



WINTER YOUTH BASKETBALL LEAGUE BYLAWS

A. PLAYERS, DIVISIONS, & ELIGIBILITY

1. **Division 1 (Competitive League)** – Consists of hand selected, pre-formed teams with a higher level of competition. All teams in Division 1 have the option of using their own jerseys or having the City provide it for them. Division 1 rosters are limited to a maximum of twelve players. Leagues for D1 will comprise of 8U – 14U.
2. **Division 2 (Recreation League)** – Consists of teams that are formed through a “draft” system by zip code. Teams registered as Division 2 may not return more than four players from the previous season’s roster nor can they have more than four requested players. Division 2 youth rosters are limited to a maximum of ten players. Divisions for D2 will comprise of 6U – 14U.
3. **6U** – consists of boys and girls who are at least **5** years of age and no more than **6** years of age as of September 1st of the current school year.
4. **8U** – consists of boys and girls who are at least **6** years of age and no more than **8** years of age as of September 1st of the current year.
5. **10U** – consists of boys and girls who are at least **8** years of age and no more than **10** years of age as of September 1st of the current year.
6. **12U** – consists of boys and girls who are at least **10** years of age and no more than **12** years of age as of September 1st of the current year.
7. **14U** – consists of boys and girls who are at least **12** years of age and no more than **14** years of age as of September 1st of the current school year.
8. No participant will be allowed to play on more than one team in the same age division.
9. Teams will have until the end of late registration to add players. After this time, all rosters will be frozen. The only exception to this rule would be to replace an injured player or if your roster drops below the minimum amount to start a game (four [4] players). Any additions must be approved by the Athletic Department.
10. Falsification of information on a player’s registration form will disqualify the player from this program and coach will receive a one (1) game suspension.
11. The Athletic Department reserves the right to move teams from one division to another in the sense of fair play and equity for the league.

B. PRE-GAME/PRACTICE

1. Coaches/Player Cards – Coaches and participants are required to obtain a card prior to the start of games. Players must have their player card by the first game of the season, or they will not be eligible to play.
2. Each D1 and D2 team is allotted two fifty (50) minute practices per week. Teams may practice as much as they want, however, no additional time will be available in city facilities. *Coaches cannot charge parents for practices, if we see this is happening, we will review and have the possibility to remove that coach from the league.*
3. Any participant who misses a practice, without a satisfactory excuse, may be held out of the next game with Athletic Department approval.
 - a. To be able to exercise this option, the coach must notify the athletics department, in writing (email or written), at the time of each missed practice, and give the name of the absent player(s).
4. Coaches must submit documentation to the Athletics Department regarding disciplinary problems with players and/or parents; the athletics staff will review each occurrence and rule accordingly.
5. There is to be no music to be played before, during, or after games or practices.

C. REQUIRED EQUIPMENT

1. Jerseys
 - a. **Division 1**
 - i. Players on each team must wear jerseys that are identical in the base color.

- ii. Jerseys must be reversible with a legal number on both sides or teams must have 2 separate-colored jerseys with legal numbers. ****If opposing team is same color, the home team will switch to the "lighter" color. (If the home team does not comply, they will forfeit)**
 - iii. Jerseys must have a six-inch number on the back and a four-inch number on the front. Numbers must be permanently affixed to the jersey (numbers taped on, pinned on, written in pencil, pen, or marker will not be allowed).
 - iv. Players are permitted to wear a solid color undershirt.
 - b. **Division 2**
 - i. Teams have the option of wearing either a City of Mesquite provided jersey with numbers or having custom jerseys created for the team.
 - ii. If teams choose to get custom jerseys, the rules from Division 1 sections apply.
- 2. **Shorts** – Must also be identical in color to the rest of the team.
- 3. **Shoes** - Players should wear athletic type shoes with non-marking soles.
- 4. **Other**
 - a. Players must observe the following:
 - i. No hard or soft casts are allowed.
 - ii. Knee and ankle braces are permitted but all exposed hinges must be covered.
 - iii. Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes, and bobby pins, are prohibited.
 - iv. Jewelry is prohibited. Jewelry that is taped down will not be allowed. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.
 - v. Anything on the wrist other than wrist/sweat bands is prohibited.

D. THE GAME

- 1. **Time of the game**
 - a. **6U & 8U** – The game will consist of four six-minute quarters with one minute between quarters, three minutes at half time.
 - b. **10U, 12U, & 14U** – The game will consist of four eight-minute quarters with one minute between quarters, three minutes at half time. *If a team must forfeit a game, the winning team will receive a score of 15-0.*
- 2. **Grace Period**
 - The city has instituted a 3-minute grace period that will begin immediately after the end of the warmup period. If at the end of the 3-minutes the team is not ready to play (ex. no player cards/coach) the game will be forfeited.
- 3. The clock will run continuously through the first and third quarters. The clock will run during free throws. The clock will stop on team or official time outs.
- 4. The clock will run continuously through the second and fourth quarters until the last two minutes of each quarter. At the last two minutes, the clock will stop on all whistles.
- 5. **Mercy Rule (All Divisions):** If there is a fifteen (15) point difference in the score at any time during the game the clock will only stop for referee and team timeouts.
- 6. Officials & Staff have the authority to stop the clock for any reason that is deemed necessary.
- 7. Teams will receive four one-minute time outs per game. Time outs do not carry over into the over-time quarter.
- 8. In the event of a tie game at the end of regulation time, one three-minute over-time quarter will be played. Over-time will be played under the following rules:
 - a. Teams will receive a one-minute intermission and one – thirty second time out.
 - b. The clock will stop on all whistles in the last minute of the over-time quarter.
 - c. In the event of a tie game at the end of over time, additional one-minute quarters will be played until a winner is determined. ****The game cannot end in a tie.**
- 9. **Full Court Defense (Press):**
 - a. **6U – 10U D2:** Pressing is not allowed at any time. Once the ball handler crosses half court, defenders can leave the arc.
 - b. **8U-14U D1 & 12U D2** – Full court press is allowed unless a 15-point lead is obtained, then the defense must start behind the arc.
 - i. Once the ball handler crosses half court, defenders can leave the arc. The team trailing, may continue to press, during this time.
 - c. **VIOLATION:** One warning will be given to each team at the time of the first violation. After that, teams that violate the "Press" rule will be issued a technical foul for each offense.

10. Lane Violations:
 - a. **8U & 10U** will have five second lane violations.
 - b. **12U & 14U** will play by NFHS rules (three seconds).
11. Free Throws:
 - a. **8U – 14U:** Teams that receive five team fouls will go into the bonus. The opponent will shoot two free throws for a common foul beginning with the team’s fifth foul in each quarter and resets the fouls at the end of each quarter. Players will be allowed to enter the lane when the ball is released. The shooter will be allowed to enter the lane once the ball hits the backboard and/or rim.
 - b. **6U** will receive the ball at half court.
12. Three-point attempt:
 - a. **6U – 8U:** There will not be a three-point arch for this division.

E. PLAYERS

1. Participation:
 - a. **Division 1:** No participation requirements
 - b. **Division 2:** Teams must abide by the following minimum playing time rules:
 - i. During the first quarter of every game there will be no substitutions allowed. The five players who start this quarter will be the same five players who finish the quarter.
 - ii. During the second quarter any remaining players who did not start the first quarter will be required to start the second quarter and play the entire quarter without substitutions.
 - iii. During the second quarter, if a team has less than 10 players on their roster then the coach may substitute only for those players who already played the entire first quarter.
 - iv. In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed.
2. A team must have **four** players to begin and play game.
 - If a team drops to under four (4) players the game will be ended and scored as a forfeit.

F. COACHES

1. Before each game coaches will be required to check in with the staff member at the scorer’s table. A coach’s card or a picture ID is required to sign in.
2. All coaches will be required to pass a background check. This form must be turned into the Parks and Recreation Administration office.
3. Teams are only allowed to have three coaches on their roster and two on the bench.
4. Only one coach may stand and give instruction to players, request a time out or confer with scorer’s table.
5. Coaches are responsible for their team and parent’s conduct on and off the court. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless of if it’s a practice, regular season game, or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the Athletic Department. If the suspension takes place near/at the end of the season, the suspension may carry over to the next season.
6. If the game is interrupted by any misconduct a “3 Strike Rule” will go into the effect:
 - **Strike One** – Officials or staff will stop the game and request that the coach assists with getting control of the situation.
 - **Strike Two** - Officials or staff will stop the game and the head coach will receive a technical foul. The opposing team will shoot two free throws & receive the ball at half court away from the scorer’s table.
 - **Strike Three** – The head coach will receive a second technical foul, be ejected from the game and serve a one game suspension.
7. Any coach failing to cooperate with the rules and/or objectives of this league will be required to relinquish his/her team.

G. DISCIPLINARY ACTIONS

Player Eligibility

1. Only a coach can protest a player’s eligibility. If a coach protests a player’s eligibility, then the coach of the player in question will have two (2) business days to provide the birth certificate to the athletic department. If the athletic department does not receive the birth certificate within two (2) business days or if they do receive it and the player is found to be ineligible, the following actions will occur:

- a. The team will forfeit half of games played; *if only one game has been played, then that game will be forfeited.* (If odd number of games played, then 50% of games, plus one additional game will be forfeited)
- b. The coach will be suspended (two) 2 games for the first offence. On the second offence, the coach will be suspended the remainder of the season, including playoffs.
- c. The ineligible player will be suspended from the league for the remainder of the season. (*Refunds will not be issued to any suspended players*)

Roster Checks

- a. Roster checks can only be requested by coaches listed on team roster.
- b. Roster checks can only be requested at the following times:
 - i. Prior to start of game
 - ii. End of 1st or 2nd quarter – roster checks requested at these times will be conducted at half time.
- c. If a roster check is requested, both teams' rosters will be verified by the gym supervisor.
- d. If after a roster check all players are found to be eligible to play, the requesting team's coach will receive a direct technical foul (delay of game technical). All coaches on the requesting team must remain seated for the remainder of the game. Opposing team will then shoot two free throws and receive the ball at half court.
- e. If a player is found to be ineligible after the roster check, the player will be ejected, and the team will receive a sportsmanship deduction.

Technical fouls:

1. If a team, player, or coach receives a **technical foul**, the opposing team will get two free throws and the ball at half court. The opposing coach will decide on who the shooter will be. All other players must remain behind half court during the shot attempts.
 - a. **One technical foul on one player** will result in the player in question being automatically substituted out. The amount of time that the player in question sits will be determined by the coaching staff.
 - b. **One technical foul on a coach** will result in the coach losing all coaching privileges and will have to remain seated for the remainder of the game.
 - c. **Two technical fouls** on a coach or player will result in that person being **ejected from the game and the facility**. This will also result in a one game suspension. Suspensions will carry over from one season to the next, if necessary.
 - d. **Three technical fouls** on one team in one game will result in a forfeit.
 - e. **Five technical fouls** – Coaches and players who accumulate five technical fouls throughout the season will be removed from the league and will not be refunded.

Intentional fouls:

1. If a player receives an **intentional foul**, the opposing team will get two free throws and the ball at the point of interruption. The opposing coach will not have a choice on who the shooter will be. The player who was fouled will be the shooter. All other players must remain behind half court during the shot attempts.

Flagrant fouls:

1. If a player receives a **flagrant foul**, the opposing team will get two free throws and the ball at the point of interruption, the player committing the foul will be ejected. The opposing coach will not have a choice on who the shooter will be. The shooter will be the player who was fouled. All other players must remain behind half court during the shot attempts.

Fighting:

1. Fighting will not be tolerated by players, coaches, or spectators. This includes before, during, or after games and practices.
 - a. In the event of a fighting incident with players; the player(s) who engaged with fists or open hands will be ejected and suspended indefinitely pending a review by the Athletics Department (coordinator, supervisor, and/or director). At this time player(s) will be allowed to practice until a decision is made.
 - b. In the event of a fighting incident with coaches; the coach(es) who engaged with fists or open hands will be ejected and suspended indefinitely pending a review by the Athletics Department (coordinator, supervisor, and/or director). Coach(es) will **NOT** be allowed to participate in any team activities (i.e., practices or games).
 - c. In the event of a fighting incident with spectators; the spectator(s) who engaged with fists or open hands will be ejected and suspended indefinitely pending a review by the Athletics Department (coordinator, supervisor, and/or director). Spectator(s) will not be allowed to be in the game facility until a decision is made.

2. The gym monitors and referee’s reserve the right to end contests prior to completion due to fighting. At that point, the game will be recorded as a double forfeit if both teams are involved or a forfeit for the team not involved.

- a. The term “team” includes players, coaches, and spectators.

Use of hateful/derogatory language

1. The use of any hateful or derogatory language by a player, coach, official, or spectator will result in an immediate ejection from the game and the facility. The City has a zero-tolerance policy on this type of language and behavior.

H. EQUIPMENT AND COURTS

<i>LEAGUES</i>	<i>DIVISIONS</i>	<i>COURT</i>	<i>BALL SIZE</i>	<i>GOAL</i>	<i>FREE THROW</i>
6U boys & girls		Half Court	Rookie - 27.5	8'	None
8U boys & girls	D1 & D2	Full	Intermediate – 28.5	9'	13'6"
10U boys & girls	D2	Full	Intermediate – 28.5	10'	13'6"
10U boys & girls	D1	Full	Intermediate – 28.5	10'	15'0"
12U & 14U girls	D1 & D2	Full	Intermediate – 28.5	10'	15'0"
12U & 14U boys	D1 & D2	Full	Regulation – 29.5	10'	15'0"

I. TIE BREAKING PROCEDURES

The procedure for which ties will be broken for seeding/play-off purposes is in the following order if needed:

1. Head-to-head competition (*Will only be used if all teams tied have played each other, if not move to 2.*)
2. Head-to-head versus highest seeded common opponent
3. Total points allowed
4. Total points scored
5. Point differential
6. Coin flip

***No additional games will be played to break ties**

J. SPORTSMANSHIP

Sportsmanship grades will be given by the gym monitor at each site on the following categories and is on a grade scale of 1 – 5: Conduct, Cleanliness, and Sportsmanship.

1. **If a team forfeits, the forfeiting team will receive a sportsmanship score of 2, and the opposing team will receive a score of 5. If a forfeit is due to fighting, the team(s) involved will receive a score of 0.**

K. LEAGUE GAMES / TOURNAMENT

A seven-game season will be played to determine the seed of each team for a single elimination tournament to determine each Division City Champion. To advance to the tournament, teams will have to have a sportsmanship average of 3.0 or higher. 6U will play an eight-game season with no tournament.

L. AWARDS

6U: Individual participation award

8U – 14U: 1st & 2nd league and 1st & 2nd tournament.

M. PROTESTS

ALL PROTEST MUST BE SUBMITTED TO THE PARKS AND RECREATION ATHLETIC DEPARTMENT BY THE HEAD COACH ONLY. The Athletic Department will review all information and decide based on the facts provided and interviews conducted.

N. INCIDENT REVIEW PROCESS

1. The Athletic Department is notified of any incident that occurs during the session (from 30 minutes prior to 1st game and up to one [1] hour after the final game).
2. The athletic department will then collect the facts and conduct interviews with the following people as needed:
 - a. Gym monitor
 - b. Referee(s)/Scorekeepers
 - c. Coach(es)

d. Parent(s)

3. If available, the Athletic Department will also review video as well only pertaining the incident.
4. The Athletic Department will the come to a collective decision regarding the incident.
5. All parties involved will be notified of the decision and further discipline if necessary.
6. There is the availability for an appeal but must be filed in writing within 48 hours of the decision of the Athletic Department.

O. GOVERNING BODIES

1. National Federation of High School and Texas Amateur Athletic Federation rules will apply when not noted within the Mesquite Youth Basketball League By-Laws.
2. **ANY AND ALL DISPUTES WILL BE RESOLVED BY MESQUITE PARKS AND RECREATION.**

Please note: Once the league and tournament schedules have been released, they will not be changed without the Director's approval.