



# SIENNA YOUTH BASKETBALL LEAGUE RULES

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## **LIABILITY**

All participants in the league assume the risk of injury. Sienna Residential Association, its volunteers and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league. Participants have released Sienna Residential Association, its volunteers and employees upon submittal of registration.

## **TEAMS & GAMEPLAY**

### **1) ROSTERS:**

- a) Rosters are typically composed of eight (8) players. Roster size will be dependent on the number of teams and registrations within each division.

### **2) GAME LENGTH:**

- a) All games will have a running clock with the exception of free throws, timeouts and the final two (2) minutes of each half.
- b) All divisions of play to have four (4) quarters.
  - K-1<sup>st</sup> Grade Boys/Summer COED, K-2<sup>nd</sup> Grade Girls play 6-minute quarters.
  - 2<sup>nd</sup>-3<sup>rd</sup> Grade Boys/Summer COED, 4<sup>th</sup>-5<sup>th</sup> Grade Boys/Summer COED, 3<sup>rd</sup>-5<sup>th</sup> Grade Girls, & 6<sup>th</sup>-8<sup>th</sup> Grade COED play 8-minute quarters.
- c) The clock stops only on timeouts and free throws for ALL divisions. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.

**3) POINT SPREAD RULE:** If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time-outs and free throws.

**4) TIMEOUTS:** Each team shall be allowed three (3) one-minute timeouts **PER GAME**. In the case of overtime, each team shall be allowed one (1) additional one-minute timeout. Timeouts from regulation play do NOT carry over into overtime period.

**5) OVERTIME:** If the score is tied at the end of regulation play, overtime will be played. K-1<sup>st</sup> grade division plays 3-minute overtimes, while 2<sup>nd</sup>-3<sup>rd</sup>, 4<sup>th</sup>-5<sup>th</sup>, & 6<sup>th</sup>-8<sup>th</sup> play 4-minute overtimes. The clock stops only on timeouts and free throws, except for the final two (2) minutes of play in

the period. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc. Any subsequent overtime periods will be three (3) minutes in length and will continue until a winner is determined. A game cannot end in a tie.

**6) COACHES:** Coaches must be 21+ years old in order to coach a team. This includes Assistant Coaches.

**7) BASKET & BALL SPECIFICATIONS**

HEIGHT	FREE THROW DISTANCE	BALL SIZE	AGE GROUP
10'	15'	29.5" (men's)	6 <sup>th</sup> – 8 <sup>th</sup> COED
10'	15'	28.5" (women's)	4 <sup>th</sup> -5 <sup>th</sup> boys (Summer COED)
10'	15'	28.5" (women's)	3 <sup>rd</sup> -5 <sup>th</sup> girls
8'6"	15'	28.5" (women's)	2 <sup>nd</sup> -3 <sup>rd</sup> boys (Summer COED)
8'6"	10'	27.5"	K-1 <sup>st</sup> boys (Summer COED)
8'6"	10'	27.5"	K-2 <sup>nd</sup> girls

**These rules are subject to change at the league administrator's discretion.**

**8) LANE VIOLATIONS:**

2<sup>nd</sup>-3<sup>rd</sup> Boys/Summer COED, 3<sup>rd</sup>-5<sup>th</sup> Girls, 4<sup>th</sup>-5<sup>th</sup> Grade Boys/Summer COED, & 6<sup>th</sup>-8<sup>th</sup> Grade will play by official rules (three (3) seconds).

K-1<sup>st</sup> Boys/Summer COED, K-2<sup>nd</sup> (Girls) Grade will have five (5) second lane violations.

**9) DEFENSE:**

Zone or man-to-man defense is allowed in all leagues.

**The K-1<sup>st</sup> Boys/ Summer COED, 2<sup>nd</sup>-3<sup>rd</sup> Grade Boys/Summer COED, K-2<sup>nd</sup> grade girls division is not allowed, at any time, to play full court defense (press). This division must pick up offenses at the half-court line. K-2<sup>nd</sup> Grade defenses are NOT allowed to double-team (or have multiple defenders on) an offensive player. All defenders must stay with a single offensive player in the Junior Division.**

**The 3<sup>rd</sup>-5<sup>th</sup> Grade Girls, and 4<sup>th</sup>-5<sup>th</sup> Grade Boys/ Summer COED division(s) may play full court defense (press) during the last two minutes of the first half, during the entire fourth quarter and at all times during any overtime period(s). During non-press times, teams may pick up offenses at the half court line. If a team is leading by 12 points or more, that team is NOT allowed to press at all. 3<sup>rd</sup>-5<sup>th</sup> Grade Girls, 4<sup>th</sup>-5<sup>th</sup>**

**Grade Boys/Summer COED defenses ARE allowed to double-team an offensive player, but MAY NOT use more than two defensive players at a single time and may not do so continuously.**

**The 6<sup>th</sup>-8<sup>th</sup> Grade COED division may play full court defense (press) during the last two minutes of the first half, during the entire second half and at all times during any overtime period(s).** If a team is leading by 12 points or more, that team is NOT allowed to press at all. During non-press times, teams may pick up offenses at the half court line. **6<sup>th</sup>-8<sup>th</sup> Grade COED defenses are allowed to double-team (or have multiple defenders on) an offensive player.**

VIOLATION: Each team shall be issued one warning per half, in which the whistle is blown, and the offended team brings the ball in play on their offensive front court at the mid-court opposite the scorers table and team benches. Additional violations shall result in a technical foul.

#### **10) UNIFORMS AND BASKETBALLS:**

- a) Players who do not have the proper uniform will not be allowed to participate.
- b) No hard-soled shoes will be permitted. Any player wearing non-conforming footwear (i.e., anything other than basketball shoes) will not be allowed to participate.
- c) no jewelry (including rings, earrings, watches, necklaces), wristbands (exception: sweatbands), etc. will be allowed to be worn during games or practices.
- d) players must tuck-in their jerseys.
- e) Sienna Youth Basketball does NOT furnish teams with basketballs. Leagues must provide their own basketballs for practice. Game balls will be provided by the league.

#### **11) PLAYERS AND PLAYING TIME:**

Each player present at the game must play at least two (2) complete quarters or the game will be forfeited by the team in violation this rule. **A “quarter” does not necessarily mean an uninterrupted quarter of playing time. “Two (2) complete quarters” means the cumulative half of a game.** The only exceptions to this rule are:

- a) Illness
- b) Injury
- c) Player fouls out
- d) Suspended player

Coaches found in violation of this rule will be assessed a technical foul. Recurring violations will result in review of that coach and potential suspension. It is imperative that all players play a **minimum** of one-half of each and every game. **Parents that are concerned that this rule is not**

being adhered to by the coach of their child's team should attempt to first find resolution by discussing with their child's coach first.

## 12) SPORTSMANSHIP

All persons associated with the Sienna Youth Basketball League will be held to the highest standard in terms of sportsmanship. This includes **EVERYONE** in attendance (i.e., players, spectators, guests, etc.)

- a) Abusive language from any person(s) will not be tolerated. This includes excessive criticism towards referees, taunting, unruly/excessive behavior, etc. Game officials and gym monitors have been authorized to assess one (1) single warning to any team captain, player or spectator determined to be verbally abusive. A second infraction will result in immediate ejection from the gymnasium. Failure to leave in a timely manner will result in a suspension from league activities, the duration of which is to be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator.
- b) Sienna Residential Association has a strict no hate policy. If a person(s) is caught using derogatory language, berating/making fun of another individual, or anything deemed as hate speech, they will be ejected from the league for the **rest of the season**, without a refund. (To be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator).
- c) Any type of fighting or instigation (taunting) is grounds for an immediate ejection (without warning) and in cases where fighting is involved, **a LIFETIME BAN in ALL league activities**. This rule applies to **all involved**. (To be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator).

## 13) PRACTICES AND GAMES

Each team will be assigned one (1), one (1) hour practice session per week. Each team will play six (6) regular season games, and all teams will qualify for the post-season, single elimination tournament on the seventh (7) week. Practice and game scheduling are wholly subject to facility availability and cannot be scheduled around individual schedules. Sienna Youth Basketball does not in any way, shape or form guarantee or infer that particular days, nights or times will be ensured to accommodate personal schedules. Summer Basketball practice times and locations are determined by the head coach. We do not provide practice spaces during the Summer. All schedules provided are final and will not be altered.

## 14) FOULS

A player shall be removed from the game after committing his or her 5th foul (personal and technical fouls combined) or after committing 2 technical fouls.

After seven (7) team fouls, each resulting foul will result in a 1-1 foul shot situation. After 10 team fouls, each resulting foul will result in a 2-shot foul situation. Fouls while in the act of shooting will result in a 2-shot foul situation, unless the fouled has scored, which will result in a scored bucket and an additional 1-shot foul.

## **15) TEAMS / ROSTER CHANGES**

**\*UNDER NO CIRCUMSTANCES WILL A PLAYER BE MOVED FROM ONE TEAM TO ANOTHER AT ANY POINT AFTER THE DRAFT.**

**\*FURTHER, AFTER THE DRAFT BEGINS, THERE WILL BE NO REFUNDS ISSUED.**

**\*SHOULD A PLAYER OR PLAYERS FAMILY NOT DESIRE TO PLAY FOR A PARTICULAR TEAM, THEIR ONLY OPTION IS TO WITHDRAW FROM THE LEAGUE WITHOUT COMPENSATION.**

**\*NO CARPOOL REQUESTS WILL BE GRANTED EXCEPT FOR INDIVIDUALS WITH HOMEBOUND PARENTS (i.e. DISABILITIES THAT PREVENT THE PARENT/GUARDIAN FROM BEING ABLE TO TRANSPORT THE CHILD TO AND FROM GAMES).**

**\*THE ONLY TEAMMATE REQUESTS THAT WILL BE GRANTED ARE SIBLINGS AND SAME HOUSEHOLD MEMBERS.**

**\*SCHEDULE REQUESTS WILL NOT BE ACCOMMODATED (ie GAMES / PRACTICES ON A PARTICULAR DAY OR NIGHT OR AT A PARTICULAR TIME). DUE TO THE NUMBER OF PARTICIPANTS IN THIS PROGRAM, WE UNFORTUNATELY ARE NOT ABLE TO ACCOMMODATE EACH PARTICIPANT'S SCHEDULE. PARTICIPANTS AND THEIR FAMILIES ARE RESPONSIBLE FOR ENSURING AVAILABILITY FOR SCHEDULED PRACTICES AND GAMES. UNAVAILABILITY DOES NOT CONSTITUTE GROUNDS FOR A REFUND\***

## **16) PLAYOFF SEEDING TIE BREAKERS**

Any time a season ends with teams sharing the same record the following tie breaker process will be utilized:

- **If 2 teams are tied:**
  - **Head-to-head record against each other will be the first tie breaker**
  - **If the teams did not play each other, then average points allowed will determine the higher seed.**
  - **If teams are still tied at this point seeding will be determined by coin flip.**
- **If more than 2 teams are tied:**
  - **Average points allowed will determine the seeding.**
  - **If teams are still tied at this point seeding will be determined by coin flip.**

## **17) GAME PLAY RULES / GUIDELINES**

League play will follow UIL (University Interscholastic League) gameplay rules with the exception of those explicitly stated herein. Any other interpretations are at the complete discretion of game officials, league officials and gym monitors.

These rules are subject to change at the league administrator's discretion.