court press in Biddy League, and in case of injury. This scrimmage game will not count in the standings since there is a forfeit before the game begins.

Exception 3

In Developmental, Biddy, Junior, and Senior League, if both teams have at least six (6) players available to play, and one team has two or more players than the opposing team, then the team with the most players may choose a match-up format rather than an A/B team format. This decision is up to the Head Coach and he/she shall make it known to the referee, scorekeeper and opposing coach. If they choose to stick with A/B format, they will follow rules set forth in this document. If they choose matchup, the ten (10) minute playing time requirement will be reduced to seven (7) minutes for this particular game. Coaches will strive to play each player as much as possible and still have an equal opportunity to win the game. Each player must play a minimum of seven (7) minutes and failure to meet this requirement will result in a forfeit for the offending team. During these games, the seven (7) minute quarters will not be divided as they are in an A/B format.

****Senior league will still play eight (8) minute quarters even if they choose to play a match-up format.**

PREGAME

1. All coaches should be prepared to begin their game fifteen (15) minutes prior to their scheduled game time. If the coaches for both teams and all players are present earlier than the scheduled game time, the game may begin early if both head coaches and the League officials agree. The only exception to this rule is that game start times may be altered by the Board based on the bad weather policy.

2. When players and/or coaches enter the gym area while games are being played or between games, only coaches are allowed to possess basketballs in the gym. Only bagged team balls can be brought in the gym. Players are not allowed to hold basketballs while waiting to begin their game or while watching a game. The temptation to dribble or play with the balls is too tempting and can result in a disruption in the game or an injury. As teams are lined up to enter the court to warm up, coaches may give the basketballs to the players. No one will be allowed on the court during or between games except players, coaches, or League officials.

3. A five (5) minute warm-up between each game will be allowed. The five (5) minute time will not begin until all goals are adjusted to their proper heights and prior teams have departed from areas used to warm up.

4. Coaches shall turn in a roster card at least fifteen (15) minutes prior to their scheduled game time. Failure to follow this procedure can result in a technical foul being administered to the offending team. The card shall have players in order from most skilled to least skilled.

5. For Developmental, Biddy and Junior League, a coach's roster card should be divided into "A team" players and "B team" players. The players should be listed in the order of overall ability with the first player listed on the card being the best player on the team, the second player listed being the second best player, etc. Coaches are to remember that this judgment must be based on overall ability, and not specific to a position.

6. In Biddy and Junior League, if a team has fewer than ten (10) players at game time the opposing coach, and only the opposing coach, shall choose which "A team" player(s) may play on the "B team". The opposing coach has until the beginning of the "B team" playing time in the first quarter to choose which player will play on the "B team". If the coach with fewer than 10 players feels his "A team" player(s), in this situation, cannot play the entire game then the coach may rest that player during the "A team" playing time. Officials will be notified by the scorekeeper when this rule is being violated and a technical foul will be administered to the offending team and the situation will be corrected. "A team" players shall not play during "B team" time except as mentioned in this rule. "B team" players may play during "A team" playing time.

FOULS AND FOUL LINE LOCATION

For all Leagues, fouls will be charged in accordance with North Carolina High School Basketball Rules. Players will foul out with five (5) fouls and bonus and double-bonus rules will apply. Lane violations will also apply in all leagues.

Developmental League: The foul line will be located six (6) feet in front of the regulation foul line. In this League, players will line up starting from below the low-block position to prevent players from lining up behind the shooter as a result of the shortened foul line location.

Biddy League: The foul line will be located two (2) feet in front of the regulation foul line.

Junior, Senior, JV and Varsity League: Regulation foul line.

Three (3) Second Lanes: The 3 second lane will be determined by the foul line of each respective league. That is the three (3) second lane will begin at the foul line, being used for a respective league, and extend to the end line.

FULL-COURT PRESS

In Developmental League, a full-court press is not allowed at any time during the game.

In Biddy League, a full-court press may not be used except during the last four (4) minutes of the fourth (4th) quarter.

In Junior League, a full-court press may not be used except in the fourth quarter. During the first three quarters, a defensive player cannot guard an offensive player until both feet of the player in possession and the ball have crossed the center line. If a back-court press occurs during the first three quarters, the trailing official will tell the defensive team to back up. If the defensive team does not back up immediately the official will blow the whistle, tell the defensive team to back up and then allow the offensive player to continue play immediately. Continued and flagrant violations of this rule could result in a technical foul being administered against the offending team.

In Senior, JV and Varsity Leagues, a full court press may be used at any time during the entire game, except when a team has at least a 20 point lead as described below. If a team has at least a 20 point lead then the team with the lead may not full court press unless the lead drops below 20 points at which point the team with the lead may begin to full court press again until the 20 point lead is regained. This applies to all leagues. If there is a 20 point lead the coach of the losing team can request for the clock to run without stopping except for official timeouts.

25-POINT DIFFERENCE

When a team's lead reaches 25 points, then their "B team" must be put in and remain in unless the lead drops below 19 points. At that point, the leading team may put their "A team" back into play, but this must be done by waiting on the next dead ball or taking a time out. When a team is required to put in their "B team" under this rule, the opposing team may not full-court press again unless the lead drops below 19 points.

OVERTIME

Developmental – In the event that the score is tied after regulation, teams will play a 3 (three) minute overtime period. If after this first overtime period the score is still tied, the winner will be determined through a free throw shooting contest. Each team will pick their top four (4) players to participate initially. All 4 players will shoot 1(one) shot. The team that makes the most out of four shot opportunities will be declared winner. If after the first four players from each team shoot the winner can't be determined, the coaches will pick four more players from their lineup and repeat. This method will continue until a winner can be determined.

Exception with uneven teams – the Coach with more players on his team may elect to go back to the top of his lineup when the team with fewer players does the same.

Biddy, Junior, Senior, JV and Varsity Leagues – In the event that the score is tied after regulation, teams will play 3 (three) minute periods until a winner can be determined.

POST-SEASON TOURNAMENT SEEDING

1. Tournament seeding for all leagues, including Developmental, will be based on the final regular season standings

2. If two or more teams are tied in the final standings, the team with the better record, among the tied teams, in all head to head games, gets the higher tournament seed. Examples of how final standing ties are resolved for tournament seeding purposes are as follows:

- In final standing ties between teams, tournament seeding will be based on the outcome of head-to-head competitions between the tied teams. For example, if 4 teams (Teams A, B, C and D) have equal records at the end of the regular season, but in games between the four teams, team A and team B both have 2 wins and 1 loss, while team C and team D both have 1 win and 2 losses, then Team A and B would be tied for first, and C and D tied for third. The two ties (A, B) and (C, D), are then broken by looking at their records against each other. If A beat B in the regular season and C beat D, then the tournament seeding would be as follows: A is the #1 seed, B is the #2 seed, C is the #3 seed and D is the #4 seed. Head-to-head records will always be used to break ties between teams for tournament seeding purposes.

- If there is still a tie for a tournament seed, it will be resolved by comparing the tied teams' records against the rest of the league. Example: Hunt finished first (12-2) in the final standings, but Fike and Rose finished with equal league records (10-4) and split their games (head-to-head), thereby tying for third place in the final standings. This tie is resolved by determining whether Fike or Rose had a better record in their games against Hunt. If the tie cannot be resolved there (say both teams lost to Hunt), then the tied teams' record against the number 2 team in the final standings (Nash 11-3) is used to break the tie. For instance, if Rose beat Nash, and Fike lost to Nash, then Rose would earn the third seed in the tournament and Rose would be seeded fourth.

- If the tie still exists, it will be resolved by using the outcome of the final regular season games played.

OTHER LEAGUE RULES

1. Players who have not played in at least 50% of regular season games, unless there has been a documented medical reason and the board has approved, will not be allowed to play in the post-season tournament.
2. Players who miss practice without a valid excuse or who refuse to abide by appropriate team rules, may be benched at the discretion of the coach. This must be discussed with the opposing coach and referee prior to game time, and documented on the roster card. Once a player is benched for this purpose, they may not play in this game. The player will not be counted as one of the players “present and capable of playing” as noted in the Team Number Requirement, referenced earlier in these bylaws. “A team” players may NOT be moved to the “B team” for disciplinary purposes as this violates the intent of the A/B Team format.
3. The board will investigate continued absences of any player(s) from practice, games and/or a player quitting a team.
4. Rescheduling games will be the responsibility of the League Official responsible for the game schedules in conjunction with the Board.
5. Any decisions regarding forfeitures are to be determined by the Board and are final.
6. The officials, gate keeper, time keeper, and score keeper will be paid out of the league account. Payment amounts are as follows (per game):
 - a. Officials: \$20.00
 - b. Score Keeper: \$20.00 (Time/Clock)
 - c. Gate Keeper: \$15.00 (Also a \$10.00 gym clean up fee on game days)
 - d. MVI set up: \$75.00
 - e. MMS set up: \$75.00
 - f. East Franklin set up: \$75.00
 - g. Franklin High set up: \$75.00

**Setting up, opening and breaking down the identical gymnasium on back to back game days will not exceed \$110.*

Officials pay as follows:

- Rookie \$20
- Intermediate \$25
- Experienced \$30

**Officials traveling to Highlands on game days receive an additional \$5 per day.*

INCLEMENT WEATHER

Because of the difficulty in rescheduling games, the League will strive to avoid canceling games. However, in the event of inclement weather, the safety of the players will be the primary concern and the Board will be responsible for canceling games if necessary. If games are canceled, every effort will be made to reschedule if season time permits. If weather conditions are questionable, coaches have the responsibility of calling the Rec Park, checking the website (www.maconcountyboysbasketball.com / www.maconcountygirlsbasketball.com) or checking the Facebook pages (www.facebook.com/MaconCountyBoysBasketball / www.facebook.com/maconcountygirlsbasketball) to find out if the games have been canceled and notifying their players and parents.

CODE OF CONDUCT AND SANCTIONS

As clearly stated in the League's Mission Statement, the primary goal of Macon County Boys and Girls Basketball is to provide players with the opportunity to play competitive basketball in a safe, healthy, structured environment with an emphasis on good sportsmanship. Any behavior contrary to this goal will not be tolerated and can result in a sanction imposed by a League Official or the Board.

Expectations for this code of conduct include:

1. All coaches are expected to recognize the important example they set for both players and parents. Often, good or bad behavior by a player or a parent can be linked back to the attitude/behavior of the coach. Coaches are expected to be proactive in emphasizing the behavior they expect from their team and from their parents and to recognize the partnership they have with League Officials in carrying out the mission of this League. Coaches are also expected to address inappropriate behavior by a player or a parent before, during and after a game.
2. The League greatly appreciates volunteers who take the time to coach a team. Coaching, however, is a privilege and not a right. Any coach who demonstrates behavior that is not consistent with the expectations defined in these bylaws, can be relieved of coaching responsibilities at any time by the Board.
3. Unsportsmanlike conduct is interpreted to include, but not limited to, actions that are not consistent with the goals of fun, safety and sportsmanship as further defined in the Mission Statement of these bylaws. Such conduct is subject to a range of sanctions including: technical fouls, removal of coaching responsibilities, and/or being banned from a portion of, or all, future games for that season.
4. Game officials (referees) are expected to impose technical fouls for unsportsmanlike conduct by players, coaches or spectators.
5. Parents or spectators interfering with League Officials (Referees, Umpires, Scorekeepers, Clock Operators, or Board Members) responsible for conducting the games, or with coaches, may be banned from attending a portion of, or all future games in the season. This includes interference or misconduct before, during, or after games.
6. Parents or spectators are not allowed on the court at any time during gameplay, including timeouts or half-time. If a parent's child is hurt during the game, the parent is not allowed on the court until the referee has stopped play. Violation of this rule can result in ejection from the game by the referee and further sanctions determined by the Board.
7. Any dangerous, illegal, assaultive or threatening behavior by any player, coach, League Official, parent or spectator while on the property of a game location will be referred to law enforcement at the discretion of the Board.

DISPUTES/COMPLAINTS

Disputes that arise from the rules imposed by these bylaws will be governed by the Board. The Board may choose to investigate and involve other agencies in helping resolve the dispute, including but not limited to: Macon County Recreation Park Officials; Highlands Recreation Park Officials; Macon County Recreation Commission; Macon County Sheriff's Department; and/or the Macon County Commissioners.

Disputes/complaints are to be handled in the following manner:

1. Complaints to the Board regarding the rules included in these bylaws or any alleged violation of them must be forwarded to any Board member in writing and signed for any further action or investigation to take place.
2. Complaints regarding any official or any officiating must be forwarded to the Head Referee in writing and signed for any further action or investigation to take place.
3. Game officials are solely responsible for calls and outcomes on the court during gameplay.
4. If a coach disputes the decision of another coach regarding his/her designation of "A team and B team" players during a game, the disputing coach is to submit the complaint in writing, signed and noting the specific player(s) in question to the scorekeeper at the conclusion of the game. The Board will investigate by observing the players and looking at previous game statistics. Clear violations will result in the Board intervening in the team's designation of A/B team players.