

LUFKIN PARKS & RECREATION YOUTH BASKETBALL PLAYING RULES

1. GENERAL RULES: BOYS' AND GIRLS'

Age is determined by the participant's age for:

- a. Winter basketball based on the player's age as of January 1, 2025
- b. National Federation rules and UIL guidelines will apply with the exception of the Lufkin Parks & Recreation Rules published here.

2. DIVISIONS OF PLAY: BOYS' AND GIRLS'

- 14 & UNDER (14U)
- 12 & UNDER (12U)
- 10 & UNDER (10U)
- 8 & UNDER (8U)
- 6 & UNDER (6U)

3. PLAYING RULES

- a. **ROSTERS:** The regular playing roster shall not exceed twelve (12) players.
- b. **GAME START TIME:**
 - i. Maximum wait period to start games will be ten (10) minutes after the scheduled start time. Teams must start the game with at least 4 players.
- c. **GAME LENGTH:** All games will have a running clock except for the final two (2) minutes of each half and overtime:
 - i. 6U will have four (4) six (6) minute quarters.
 - ii. 8U, 10U, 12U, and 14U divisions of play will have four (4) eight (8) minute quarters.
 - iii. The clock only stops on timeouts and final two (2) minutes of each half. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
 - iv. Halftime is 5 minutes.
- d. **POINT SPREAD RULE:** If a 20-point lead is achieved, that team then must remain behind the 3pt line to guard as long as a 15 point, or greater, lead is maintained. 1st offense is a warning; 2nd offense is a technical foul. Running the clock is at the official's discretion.
- e. **TIMEOUTS:** Each team shall be allowed two (2) one-minute timeouts per half that are lost if not used. In case of overtime, each team shall be allowed one (1) additional one-minute timeout.
- f. **OVERTIME:** If the score is tied at the end of regulation play in the 8U and 10U divisions of play, a two (2) minute overtime will be played. In all 12U and 14U divisions, a three (3) minute overtime period will be played. The clock will stop with each whistle by the officials. In the event of a tie after overtime, the game will conclude as a tie during the regular season. However, for tournament play, an additional minute will be added.

g. BASKET SPECIFICATIONS

HEIGHT	FREE THROW DISTANCE	AGE GROUP
10'	15'	14 & Under
10'	15'	12 & Under
10'	15'	10 & Under
8,6'	15'	8 & Under
8'	13'6"	6 & Under

- h. BALL SIZE:** the official ball size for divisions:
- i. 12U and 14U BOYS' will use the regulation size basketball as specified by the Federation Rule Book. (29.5)
 - ii. 8U and 10U BOYS, and all GIRLS divisions will use the official women's basketball (28.5)
 - iii. 6U Co-Ed will use the 27.5 size ball.
- i. LANE VIOLATIONS:**
- i. 12U and 14U will play by official rules. (3 seconds)
 - ii. 8U and 10U will have five second lane violations. (5 seconds)
- j. FULL COURT DEFENSE (PRESS):**
- i. 12U and 14U divisions may play full-court defense at any time. Unless point spread has been achieved.
 - ii. 8U and 10U may play full-court defense during the last two minutes of each half and any overtime period(s).
 - iii. VIOLATION: Each team shall be issued one warning per half, in which the whistle is blown, and the offended team brings the ball into play on their offensive front court at the mid-court opposite the scorer's table and team benches. Additional violations will result in a technical foul.
 - iv. 6U Co-Ed: All inbound passes not following a made shot will take place from the sideline, never from a team's own baseline.
- k. UNIFORMS:** Each team must have jerseys the same color with a permanent six-inch (6") number on the back. Legal basketball numbers are only permitted—0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Players who do not have the proper uniform will not be allowed to participate. T-shirts worn under the jersey must be the same color as the primary color of the jersey. No jewelry of any kind is permitted during games.

- I. MINIMUM PLAYING TIME:** Teams must abide by the following minimum playing time rules:
 - i. Each player is required to play an equivalent to 1 quarter each game. Scorekeepers will be able to assist with which players have fulfilled this requirement.
 - ii. If a player is medically unable to complete their full quarter in either the first or second half, then that player will be disqualified for the remainder of the tournament.
 - iii. LATE PLAYERS: If a player arrives after the first quarter, they are still required to play an equivalent to 1 quarter.
- m. DEFENSE:**
 - i. 6U Co-Ed: defensive team must stay inside the three-point circle until the ballplayer crosses half-court unless a fast break.
 - ii. 8U and 10U: defensive team must stay inside the three-point circle until the ballplayer crosses half court unless fast break or the last two (2) minutes of 2nd or 4th quarter.
- n. COACHES ON BENCH:**
 - i. Maximum of two (2) adult coaches on the bench. Team players only—all others must be in the stands.
 - ii. All coaches must pass a background check.
 - iii. Coaches must remain in their designated bench area.
 - iv. Only one coach may stand at a time during gameplay.
 - v. Coaches are never allowed on the floor while there is active gameplay.
 - vi. Coaches are not allowed to interfere with the scorekeeper's line of sight or contest the score.
 - vii. If a coach receives a technical foul, that coach must remain seated during the duration of the game.
- o. EJECTIONS:**
 - i. Coaches and spectators ejected from a game must immediately leave the facility. Players ejected from the game will be confined to the bench area. The conduct of ejected players is the responsibility of the team's head coach. Coaches ejected are subject to a minimum of 1 game suspension.
 - ii. Coaches, players, and fans can be ejected before, during, and after a game. Spectators ejected are subject to a minimum of 1 game suspension.
 - iii. The Lufkin Parks and Recreation Department reserves the right to suspend coaches, spectators, and referees when the conduct of such person is considered detrimental to the best interests of the league.

Code of Conduct for Coaches

Coaches shall remain unconditionally supportive of the LPAR's commitment to the ideals of good sportsmanship, team play, and the four-character values: caring, honesty, respect, and responsibility. Likewise, coaches shall remain sensitive to the physical and emotional well-being of the players on his/her team.

- Coaches will be positive role models.
- Coaches will display and instill in their players the principles of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interest of the players.
- Coaches will do their best to provide the players with a positive experience.
- Coaches will ensure that winning and losing teams' will exhibit respect and good sportsmanship to opposing teams, players, spectators, and all others.
- Coaches will treat all players, parents, spectators, and officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will NOT ridicule or demean.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.
- Coaches will comply with the decisions of league staff and officials and observe all rules, policies, and procedures as established by the LPAR and coaches.
- Coaches will teach the sport to the best of their ability.
- Coaches will be alcohol-free while at any LPAR event.
- Ensure that the players' families, friends, and associated spectators always conduct themselves with sportsmanship and dignity.
- Respect the coaches and other players of the opposing teams before, during, and after the play of the game.

Coaches shall not...

- ❖ **Use abusive or profane language or gestures.**
- ❖ **Taunt or humiliate any other spectator, coach, league staff official, or player.**
- ❖ **Question an official's call.**
- ❖ **Abuse, mistreat or mishandle any LPAR equipment or property.**

Violation of these rules may result in the removal from the facility and/ or remainder of the league