

Leander Youth Basketball

Operating Policies and Procedures



***Updated October 2025.**

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BASKETBALL STRUCTURE AND RULES

Our basketball league is comprised of the following age divisions:

- 5u
- 7u
- 9u
- 11u
- 13u

Having these divisions provides our players with the opportunity to play and compete at a skill level that helps them develop their talents and confidence to become a more successful player.

Returning coaches are allowed to save up to 5 players that are from the previous season's roster. Players that are not saved will go through a skills assessment and be drafted onto a team.

For the Winter '24/'25 season, there will be no post-season offered; this will be an option the following year.

LEAGUE AGE STRUCTURE

AGE DIVISION	BIRTH DATE
5U	4 to 5 YR as of Sept. 1 st 2025
7U	6 to 7 YR as of Sept. 1 st 2025
9U	8 to 9 YR as of Sept. 1 st 2025
11U	10 to 11 YR as of Sept. 1 st 2025
13U	12 to 13 YR as of Sept. 1 st 2025

The dates reflect a "school" year; a fall + spring = eligibility year.

- Player may not play outside their designated age group except as noted below:
 - Player has played at least two seasons in current division.
- Parents can email bgreene@leandertx.gov and request an appeal to move up through tryouts.
- Players may not play down for their age.

COACHES

Head coaches are selected through an application process and approved by the Athletic Coordinator. All coaches must pass a background check. Paid coaches are not permitted and, if discovered, face disciplinary actions.

A non-parent manager may submit a request in writing to the Athletic Coordinator when applying to manage a team. They will review all requests and may schedule an in-person interview.

Coaches are selected based on the number of registered players returning to their team for the current season, their reputation within the league, and their baseball knowledge as well as their ability to teach the fundamentals of the game, in no particular order.

Head coaches can only coach one team per division and cannot be an assistant coach within the same division.

Coaches are responsible for the behavior of their players, assistant coaches and parents and fans. They must make every effort to assist our umpires in trying to resolve any issues with sportsmanship or disturbing the spirit of the game.

TEAM SELECTION

Player Protections

Coaches are allowed to protect the following number of players (refer to the chart below).

Player Protection forms will be sent to approved coaches with a deadline to fill out player saves for their team. Forms turned in after the start of tryouts will not be accepted.

All players must be registered with the league (for insurance purposes).

Parents have a choice to remain on the same team or enter the draft and be chosen on a new team. To save players, the head coach must list the player on the save form, and parent must list the coach's name at time of registration for the player to remain on the previous team.

Sibling rule: If a coach is protecting one sibling (Example: twin or older brother/sister) the siblings also playing in that same division must also be protected by the coach. Unless specified by the parents for them to not play on the same team.

AGE DIVISION	# OF RETURNING PLAYERS PER TEAM
5U	5
7U	4 for new coaches, 5 for returning
9U	4 for new coaches, 5 for returning
11U	4
13U	4

New coaches can save up to 4. Returning coaches can save up to 5 in 7U & 9U divisions.

TRYOUTS

Tryouts will be held each season for all divisions (except 5U).

Tryouts will be on a date specified by the League a week or two after registration ends.

If a player does not attend tryouts, he/she will be assigned to a team through a “hat pick”.

Tryout Assessments

- Players will be given an opportunity to dribble, pass, and shoot.
- Players listed on a protection list do not need to participate in tryouts.
- Players will be given a score by coaches from 1-5 based on the skills assessed.
- The player’s individual scores will be averaged together and be accessible by coaches at the draft.
- Player scores will not be made public or shared with anyone other than their division coaches.

Drafting Teams

Coaches will be provided a list of eligible players from tryouts to draft.

- Teams with less than the highest number of protects will draft first to achieve the same number of players prior to proceeding with the standard snake draft.
- The draft will be a snake draft (first to last then last to first) starting in the first open round, unless otherwise listed below.
- Team selection order will be based on pulling a number from a hat, or other randomized process.
- Only 2 representatives (Head coach and Assistant coach) from each team may participate in the draft.
- Each team will be given 2 minutes to make their selection.
- Coaches should announce the players draft number and name when making their selection.
- Managers will only be able to draft from players that attended tryouts. Players that did not attend tryouts will be a hat pick.
 - *Note:* There will be no trading of hat picks.
- Coaches can trade after the draft up to 1hr and before leaving the building. It’s the coach’s responsibility to communicate to the league President any agreed upon trades. After the draft there will be no changes made to teams unless a player is added off the waitlist to a team who loses a player or was next in line to get the next hat pick.
- Teams with fewer than the max number of roster players may add additional players (subject to league president approval) until the jersey order is placed.
- Coaches cannot draft a former player that chose to go into the draft for at least one season.
- If a Coach has more players returning to their team then the number of saves allowed, the coach could pick the players up in the draft as long as the parent chose to stay on the same team at registration.

COURT SPECIFICATIONS

AGE DIVISION	HEIGHT	FREE THROW DISTANCE
5U	8' 6"	13' 6"
7U	8' 6"	13' 6"
9U	10'	13' 6"
11U	10'	15' 0"
13U	10'	15' 0"

BALL SIZE

5U will use the rookie sized ball – 27.5"

7U & 9U & 11U* will use the official women's basketball – 28.5"

13U will use the regulation sized ball – 29.5"

LEAGUE RULES

Uniforms

Players must wear team's jersey and close-toed athletic shoes with non-marking soles.

No earrings, necklaces, or any other type of jewelry allowed for participants during game play.

Game Play

A team must begin a game with five players. Teams without five players at the start of a game will forfeit that game. There is no grace period.

If a team falls below 5 players after starting the game and that team has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.

The 10 second rule applies for 9U, 11U, & 13U to cross over the half court line.

11U & 13U can play full court defense (press) at any time, unless a 20-point lead is obtained. The trailing team may continue to press.

9U will be allowed to play full court press within the last 2 minutes of each half, and overtime, unless a 20-point lead is obtained.

5U & 7U there is no full court press allowed. Double teaming and blocking shots are not allowed. (Hands can be straight up on defense). If a ball is actively moving, meaning the ball is being dribbled or passed, then stealing is allowed. However, if the ball is motionless, meaning the ball is being held by a stopped player, then stealing is NOT allowed.*

* recently added for Winter '25-'26

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 scorer's table and team benches. Additional violations shall result in a technical foul.

Game Length

A team must begin a game with five players. Teams without five players at the start of a game will forfeit that game.

5U & 7U play half court with four (4) 6-minute quarters.

9U, 11U, & 13U play full court with four (4) 8-minute quarters.

9U, 11U, & 13U will have a running clock with the exception in of the final 2 minutes of each half. 5U & 7U will have a running clock for the entire game.

The clock stops only on timeouts and free throws. The clock will stop for all injuries, timeouts, and dead balls if game is within 15 points.

Each division will have (4) one-minute timeouts per game. A team must have possession of the ball to request a time out.

No overtime for 5u & 7u division.

9u will have one 2-minute period. The clock will stop with each whistle by the officials. Teams are allowed one additional 1-minute timeout as well as any remaining timeouts from regulation. If tied after this first overtime, second overtime will be first to score.

11u & 13u will have one 2-minute period. The clock will stop each whistle by the officials. Teams are allowed one additional 1-minute timeout, as well as any remaining timeouts from regulation. If tied after this first over time, second overtime will be first to score.

Fouls

5U & 7U fouls will be warnings and need to be a teaching part of the game. Refs may call obvious fouls the 2nd half of the season with no penalty. Coaches can ask to stop the game to teach the players if it is a consistent violation.

Coaches need to stay on the sidelines during games unless time is called. Obvious traveling will be called at the judgement of the referee after a warning is called. (More than 4 steps is considered obvious)

9U: Five (5) personal player fouls result in removal of the player from the game, and seven (7) team fouls each half allowed before penalty free throws are awarded to the other team. ~~Refs will give warnings for off ball fouls (non shooting fouls) in the first half of the season.~~ *

11U & 13U: Five (5) personal player fouls result in removal of the player from the game, and seven (7) team fouls each half allowed before penalty free throws are awarded to the other team.

* recently added for Winter '25-'26

Halftime

There will be a 3-minute halftime break for each division.

Lane Violations

5U & 7U will have warnings for lane violations.

9U will have a 5 second lane violation rule.

11U & 13U will have a 3 second lane violation rule.

Defense

5U & 7U have the option to play man to man defense using colored wristbands. These divisions can use colored wristbands as a learning tool to reinforce man to man defense, guarding the player with the same-colored wristband.

Substitutions

5 players will start the game. At halfway through the first quarter (3 minutes for 5U & 7U; 4 minutes for 9U, 11U, & 13U), remaining players on the team will be substituted in, unless an injury occurs.

During the second quarter, any remaining players who did not play in the first quarter must start. Then, coaches may use free substitution.

Minimum Play Time

In 5U & 7U, each player present at the game must play 2 full quarters, unless there is an injury.

In 9U, 11U, & 13U each player present at the game must play 1 full quarter in the first half, and then free substitution.

Forfeits

A forfeit game will be scored as 10 – 0 in favor of the team that does not forfeit.

Gym Rules

Water in closed-top bottles is allowed for players.

Food and drinks for all others are not permitted.

Code of Conduct

A player, coach, or spectator who is disqualified or ejected from a game for unsportsmanlike behavior—fighting, disrespectfully addressing an official, use of profanity or inappropriate language,

obscene gestures, baiting or taunting an opponent, and other behavior deemed unsportsmanlike by the officials—shall be prohibited from returning to any game facilities for the remainder of the current game as well as the following game.

TOURNAMENTS

For 9U, 11U, & 13U only.

Seeding for teams tied after the end of regular season games will be decided by:

1. Points earned (2 for a win, 1 for ties, 0 for loss)
2. Head-to-Head (thrown out if more than two teams are involved in the tie)
3. Head-to-Head Point Differential (if teams played each other more than once)
4. Point Differential
5. Total Points For
6. Total Points Against
7. Lowest Number of Forfeits
8. Coin Toss

Tournament Set Up

Single elimination brackets will be used. Teams will be seeded into the bracket by their regular season game record.

Not all teams are guaranteed a place in the end of season tournament. The number of teams in the division will determine the number of teams granted a spot in the tournament due to time and space of the facility.

***We will play by these rules. If a rule is not stated and needs to be addressed, we will refer back to our basis of T.A.A.F rules and regulations.**