

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)
- Unofficial Rosters are due 12-10-2021; Official roster with players numbers will be due no later than 1-2-2022. Age Cutoff is Sept. 1st. Every team will furnish copies of Birth-certificates, upon request. FCYBO will provide an official spreadsheet for all schools competing in FCYBO. The competing schools are required to fill in their spreadsheet with their rosters, as follows; jersey number, name, date of birth, age. This form is due as their unofficial roster and will become official on 1/2/2022. Schools are allowed to edit their unofficial rosters during the unofficial grace period. The rosters will not be revisited unless there is valid proof of a complaint, which will be decided by the leaders of FCYBO.
- During regular season or jamboree teams can move a player up or from the same age group over to make a game as long as there are no more than five players on the team (original team must start and all players must sub according to sub rules). During county tournament players can only be moved up, if only four players.
- **Technical Fouls:**
If two technical fouls are given to a coach during one game, the coach will be out for the remainder of the season.
- **Officials Pay:**
Officials will be paid \$25.00 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. 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. 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 year-olds, clocks will stop on free throws, timeouts, and the last two-minutes of the game. The twelve and under will have 14-minute running clock halves that stop for time-outs and the last 2 minutes of the half or end. There will be only one overtime period. These periods will be 2:30 each. **The clock will stop on any official whistle at the end of each quarter with 10 seconds or less in the quarter.**
- **Entry Fees as of 11-5-2017 for the 2019 season:**
All participating communities will charge \$3.00 each adult and student, with players and coaches getting in free.

Mercy Rule Revised as of 2-11-2018:

- 10 and 12 Year Old Divisions: 30 Point Lead: At any time a team has a 30 point lead, the clock will run continuously and there will be no fast breaks by either teams. 10/12 Year olds can guard at half court during the mercy rule.
- 8U and 6U Divisions: 15 point lead: At any time a team has a 15 point lead, the clock will run continuously and there will be no fast breaks by either teams. All 6U and 8U teams can guard only behind 3 point line during the mercy rule.
- Violations: 10/12U Crossing half-court or fast breaking during Mercy: 1st two times warning, then Team Tech.
- Violations: 6U/8U: Coming out of 3 point line: 1st two times Warning, 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 unless in mercy rule), offense has 10 seconds to penetrate this line
- Once ball is rebounded by defense no tie ups, the new defense will set up, no fast breaks.
- Free throws will be 12 feet from goal (home site needs to mark this). Clock will not start until ball reaches half court in the last one minute of game. (made basket and dead ball)
 - 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.
(made basket and dead ball)