



SIENNA YOUTH BASKETBALL LEAGUE RULES

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 composed of eight (8) players.

2) GAME LENGTH:

- a) All to 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.

- Junior divisions (K-1st Grade Boys/Summer COED, K-2nd Grade Girls) play 6-minute quarters.
- Intermediate divisions (2nd-3rd Boys/Summer COED, 4th-5th Grade Boys/Summer COED, 3rd-5th Grade Girls, & 6th-8th 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-1st/K-2nd Girls grade division plays 3-minute overtimes, while 2nd-3rd, 4th-5th, & 6th-8th play 4-

minute overtimes. The clock stops only on timeouts and free throws, with the exception of 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 & 7) BASKET & BALL SPECIFICATIONS

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

8) LANE VIOLATIONS:

4th-5th/3rd-5th Grade, & 6th-8th Grade will play by official rules (three (3) seconds).

K-1st/K-2nd (Girls) & 2nd-3rd Grade will have five (5) second lane violations.

9) DEFENSE:

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

The K-1st, K-2nd, & 2nd-3rd grade 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-2nd Grade (Junior) 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 3rd-5th & 4th-5th grade division 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 half-court. If a team is leading by 12 points or more, that team MAY NOT press at all. **3rd-5th girls & 4th-5th grade 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 6th-8th grade 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 MAY NOT press at all. During non-press times, teams may pick-up offenses at half-court. 6th-8th grade 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, and is not to exceed that number/length of time. 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 so as to accommodate personal schedules. Times and schedules provided are final and will not be altered. **Teams that hold practices other than those assigned by the league will forfeit all wins prior to the latest identified infraction date.** (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).

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

Once a player has been assigned to a team, that assignment is FINAL. This policy has been conveyed both at the time of registration as well as in multiple correspondence pieces since. No roster changes will be made during the season.

- **There will be no roster change or refund for car pool requests. The league does not make accommodations for car pooling. All league practices and games are held within Sienna.**
- **There will be no roster change or refund for teammate requests. The league does not grant teammate requests with the exception of 1. Siblings, 2. Persons living in the same household and 3. Person with whom a homebound parent or guardian is involved.**
- **There will be no roster change or refund because of a scheduling conflict with the practice day of the week. The league does not guarantee a particular day of the week for practices.**
- **There will be no roster change or refund because of dissatisfaction with your child's team or coach. The league does not guarantee wins or championships but does guarantee that it will make every effort possible to achieve as much parity as possible.**

If a parent/guardian is still dissatisfied with their child's team placement the only option, they (the parent/guardian) have is to withdraw from the league. There will be NO REFUND for persons electing to withdraw from the league upon receipt of their child's roster.

16) PLAYOFF SEEDING TIE BREAKERS

TeamSideline automatically seeds our playoff tournament according to the season records.

17) GAME PLAY RULES / GUIDELINES

League play will follow UIL (University Interscholastic League) game play 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.