

Youth Basketball
Playing Rules for Recreation League

The Youth Basketball League will be governed by the playing rules of Texas Amateur Athletic Federation Youth Basketball Rules, the University Interscholastic League (UIL).

ANY AND ALL DISPUTES WILL BE RESOLVED BY ROWLETT PARKS AND RECREATION.

PLAYERS, DIVISIONS, & ELGIBILTY

1. Age:

- I. As of **September 1st** of current calendar year for Summer league
- II. As of **September 1st** of current school year for Winter league.

2. Divisions of Play:

7 & Under Coed – TAAF Division I, II

9 & Under Coed – TAAF Division I, II

11 & Under Boys/Girls – TAAF Division I, II

13 & Under Boys/Girls – TAAF Division I, II

- I. **7U** – consists of boys and girls who are at least 5 years of age and no more than 7 years of age.
- II. **9U** – consists of boys and girls who are at least 7 years of age and no more than 9 years of age.
- III. **11U** – consists of boys and girls who are at least 9 years of age and no more than 11 years of age.
- IV. **13U** – consists of boys and girls who are at least 11 years of age and no more than 13 years of age.

3. Rosters:

- I. **Division I:** Consists of hand selected, pre-formed teams (EX. Travel and AAU Teams). Division I rosters are limited to a maximum of 12 players.
- II. **Division II:** Consists of teams that are hand selected by the coach, or who return five (5) or more players from the previous seasons Division III roster. Division II rosters are limited to a maximum of 12 players.
- III. **Division III:** Consists of teams formed through a “draft” system. This is a complete blind draft division. Only exception is returning 3 or less players to the team. Division III rosters are limited to a maximum of 10 players.
- IV. Teams will have until week three (3) of the season 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. Any additions must be approved by the Athletic Department.
- V. Players can only play in one age division and on one team.
- VI. Players will be allowed to play up only one age group.
- VII. Coaches may coach only one team in each division. (Ex. 10U Division II / 10U Division I)
- VIII. Falsification of information on a player’s registration form will disqualify the player from this program.

4. Practice:

- I. Organized practice times with their coach will be limited to one hour per week if gym space is available.
 - a) The coach is completely responsible for his/her team during practice and it is his/her responsibility to make sure the gym is left in the same condition as when the team entered. Coaches are responsible for keeping all their players on their side of the court. Failure to do so could result in the forfeiture of practice and/or other disciplinary actions.
 - b) Please finish practice by the :50 mark on the clock to allow change of goals, cleaning up, and exiting the facility. Please use the last 10 minutes to discuss anything with your time.

5. Uniforms:

- I. **Jerseys – Division I, II, & III:** Must use jerseys provided by the City for the current season. The **HOME** team will wear **WHITE**. The team that is listed first on the schedule will be designated as the **HOME** team. Each team will not have more than one number per player. ****Players who do not have the proper Parks and Recreation jerseys will not be allowed to participate.***
- II. **Shorts** – All players shall wear gym shorts. No sweatpants, jeans, or non-athletic shorts are to be worn during the game.
- III. **Shoes** – Players should wear athletic type shoes with non-marking soles.
- IV. Players must observe the following:
 - a) No hard or soft casts are allowed.
 - b) Knee and ankle braces are permitted but all exposed hinges must be covered.
 - c) 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.
 - d) Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.
 - e) Anything on the wrist other than wrist/sweat bands is prohibited.

GAME RULES

1. Game Length:

TAAF Rule 6.3.03

- I. **7U** – The game will consist of four (4) six (6) minute quarters with three (3) minutes at half time.
9U, 11U, & 13U – The game will consist of four (4) eight (8) minute quarters with three (3) minutes at half time.
- II. **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 coach/players) the game will be forfeited.
 - a) **A team must begin play with five players.** Teams without five players at the start of a game will forfeit that game. If a team has no substitutes to replace disqualified or injured players, it may continue with fewer than five.
- III. The clock will run continuously through the first and third quarters. **The clock will stop during free throws and on team or official time outs.**

- IV. **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.
 - V. Officials & Staff have the authority to stop the clock for any reason that is deemed necessary.
2. **TIMEOUTS:** Teams will receive four (4) one-minute time outs per game. Timeouts carry over into the over-time period(s).
- VI. In the event of a tie game at the end of regulation time:
 - a) **7U:** two (2) minute overtime will be played
 - b) **9U, 11U, & 13U:** three (3) minute overtime will be played
3. **OVERTIME** will be played under the following rules:
- a) Teams will receive an additional (1) one-minute time out.
 - b) The clock will stop on all whistles.
 - c) Only one overtime will be played, even in a tie.
 - d) In the event of a tie game at the end of overtime during tournament play, additional (1) one-minute quarters will be played until a winner is determined. **The game cannot end in a tie.
4. **Full Court Defense (Press):**
- a) **7U & 9U:** Once the ball handler crosses half court, defenders can leave the arc. Pressing **ONLY** allowed during the last two (2) minutes of each half and at all times during any overtime period(s).
 - b) **11U:** 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) **13U:** Full court press is allowed unless a 20-point lead is obtained, then the defense must start behind the arc.
 - ii. Once the ball handler crosses half court, defenders can leave the arc. The team trailing, may continue to press, during this time
 - d) **VIOLATION:** One warning will be given to each team per half. Additional violations shall result in a technical foul for each offense.
5. **Lane Violations:**
- I. 7U & 9U will have five second lane violations.
 - II. 11U & 13U will play by NFHS rules (three seconds).
6. **Free Throws:**
- I. 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.

7. Participation:

- I. **Division I & II:** No participation requirements
- II. **Division III:** Teams must abide by the following minimum playing time rules:
 - a) 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.
 - b) 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.
 - c) 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.
 - d) In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed.

8. Coaches:

- I. All coaches will be required to pass a background check.
- II. Teams are only allowed to have three coaches on their roster and two on the bench.
- III. Only one coach may stand and give instruction to players, request a time out or confer with scorer's table.
- IV. 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.
- V. If the game is interrupted by any misconduct a "3 Strike Rule" will go into the effect:
 - a) **Strike One** – Officials or staff will stop the game and request that the coach assists with getting control of the situation.
 - b) **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.
 - c) **Strike Three** – The head coach will receive a second technical foul, be ejected from the game and serve a one game suspension.
- VI. Any coach failing to cooperate with the rules and/or objectives of this league will be required to relinquish his/her team.

DISCIPLINARY ACTIONS

1. Player Eligibility

- I. 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 (2) two 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)

2. Roster Checks

- I. Roster checks can only be requested by coaches listed on team roster.
- II. Roster checks can only be requested at the following times:
 - a) Prior to start of game
 - b) 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.
- III. A \$50 fee (cash) will be charged for any roster checks made. If a player is found to be ineligible after the roster check, a refund will be processed.

3. Fouls:

- I. **Personal Fouls:** Each player is allowed five personal fouls per game
- II. **Technical Fouls:** 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.
 - f) **If any coach is ejected from two games, an automatic suspension from the league will be in effect until the Athletics Department has reviewed the incidents. The Athletic Department may impose a suspension for the remainder of the season, if deemed necessary.**
- III. **Intentional Fouls:** 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.
- IV. **Flagrant Fouls:** 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 player who was fouled will be the shooter. All other players must remain behind half court during the shot attempts.

4. Fighting:

- I. 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.
- II. The gym monitors and officials 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.

3. Team Unsportsmanlike Conduct:

- I. **Any player or coach ejected from a game will be suspended for a minimum of one game. The head coach is always responsible for the action of his/her Assistant Coach(es), players, and/or fans of his/her team.** Officials will report ejections to the scorekeeper. The offending head coach must report any ejections to the Athletic Department on the first business workday. The Athletic Division may take more severe action.

*****Use of hateful/derogatory language***

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.

4. Spectator Corrective Action Policy:

- I. Parents who do not follow rules will be subject to a Corrective Action Policy. It is the philosophy of the Rowlett Athletic Division that parents should not spoil the experience of participation in youth sports for the children. Furthermore, Rowlett will never punish a child for the actions of his or her parents(s). Therefore, the following guidelines have been established for addressing problem parents. For violations of the Code of rules and by-laws, the following steps will be taken:
 - a) **Step 1: Verbal Warning-** Coach will discuss undesirable conduct with parents and stress that this behavior will not be tolerated. Coach will document this conversation and forward to Athletic Coordinator.

- b) **Step 2: Written Warning-** Coach or official will notify the Athletic Coordinator of continued issues and league will bring parent(s) in for a meeting to discuss actions and what the proper behavior is. Furthermore, there will be a formal letter of reprimand given to the parent(s) stating that the next offense will lead to parent being banned from the sporting event venue for a period of 1 game.
 - c) **Step 3: Game Suspension-** Rowlett Athletics Division will ban the parent(s) from attending the next scheduled contest and another letter will be given to parent(s) stating that the next offense will lead to parent being banned from all future contests.
 - d) **Step 4: Season Suspension-** The parent(s) will be banned from attending all league contests after a 4th offense. The parent(s) will then have to make a formal request to be re-instated into this league. The parent(s) will then have to meet with the Athletic Coordinator and Supervisor prior to the start of the season to determine if the parent(s) can behave within the spirit and letter of the guidelines of this program.
- II. These guidelines are not absolute in dealing with behavioral problems. Severe situations could merit harsher sanctions against the parent(s). The Athletic Coordinator and Supervisor has the authority to enforce the appropriate range of disciplinary actions. The information will be logged.

EQUIPMENT AND COURTS

| LEAGUES | DIVISIONS | COURT | BALL SIZE | GOAL | FREE THROW |
|----------|------------|-------|---------------------|------|------------|
| 7U CoEd | I, II, III | Full | Intermediate – 28.5 | 8’6” | 13’6” |
| 9U CoEd | I, II, III | Full | Intermediate – 28.5 | 10’ | 15’ |
| 11U CoEd | I, II, III | Full | Intermediate – 28.5 | 10’ | 15’ |
| 13U CoEd | I, II, III | Full | Regulation – 29.5 | 10’ | 15’ |

TIE BREAKING PROCEDURES

1. Tie breaking procedures will be decided by TeamSideline using the following guidelines.
 - I. Winning Percentage
 - II. Head-To-Head
 - III. Head-To-Head Differential
 - IV. Common Opponents
 - V. Strength of Schedule
 - VI. Total Points Differential
 - VII. Lowest Number of Forfeits
 - VIII. Coin Toss

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

AWARDS

1. Each division will be rewarded as given:
 - I. 1st: League Trophies
 - II. 2nd: Silver Medals
 - III. 3rd: Bronze Medals
 - IV. All others will be given participation awards

PROTESTS

1. **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.
 - I. Official protests may ONLY be filed for violation of the rules an/or regulations, and not on judgement calls made by the referees. Games may NOT be protested based on the quality of the officiating. At the time a head coach determines to protest a game, he/she must immediately notify the official, opposing head coach, and scorekeeper of the protest.
 - II. A \$50 fee (cash) will be charged for any protests made.
 - III. If protest is successful, a refund will be processed.

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



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Visit our Citizen Action Center at www.rowlett.com for questions or requests.
THE place to live, work and play. OUR PURPOSE IS TO SERVE.