



## Basketball Rules 2025

The purpose of the Youth Recreational Athletic Basketball League is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and promoting good will among all teams and individuals. Although sports are competitive by nature; Bedford County Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

1. **Coaches shall play all players MUST participate in the first and second half of each game.** There will be three substitution time-outs throughout the halves (See below). Once a player has met the minimum-playing requirement they can be substituted for freely. Players that are removed from a game because of sickness or injury may return to the game when the coach, parent, and official(s) determine that the player can return to the game safely. A player may be substituted regardless of playing time when the player receives more than three fouls in the first half. The player also regardless of playing time can be substituted at any moment of the second half when the player receives a fourth foul. **NOTE** when a player is substituted in the second half, they must be substituted back in the game to attempt to get the minimum playing requirement done. (Example is if a player is substituted out in the second half and is three minutes away from meeting this requirement, they must be subbed in with at least three minutes left in the game.) **Failure to follow these rules can result in forfeiture of the game and disciplinary actions set forth by the Parks and Recreation code of conduct.**

**Instructional-** Coaches shall play all players at least one and a half quarter by the end of the fourth quarter. There will be a substitution time-out midway through each quarter to allow for orderly substitutions. Once a player has met the minimum-playing requirement they can be substituted freely. Instructional league will be a running clock, the clock will only be stopped for substitutions and after each made basket, so teams have time to get back on defense. Clock should start as soon as the ball has been inbounded.

**Mini -** Continuous clock until the last 4 minutes of the second half. This includes foul shots and technical fouls. Clock will only stop on timeouts, injuries, and substitutions. Overtime will be 3 minutes and clock will stop on all whistles.

**Substitution** timeouts will happen at the 12-, 8-, and 4-min mark in each half. All players that are on the beach must be substituted in. Teams with more than 10 players must have all players subbed in by the 8-minute mark. All players are required to play at least 12 minutes of the game to meet the minimum requirement. The last 4 minutes of the game is free subs if you don't have more than 10 players. If you have more the 10 player the remainder of player who have not reached their 12 minutes are required to play. Players must participate in 1st and 2nd half. If the game is not within 20 points the clock will not stop at all. **Fast Breaks and/or Full Court Press are NOT allowed at any point of the game.**

**Pee Wee-** Continuous clock until the last 4 minutes of the second half. This includes foul shots and technical fouls. Clock will only stop on timeouts, injuries, and substitutions. Overtime will be 3 minutes and clock will stop on all whistles.

**Substitution** timeouts will happen at the 12-, 8-, and 4-min mark in each half. All players that are on the beach must be substituted in. Teams with more than 10 players must have all players subbed in by the 8-minute mark. All players are required to play at least 12 minutes of the game to meet the minimum requirement. The last 4 minutes of the game is free subs if you don't have more than 10 players. If you have more the 10 player the remainder of player who have not reached their 12 minutes are required to play. Players must participate in 1st and 2nd half. If the game is not within 20 points the clock will not stop at all.

**Little, Junior, and Senior-** Continuous clock until the last 4 minutes of the second half. This includes foul shots and technical fouls. Clock will only stop on timeouts, injuries, and substitutions. Overtime will be 3 minutes and clock will stop on all whistles. **Substitution** timeouts will happen at the 15-, 10-, and 5-min mark in each half. All players that are on the beach must be substituted in. Teams with more than 10 players must have all players subbed in by the 10-minute mark. All players are required to play at least 15 minutes of the game to meet the minimum requirement. The last 5 minutes of the game 5 outreached their 15 minutes are required to play. Players must participate in 1st and 2nd half. If the game is not within 20 points the clock will not stop at all.

2. Players that are removed from a game because of sickness or injury may return to the game when the coach, parent, and officials determine that the player can return to the game safely. When a player receives two or more fouls in the first half, or three or more total fouls in the second half then that player may be substituted for at that time. If a player is substituted because

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of foul trouble, that player must still fulfill his/her playing requirements by the end of the fourth quarter or 2nd half for Little, Junior

- The maximum number of players per team shall be twelve (12).
- Age divisions: **Cutoff date for all ages for both boys & girls is on or before October 1 of current year. Cutoff date for 5-year-olds is November 1 of the current year.**

Instructional	5-8
Mini (Coed)	7-8
Pee Wee	9-10
Little	11-12
Junior	13-14
Senior	15-18 (18 yr olds must be in high school to participate)

\*\*Girls that are 13 years old based off of the October 1<sup>st</sup> cutoff date will be allowed to participate in the 11–12-year-old girls division\*\*

- Ball Sizes:

Instructional	27.5" (Junior)
Mini	27.5" (Junior)
Pee Wee and Girls Divisions	28.5" (Intermediate)
Little, Junior, Senior Boys	29.5" (Regulation)

- Goal Heights:

Instructional	8 Ft
Mini	9 Ft
Pee Wee, Little, Junior, & Senior	10 Ft

**Foul Lines:** Broken Foul line will be marked 1 foot in front of the original foul line. Instructional, Mini, and Pee Wee can shoot from the broken line. (Pee Wee is the only age group that can't cross the line while shooting).

- Game length: (Both Boys & Girls Divisions)

Instructional	Four, six (6) Minute Quarters
Mini,	2 Halves; 16 minutes long
Pee Wee,	2 Halves; 16 minutes long
Little	2 Halves; 20 minutes long
Junior	2 Halves; 20 minutes long
Senior	2 Halves; 20 minutes long

**\*All overtime periods will be 3 minutes and games will only have 1 overtime period**

- Once a twenty (20) point lead has been established by either team in the second half, a running clock will begin. If the score difference drops below twenty (20) the regular clock will start again.
- Teams will receive four (4) sixty-second time-outs per game. Thirty-second time-outs will not be allowed. Unused time-outs will carry over to overtime (per VHSL rules).
- Alternating jump ball rule same as VHSL.
- Three-point goals will be allowed in all divisions.
- FOULS=** The clock will not stop for fouls until the last four minutes of the second half, if the game is within a ten-point difference between teams.

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**Team fouls**= Once a team has committed 7 team fouls the other team is rewarded with two free-throw shots. Two shots will continue with every team foul until the first half is over. Once the second half starts team fouls reset. **NO MORE 1 AND 1 SHOTS.**

**Player Fouls**= A player can receive up to 5 personal fouls once the player has received the 5<sup>th</sup> foul they are disqualified from the game. Player fouls don't reset.

12. All unsportsmanlike technical fouls (**direct technical fouls**) by a player or coach will be assessed to that player or coach. **Any player receiving an unsportsmanlike technical foul will be required to sit for a minimum of 10 minutes of game clock for the little divisions and above and 5 minutes for pee-wee divisions and below. A player's time on the bench for a technical foul will count toward their playing time requirement.** Any player or coach receiving two unsportsmanlike technical fouls in one game will be ejected. Bench Technical Fouls will be assessed to the Head Coach. Three unsportsmanlike technical fouls called on the same team in one game will result in that team's disqualification. Penalty: 2 free throws and possession

**Rule Book Technical Fouls (indirect Technical fouls)** will not count towards a teams' three unsportsmanlike technical total. (Example: Administrative fouls, dunking or grasping the basket, substitutions, press violation, opponent(s) of the thrower touching the ball or crossing the inbounds side of the throw-in boundary line until the ball has been released on a throw-in pass.) Penalty: 2 free throws and possession

13. Team jerseys shall include the player's number which shall be at least 6 inches high on the back and at least 4 inches high on the front in plain Arabic numerals. The number must be centered vertically and horizontally.

Legal numbers are as follows: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55.

14. **Practices:** If space permits, teams will be allowed to practice during the season (but no more than two (2) times a week).

15. Boom Boxes and Radios are not allowed within the gyms.

16. **Division specific rules can be found on the following page. All other rules shall be governed by VHSL rules.**

17. **The Head Coach is responsible for all behavior issues related to players and fans. A maximum number of three (3) coaches in the bench area. One (1) standing coach at a time. After one (1) warning, a technical may be given. No Coaches are allowed under the backboard area when the ball is in play. Coaches are responsible for seeing that his/her bench area is cleaned after each game.**

18. **One (1) warning will be given to the Head Coach in the event of fan issues. After a warning has been given, the head coach should be given time to address the team's fans. In the event of an unruly fan and after the warning has been given, violation shall result in an Indirect Technical on their Head Coach.**

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### **DIVISION SPECIFIC RULES**

#### **Mini:**

- 1 Each game will have one official. Violations will be called with leniency and the officials should make a brief explanation to the player as to why the call was made.
- 2 **Fast Breaks and/or Full Court Press are NOT allowed.**  
If teams, try to fast break or full court press referee will give a warning to the player. The offensive team will inbound the ball from under the basket. Defensive team must remain inside of the three-point arch until the ball crosses the mid-court line.
- 3 Foul shots will be awarded to players that are fouled only while in the act of shooting. The foul line will be the broken line. No violation will be called for crossing the line while shooting free throws. Non-shooting fouls will result in a throw-in from out of bounds.
- 4 Reminder defensive team MUST remain inside of the three-point arch until the ball crosses the mid-court line.

#### **Pee Wee:**

1. Full court press and/or fast breaks will not be allowed in the 1st half. Defensive players are not allowed to play defense until the ball crosses the mid-court line. Teams on offense will be given ten (10) seconds to cross the mid-court line. Teams may full court press and fast breaks in the last 8 minutes of the 2nd half and overtime period, provided that the team that wishes to press does not have a fifteen-point lead or more. **Penalty for violation will be an initial warning, followed by an indirect technical foul assessed for each additional press violation. Press violation technical fouls will count towards team fouls not personal fouls.**
2. No violation will be called in the Pee Wee division for crossing the foul line when shooting free throws. If a player chooses to shoot from the broken line, it will be a violation if he/she crosses the broken line.
3. Defense must be behind the mid court line until the ball is crossed over mid court. This excludes full court pressure.

#### **Little, Junior, & Senior:**

1. A team may press until they have reached a 15-point lead; at that time they are no longer allowed to press and must play defense behind half court. If (15) point rule is in effect, Defensive players must not engage the offence until the ball crosses half court. **Penalty for violation will be an initial warning each half, followed by an indirect technical foul assessed for each additional press violation. Press violation Technical fouls will count towards team fouls not personal fouls.**
2. After a team has a 20 -point lead there will be a continuous clock. The clock will not stop on any whistle and will only stop for injuries or timeouts.

### BEDFORD COUNTY PARKS AND RECREATION Local League Rules – Instructional Basketball

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#### **Purpose and Objectives:**

The purpose of this league is to promote interest in the game of basketball for both boys and girls. The objectives are to provide basic instruction in the fundamentals and rules of basketball, to stress the importance of sportsmanship, and provide a meaningful recreation experience for all participants in a non-competitive atmosphere.

#### **Eligibility and age requirements:**

Instructional basketball is a coed league for children aged five (5) to eight (8). Participants must be five (5) years of age on or before November 1<sup>st</sup> of the year in which they register. The cutoff date for eight-year-olds to participate is October 1<sup>st</sup>. Individuals who turn nine (9) before this date may not participate in the instructional program.

#### **Instructional rules:**

1. If space is available, teams will be allowed to practice during the week. A team that practices during the week will be permitted to play an entire four (4) six (6) minute quarter game that week. In the event that a team is unable to practice during the week, that team will practice for 30 minutes before the start of the two (2), six-minute scrimmage periods.
2. The clock will be stopped midway through each scrimmage period for substitutions and after each made basket, so teams have time to get back on defense. All players must receive equal amounts of playing time.
3. Ball size is 27" (Junior).
4. Goal heights will be set at eight (8) feet.
5. Coaches will officiate scrimmages.
6. Scores will not be kept during scrimmages.
7. Teams will receive 4 time-outs per scrimmage.
8. Alternating jump ball rule will be used.
9. Teams must play man-to-man defense. Neither zone defenses, nor double-teaming will be allowed. Illegal defenses will result in a throw-in by the offensive team.
10. There will be no full court press or fast break allowed. All defensive players must cross the mid-court line before the ball crosses the mid-court line.
11. Foul shots will be awarded to players that are fouled only while in the act of shooting. Teams will be given the ball out of bounds on all other fouls. The foul line will be the broken line. No violation will be called for crossing the broken line while shooting free throws.
12. The points of emphasis in instructional basketball are fundamentals and sportsmanship, so any rules violations should be handled in an instructional manner.

### BEDFORD COUNTY PARKS AND RECREATION Youth Sports Concussion Policy

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The Bedford County Parks and Recreation Department has created the following policy that will be in effect as of August 2012 and beyond for ALL youth sports leagues.

**Objective:**

To establish a policy that will provide ALL youth sport coaches and parents associated with Bedford County Parks and Recreation with guidelines relating to how to recognize signs of a concussion, procedures for dealing with athletes and parents when a concussion is suspected, as well as mandatory rules concerning the return to action for the participant.

**Criteria:**

**When in doubt, sit them out!** It is far better to miss a game or two than risk possible brain injury!

Youth athletes are particularly vulnerable to the effects of a concussion. A concussion is a brain injury that results in a temporary disruption of normal brain function. A concussion can be caused by a blow to the head, jolt to the body, or any sudden force that results in a rapid acceleration/deceleration of the brain inside of the skull. The impact of the brain against the rigid inside walls of the skull can cause a change in neurological function and a host of other symptoms depending on which part of the brain was injured. Even what appears to be a minor “ding” or having their “bell rung” has a real risk of catastrophic results when an athlete is returned to action too soon.

The well-being of the athlete/participant is our greatest concern during any practice or game. Officials, coaches and parents are being asked to make all efforts to ensure that concussed athletes do not continue to participate. Thus, coaches, players, officials and parents should also be looking for signs of concussion in all athletes and should immediately remove any suspected concussed athlete from play.

**What to look for:**

A person does not have to lose consciousness to suffer a concussion. Concussions can appear in many different ways. Any athlete/participant exhibiting signs, symptoms or behaviors consistent with a concussion such as the one’s mentioned below shall immediately be removed from the activity and shall not return to play until cleared by an appropriate health-care professional.

**1. PROBLEMS IN BRAIN FUNCTION:**

- a. Confused state – dazed look, vacant stare or confusion about what happened or is happening.
- b. Memory Problems – can’t remember assignment on play, opponent, score of game, or period of game; can’t remember how or with whom he or she traveled to the game, what he or she is wearing, what was eaten for breakfast, etc.
- c. Symptoms reported by participant – headache, nausea or vomiting; blurred or double vision; oversensitivity to sound, light or touch; ringing in the ears; feeling foggy or groggy; dizziness.
- d. Lack of sustained attention – difficulty sustaining focus adequately to complete a task, a coherent thought or conversation.

**2. SPEED OF BRAIN FUNCTION:** Slow response to questions, slow slurred speech, incoherent speech, slow body movements and slow reaction time.

**3. UNUSUAL BEHAVIORS:** Behaving in a combative, aggressive or very silly manner; atypical behavior for the individual; repeatedly asking the same question over and over; restless and irritable behavior with constant motion and attempts to return to play; reactions that seems out of proportion and inappropriate; and having trouble resting or “finding a comfortable position.”

**4. PROBLEMS WITH BALANCE AND COORDINATION:** Dizziness, slow clumsy movements, inability to walk a straight line or balance on one foot with eyes closed.

**Seek medical help immediately if...**

Most concussions do not result in emergency care. However, if symptoms worsen, you notice behavioral changes or any of the following, seek care immediately.

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- Headaches that worsen; seizures, neck pain; very drowsy, can't be awakened; repeated vomiting; increasing confusion or irritability; weakness, numbness in arms or legs; unable to recognize people/places, less responsive than usual.

If you observe any of the above signs, call your doctor or go to the emergency room immediately.

### **Role of coaching staff:**

Coaches/coaching staff will **NOT** be expected to “diagnose” a concussion. That is the job of an appropriate health-care professional. Coaches/Coaching staff will be asked to use their best judgment in observing the signs, symptoms and behaviors, associated with concussions. If a member of a youth team coaching staff observes questionable signs, symptoms, or behavior, he/she must remove the participant from the game for further evaluation and notify the parent/guardian.

The responsibility of further evaluating and managing the symptomatic participant falls upon the head coach, parent/guardian or appropriate health-care professional. If an appropriate health-care professional on site determines that the athlete HAS NOT suffered a concussion, the athlete may return to play. If there is no appropriate health-care professional available to evaluate the athlete, the athlete SHOULD NOT be allowed by the coach or parent/guardian to return to play.

### **Role of game officials:**

Neither officials, nor coaches, will be expected to “diagnose” a concussion, as that is the job of an appropriate health-care professional. Officials are being asked to use their best judgment in observing the signs, symptoms and behaviors, associated with concussion. Officials will not be asked to make what could be perceived to be a medical opinion. If an official observes questionable signs, symptoms, or behavior, the official must notify the coach and remove the participant from the game for further evaluation.

The game official is not responsible for the sideline evaluation or management of the athlete after he/she is removed from play. The responsibility of further evaluating and managing the symptomatic athlete falls upon the head coach, and/or an appropriate health-care professional. If an appropriate health-care professional on site determines that the athlete HAS NOT suffered a concussion, the athlete may return to play. If there is no appropriate health-care professional available to evaluate the athlete, the athlete SHOULD NOT be allowed by the coach or parent to return to play. The official does not need written permission for an athlete to return to play, nor does the official need to verify the credentials of the appropriate health-care professional. Ensuring compliance is the responsibility of the head coach and NOT the game official.

### **Bedford County Parks and Recreation Department required course of action:**

1. Remove participant from competition.
2. Notify parent/guardian.
3. Any participant suspected of having a concussion should be evaluated by an appropriate health-care professional within a day of the “injury.” NOTE: An “appropriate health-care professional” should be individuals knowledgeable in the evaluation and management of sports-related concussions and may, include MDs, DOs and certified athletic trainers.
4. No participant should return to play or practice on the same day after a concussion has been diagnosed.
5. Any Participant with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or league play. This clearance shall be in the form of a written letter signed by the health-care professional. One copy must be supplied to the Bedford County Parks and Recreation Department, and one must be supplied to the head coach prior to any return to play. The formulation of a gradual return to play protocol should be a part of the medical clearance. NOTE: Athletes with continued concussion symptoms are at significant risk for recurrent, cumulative and even catastrophic consequences of a second concussive injury. Such risks are minimized if the participant is allowed time to recover from the concussion and return to play decisions are carefully made. No participant should return-to-sport or other at-risk participation when symptoms of concussion are present, and recovery is ongoing.

These guidelines should be applied to all sports related activity.

### **Coaches' compliance:**

Any coach that disregards the safety and well-being of a youth sport(s) participant as it relates to concussions will be suspended indefinitely from coaching. Additionally, any coach that misuses this policy to prohibit an otherwise, healthy, fit, uninjured player from participating will be suspended indefinitely from coaching.



### BEDFORD COUNTY PARKS AND RECREATION CODE OF CONDUCT

#### *I. Sportsmanship expectations*

Sportsmanlike and positive behavior is expected at all programs, events and on all facilities controlled or used by Bedford County Parks and Recreation Department. The following are our golden rules for achieving a positive sports environment (**R.E.S.P.E.C.T**).

- **RESPECT** – Treat opponents, teammates, officials, and all others with respect and courtesy.
- **ENCOURAGE** – Place the emotional and physical well-being of children above the desire to win.
- **SUPPORT** – Maintain self-discipline and control, be supportive to others, always be a good sport.
- **PROTECT** – Insist that all children play in a safe and healthy environment.
- **ENJOY** – Remember that youth sports should be fun for our kids as well as adults.
- **CARE** – Be considerate, compassionate, and caring to everyone involved.
- **TRUST** – Participate with honesty and integrity, respect rules and authority.

The Parks and Recreation Director or his/her designee(s) shall implement disciplinary action as warranted, including the right to halt and/or delay a program or event, request law enforcement support, as well as ejecting, suspending, or banning individuals.

#### *II. Disciplinary Actions*

Bedford County Parks & Recreation's Director or his/her designee may implement any of the following disciplinary actions, within their jurisdiction:

- A. **Ejection** – An ejection is the immediate removal of an individual by authorized staff from any Bedford County owned or leased recreation property, due to misconduct. The individual is required to leave the facility for the remainder of the day/evening activities. In addition, an ejection will result in an automatic one game suspension and may be subject to further disciplinary actions as covered in this policy.
- B. **Suspension** - A suspension is a temporary prohibition of a person from participation and/or attendance at any recreation activity for the time prescribed.
- C. **Ban** – A ban means an individual is not allowed to be on any County owned or leased recreation property, nor participate in any County recreation activity. Re-entry into an activity, after a ban shall require a personal interview with the Director of the Bedford County Parks and Recreation Department or his/her designee.
- D. **Appeals Process** - A written appeal of disciplinary action may be accepted by the Director within three (3) days after an individual receives notification of a decision made resulting in a suspension or ban. The person that requests the appeal will be subject to the disciplinary action unless the Director from the Bedford County Parks and Recreation Department upholds the appeal. The Directors' decision on the appeal is final. Generally, appeals will not be successful unless the facts are proven incorrect.
- E. **Probationary Periods**- A probationary period is an amount of time that an individual is evaluated by the Department to determine whether any further misconduct occurs. The result of additional misconduct shall warrant further disciplinary action from Bedford County activities as defined. Probationary periods are as follows:
  1. Ejection – one full year from date of initial ejection.
  2. Suspension – one full year from date that suspension ends.



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3. Ban – to be determined by Director upon personal interview, no less than one year from date that re-entry into activity is granted.

### III. Process of disciplinary action

- A. **Submittal and review of written incident reports** – An individual accused of violating the Code of Conduct will be given an opportunity to submit a written report detailing the incident.
- B. **Temporary suspension** - An individual being investigated for misconduct shall be suspended from participating in any recreation activity until the completion of the investigation.
- C. **Disciplinary decision** - Individuals will be notified by certified mail of the Parks and Recreation Department's decision within three days of a decision.

### IV. Misconduct Consequences

Misconduct by coaches, officials, players, and/or spectators will not be tolerated in any form.

- A. **Non-Physical Misconduct** - Noncompliance with rules or other poor sportsmanship such as the use of obscene/negative gestures or verbal abuse including but not limited to obscene language, harassment, derogatory behavior, or negative verbal Founded misconduct shall result in the following disciplinary actions and/or penalties:

Coach or official:

First offense – two (2) game suspension and one (1) calendar year probation

Second offense (within one (1) year probationary period\*) – minimum one (1) year ban

Player or spectator:

First offense – one (1) game suspension and one (1) calendar year probation

Second offense (within one (1) year probationary period\*) – minimum one (1) year ban

\*If an individual has a history of non-physical misconduct and is found to be in violation for such while not on probation, that individual will be subject to a minimum one (1) year ban.

- B. **Physical Misconduct** – Exhibiting aggressive or improper misconduct such as fighting, striking, pushing or inappropriate touching, and/or threatening any of the above. Founded misconduct shall result in the following disciplinary actions and/or penalties:

Coach or official:

First offense – minimum one (1) calendar year ban

Second offense – permanent / lifetime ban

Player or spectator:

First offense – minimum one (1) calendar year ban

Second offense – permanent / lifetime ban

\*In addition, the Department(s) may also initiate appropriate law enforcement action.

### *V. General conduct policies*

#### **A. Illegal Substances, Alcohol, and Tobacco Products:**

Bedford County Parks and Recreation Department supports a drug, alcohol, and tobacco free zone on any Bedford County owned or leased recreation property and complies with any similar Bedford County School Board policies. Anyone possessing or found under the influence of alcohol or an illegal substance on County owned/leased recreation property or at any activity will be banned for a minimum of one (1) year. In addition, the Department(s) may initiate appropriate law enforcement action.

The use of tobacco, including cigarettes, cigars, pipe tobacco, snuff, chewing tobacco and all other forms of tobacco prepared in such a manner as to be suitable for chewing, smoking or both shall be prohibited in and around the immediate area of any youth related program or events. This shall include playing areas, dugouts, along fence-lines or sidelines, spectator areas, inside gymnasiums and program areas. Individuals will be requested not to use tobacco products in these areas, and those that choose to continue will be immediately ejected from the premises. All volunteers and officials are prohibited from using e-cigs, vaporizers, hookahs, and similar accessories at all recreation events.

#### **B. Weapons/Firearms:**

No weapons or firearms are allowed on County owned or leased recreation property, nor any Bedford County School Board property. The penalty for such an infraction shall be immediate ejection, and a minimum one (1) year ban. In addition, the Department may initiate appropriate law enforcement action.

#### **C. School Related Misconduct**

If any child or adult has disciplinary action taken against him/her at his/her respective school, then they will be suspended from participating in Parks and Recreation activities for the same amount of time.

#### **D. Criminal Background:**

All coaches, officials, and employees may be subject to a criminal background check. Individuals convicted of any violent or sexual crime, or any crime against a child shall not be allowed to participate in any County recreation program. Bedford County Parks and Recreation utilizes SSCI, and the National Recreation and Parks Association recommended minimum guidelines for credentialing volunteers.