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We appreciate your church’s participation in our league. We pray that all will play with an attitude of good sportsmanship and reverence toward God.

**Strategies for A Successful Season**  
- A strong emphasis on playing as a team. Identifying and promoting "star players" is destructive and counterproductive to developing discipleship.  
  
- Every child is to play in each half of the game – no exceptions!  
  
- Promote positive rewards for hard work and the success of the team’s accomplishments – win or lose.   
  
- Encourage Christian fellowship and sharing among participating churches.  
  
- A calm and relaxed approach by the coach, church officials, and parents enhance the prospects of fun for the participants.

2011 -2012   
 Season

**By-Laws and Guidelines**

**In the Beginning…**

The Greenville District United Methodist Recreation Association (GDUMRA) was originally created to provide Methodist churches with an alternative to school ball programs. Our hope was to provide a competitive league, that allowed all players to participate and have a positive experience in each game.  
  
While the League was open to only Methodist churches in the beginning, we have since invited other denominations to participate. By actively sharing our faith with others, the GDUMRA has grown and prospered – as God tells us in his  
Word.

We encourage each and every church in our league to play with the examples that God has given us in the scriptures and through his son, Jesus Christ. We also expect our teams to follow, and abide by the GDUMRA By-Laws which are derived from regulation high school rules.

**GDUMRA ORGANIZATION**

According to the GDUMRA By-Laws, a Governing Board is established to oversee the needs and actions of the League and its participants. This Board is made up of the representatives from each of the active churches.

The League is currently directed by a paid Chairperson who answers to members of the Governing Board.   
  
 **GDUMRA GAME OPERATIONS – Men**Men >30, <30 40+ - Teams will play by regulation high school rules with a few exceptions.

- This level plays 18 minute halves with a running  
 clock, except for time-outs/foul shots and the last  
 two minutes of the second half and overtime.

- Timeouts – 4 full (1 min.) One overtime per game.

- The basket height is set at 10 feet, and a regular  
 competition size ball is used.

- Each player should be given opportunities to shoot, dribble and/or pass the ball in each half of the game.

- No team may press when they have a 20-point or  
 more lead.

- There is no dunking allowed.

- No direct or indirect communications by players (except the team captain or representative) toward the game officials is allowed during play. Any questions should be resolved during a called time-out.

The Men’s League games will start in December. No special scheduling considerations will be allowed. Teams have the option of beginning in January at a prorated fee. No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

**GDUMRA GAME OPERATIONS - Seniors**  
  
Seniors 15 to 18 - Teams will play by regulation high school rules with only a few exceptions.

- This level plays 20 minute halves with a running  
 clock, except for time-outs/foul shots and the  
 last two minutes of the second half and  
 overtime.

- Timeouts – 4 full (1 min.) One overtime - per game.

- The basket height is set at 10 feet, and a 28 ½”   
 ladies compact basketball is used for the girls  
 and regular competition size for the boys.

- Each player should be given opportunities to  
 shoot, dribble and/or pass the ball in each half  
 of the game.

- No team may press when they have a 20-point or more  
 lead.

- There is no dunking allowed.

- No direct or indirect communications by players (except   
 the team captain or representative) toward the game   
 officials is allowed during play. Any questions should be   
 resolved during a called time-out.  
  
- No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

**Some Basic Truths…**

* The actions of your coaches, players and parents are a reflection on your church and are the direct responsibility of your minister, pastor, rabbi or priest.
* This league was designed to encourage participation of those who are **already actively involved** in your church or its programs.
* We do not allow the recruitment of **non-participating players** to strengthen your team and have eligibility rules in place to keep this from happening.
* Please review the eligibility section of the By-Laws carefully to avoid unnecessary sanctions.

**PLAYER ELIGIBILITY RULES**  
  
To be eligible to participate in the GDUMRA, players must be members of the sponsoring church or an **Active Participant.** We defined an *Active Participant* as one who participates at least 50%of each month in one of more of the following: Church Service / Sunday School / Choir / Youth Group Functions. A player’s active participation should have begun prior to November 1st to fall in line with State Tournament regulations.

Any child/youth/adult, whose church does not have a basketball program, may play with a sponsoring church with the use of a **Pastor’s Appeal** form. These players must still meet the above GDUMRA eligibility requirements within their own church and must have the approval of both the sponsoring church's pastor and his/her own pastor. Players who use the Pastor’s Appeal option will be eligible to play in League post-season tournaments, but if playing with a Methodist team, will not be eligible to play in the Methodist State Tournament.

Neither members nor active participants may play school basketball, either as a player or an alternate. This includes the following team levels: varsity, JV, or C-team/middle school. The GDUMRA was in part designed for players who do not qualify to play school ball. Allowing participants to play in both, takes away from this planned competitive option.   
  
In response to appeals from school ball players, who change their minds at the beginning of the season, the GDUMRA Governing Board agreed to set a cut-off date of the 2nd weekend of December for these players to notify the league of their decision not to play school ball. The player should contact their church representative, who will in turn notify the League Coordinator. **Be aware though that the State does not recognize this grace period and the player will not qualify to play at the State level.** Any team caught playing an illegal player shall automatically forfeit all games played and face possible sanctions from the GDUMRA Governing Board.

Players may participate in other “recreational” basketball Leagues. Each team will be asked to fill out a disclosure form listing which players are involved in other activities such as AAU or other leagues. We request that if a team has several highly skilled or AAU qualified players, that they play up to an appropriately skilled level, even if that means moving to an older age level.  **The Governing Board reserves the right to review and place teams based on game performance and competitive level to ensure a balanced playing field.**

**GDUMRA GAME OPERATIONS – Juniors**  
Juniors 12 to 14 - Teams will play by regulation high school rules with a few exceptions.

- This level plays 18 minute halves with a running clock, except  
 for time-outs/foul shots and the last two minutes of the   
 second half and overtime.

- Timeouts – 4 full (1 min.) One overtime - per game.

- The basket height is set at 10 feet, and a 28 ½” ladies compact  
 basketball is used for the girls and regular competition size for   
 the boys.

- Each player should be given opportunities to shoot, dribble  
 and/or pass the ball in each half of the game.

- No team may press when they have a 20-point or more lead.

- There is no dunking allowed.

- No direct or indirect communications by players (except the  
 team captain or representative) toward the game officials is  
 allowed during play. Any questions should be resolved during   
 a called time-out.  
  
- No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

**GDUMRA GAME OPERATIONS – Midgets**  
**Midgets ages 10 - 11** This division is the last stage of skills training before they begin to play solely by high school regulation ball.

- This is the first age group that you cannot have a co-ed team.  
 You must be able to fill out a team with either all boys or girls.

- This level plays 15 minute halves with a running clock, except  
 for the following: time-outs/foul shots, during the last two  
 minutes of the second half and overtime.

- Timeouts – 4 full (1 min.) One overtime - per game.

- The basket height is set at 10 feet, and a 28 ½” ladies compact  
 basketball is used.

- Each player should be given opportunities to shoot, dribble  
 and/or pass the ball in each half of the game.

- Games will start with a jump ball, score is kept, and there will   
 be two referees for these games.

- No pressing in the backcourt after a change of possession.

- Pressing is allowed by the winning team in the last 2 minutes   
 of the game, only if there is a 10-point or less differential.   
 Pressing by the losing team is allowed in the last 2 minutes,   
 regardless of the score.

- No half-court pressing is permitted with a 20-point or more   
 lead.

- Free throws will be shot at the bottom of the foul circle and 3-  
 point shots will be permitted.  
  
- No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

**Age/Division Requirements**  
**GDUMRA Team Divisions are as follows:  
Instructional Mites** 6 & 7 Co-ed/Girl/Boy teams   
**Mites** 8 & 9 Co-ed/Girl/Boy teams  
**Midgets** 10 & 11 Girls/Boys divisions only\*  
**Juniors** 12 & 14 Girls/Boys divisions only\*  
**Seniors** 15 & 18 Girls/Boys divisions only\*   
**Men Under 30 Men Over 30 Men Over 40**

***(\*No Co-ed teams allowed, without prior approval from the GDUMRA Committee and Players must not have graduated from high school or received their GED to play in the youth divisions***

**The GDUMRA uses the cut-off date of September 1st for determining placement in an age division, and the first Saturday in January as the cut-off date for adding players to a team roster. This however does not affect State Tournament rules.**

**Allowable Player Movement**

Children and youth participants may “**play up**” to a higher age level and be on more than one roster. Players on the adult teams may “**play down**” an age level and be on more than one roster. This movement should be restricted to teams that are light on players and risk forfeitures without these reserve players.

For a player to move to a higher skill level within the same age level, an appeal is required and must be approved prior to the January “player addition” cut-off date (see above section) and remain a permanent change for the rest of the season, including post-season tournament play. For a temporary movement of players to a higher age level, to avoid forfeiture, requests must be appealed and approved prior to play.

**General Game Information**  
  
The GDUMRA will follow South Carolina High School basketball rules with the following exceptions:   
  
- Each game will start with a prayer.  
- All players must play in each half.  
- Games may begin with 4 players.  
- There will be no dunking at any time.  
- Seniors play on Thursdays; Men on Thursdays and/or Fridays  
- Each church will only be allowed one rescheduling request for the  
 season.  
- Adjustments will be made in the younger divisions to compensate for  
 skills development.

**Game time expectations**:   
  
- All teams are expected to be at their assigned gyms 15 minutes prior to game time so that their coaches can fill out their scorebook.  
  
- Each gym will use two scorebooks, one for games in progress and one for the next game.  
  
- Teams that are not at the gym with scorebook filled out by game time will forfeit.  
  
- There will only be a 5-minute warm-up between games.  
  
- A forfeit shall be called by the gym coordinator, when a team has fewer than 4 players – 10 minutes after scheduled game time.

**Game specifics**:  
  
- All teams will move to running clock halves instead of quarters.  
  
- Mites and Mites will use a 27” basketball instead of a 28.5 Compact ball. Make sure your gym has the proper equipment available.  
  
-Tournament rules are found in the separate Tournament Brochure.

**GDUMRA GAME OPERATIONS – Mites**  
**Mites ages 8 - 9**  This division is the next step in training players, and improving their skills.

- Games will start with a jump ball and one official.

- Game time will be 15 minute halves, using a running clock  
 except for the following: free throws and time outs.

- Timeouts – 4 full (1 min.) No Overtime.

- The basket height is set at 8 feet, and a 27” junior basketball is  
 used.

- Each player should be given opportunities to shoot, dribble   
 and/or pass the ball in each half of the game.

- Score is kept and 3-point shots are permitted.

- Fast breaks will be allowed but no back court pressing and no  
 3- second rules shall be observed.

- Defensive players must remain within the foul circle until   
 offensive penetration is made.

- Offensive players have 15 seconds after in bounding to put the  
 ball in play inside the top of the foul circle.

- Free throws will be shot at the bottom of the foul circle or  
 halfway mark between basket and foul line.

- Players are allowed to pick up their dribble, but they cannot  
 gain an advantage or score without dribbling.  
  
- No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

**GDUMRA GAME OPERATIONS – Instructional Mites**  
**Ages 6 – 7\*** This primary division is specially designed to introduce the game of basketball to our younger children. It uses the guidance of the team coach, directly on the floor, to assist and referee games.   
  
- The visiting team will have first possession of the ball. If neither  
 team is “home team”, the two coaches will agree on who will  
 start the game.

- No timeouts, no overtime.

- Game time will be 15 minute halves, using a running clock   
 except free throws. Clock will also stop for 15 seconds at 5   
 minute intervals for substitution.

- The basket height is set at 8 feet, and a 27” junior basketball is   
 used.

- Each player should be given opportunities to shoot, dribble  
 and/or pass the ball in each half of the game.

- No score will be kept, no fast breaks, no pressing and no 3-  
 second rule shall be observed.

- Defensive players must remain within the foul circle until   
 offensive penetration is made.

- Offensive players have 15 seconds after in bounding to put the  
 ball in play inside the top of the foul circle.

- Free throws will be shot at the bottom of the foul circle or  
 halfway mark between basket and foul line.  
  
- No make-ups due to snow.

**These rules are available to all teams at the scorer’s table. Please refer to them when you have a question.**

\*Some churches allow 5 year olds to play in this division. It is not recommended unless the player has advanced playing skills and the ability to follow directions on the court. Beginning a child too early can cause unnecessary stress and anxiety.

**Game/Player Appeal Procedure**:

Suspicions of illegal players need to be reported right away. If you suspect that a team is not playing fairly, please do the following:

**Before the game begins**, ask the gym coordinator on duty to mediate a discussion of the situation between both coaches in a neutral area. Inquiries of eligibility must always be made to the adult coaches personally, never to the players. If the gym coordinator determines it to be of serious nature, they may contact the GDUMRA coordinator for suggestions.

If the issue cannot be resolved prior to game time, fill out and submit to your church representative a grievance form noting; date, time, gym, player/coach/officials names, jersey numbers and a detailed description of the offense. Your church representative will then pass it on to the GDUMRA Coordinator.   
  
If through a comprehensive investigation, it is found that a coach has been negligent in properly vetting the required eligibility of a player or has knowingly allowed an illegal player to participate during the season, then that coach will be asked to step down for the rest of the season and all games played will be forfeited. The coach would also lose his/her coaching privileges for the following season.  
  
If this discovery occurs during end of year tournaments, all tournament games will be forfeited and the coach will lose his/her coaching privileges for the following season.

In the case of complaints against the officials, please follow the same procedures through the gym coordinator.

If you have church members, who are actively involved in other “non-school related leagues” (AAU, YMCA), take the time to gather this information and share it upfront with competing coaches. Rumor and gossip is avoidable!

All questions concerning game rules should be referred to the updated Scorer’s Table Sheet or By-Laws booklet. All gyms must be sure that they have a copy available on all game dates.

**Review of Technical Foul Guidelines**

* We will not accept players or coaches that do not abide by our rules!
* Coaches are responsible for making sure that names & numbers are correct in the book. Any bench activity is the coach’s responsibility, along with his players and fans.
* When a technical foul is assessed to a player / coach during a game, HS regulations will be followed. If a player receives 2 technical fouls during the game – he/she will be removed from that game and will forfeit an opportunity to participate in the next game.
* If a coach accumulates 3 direct or indirect technical fouls, he/she will be removed from that game.
* Any Player/Coach **removed** from a game due to a technical foul will be required to submit a letter of apology to the Chairperson of the GDUMRA, prior to the following game. If a Player/Coach is removed from a game due to a technical foul, twice in a season, they shall be suspended for the rest of that season and will be required to appear before the Executive Committee for reinstatement.
* It is the responsibility of the coaches, scorer’s table, officials and gym coordinators to report, document and follow-up to the GDUMRA Coordinator concerning players who receive technical fouls during a game.
* Reports of these technical foul violations should be forwarded to committee members within 72 hours of occurrence.

**What’s New This Year?**

This season we have a few new changes that we hope will further   
improve our program. Please pass this list along to your coaches and  
families so that “surprises” are ruled out.

- A new Tournament Brochure has been created for informational purposes.

- Two rule additions have been made for tournament play:

“If a team plays in the wrong bracket position, due to the unapproved manipulation of tournament schedules, all teams involve will automatically forfeit their place in the tournament and play will advance without them.”

“If a church requests the combination of teams, during tournament time, they will automatically play in the highest division applicable. For example if an A team and a B team lose players at the end of the season and wish to combine, they will automatically play in the A division during the tournament. We strongly encourage teams to give careful consideration of how spring sports will affect their teams for the tournament in preseason, instead of waiting until it is too late. Options are available such as moving junior players up.

- The section entitled “General Procedures” has been replaced and modified, to better define appeal procedures and is now entitled “Game/Player Appeal Procedures”.