

KYLE PARKS & RECREATION DEPARTMENT
YOUTH BASKETBALL LEAGUE RULES
700 Lehman Rd, Kyle, TX 78640
Phone: 512-262-3939
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SUPERVISION AND ADMINISTRATION

1. The head of the league shall be the Athletics Programmer and/or Parks and Recreation Department (PARD) representative.
2. In all matters not covered by the National Federation of High School (NFHS) Rules or City Youth League Rules, the Athletics Programmer shall have jurisdiction.
3. All youth coaches are considered volunteers and are selected by the Athletic Programmer. All interested volunteer coaches must properly complete the Coaches' Information Packet and Criminal Background Check Form at the time of registration to be eligible.
4. All volunteer head coaches must be a minimum of 18 years of age and must pass a criminal background check. The Athletic Programmer must approve all interested volunteer assistant coaches under the age of 17 years.
5. All coaches should portray a positive environment toward players, parents, officials, and staff. This includes (but not limited to), berating, negativity, and unsportsmanlike conduct. Any coaches reported to be demonstrating anything put a positive environment will be subject to a meeting and/or phone conversation to correct the behavior.

DIVISIONS AND ELIGIBILITY

1. Kyle PARD offers girls and boys leagues in the Youth Basketball Program.
2. There will be four (4) age divisions in the Youth Basketball Program.
 - 6 & under** - consists of boys and girls who are 5 and 6 years as of September 1 of the current school year. No weekday practices. Practice and scrimmages will occur on Saturdays only for 1 hour.
 - 8 & under** - consists of boys and girls who are 7 and 8 years as of September 1 of the current school year.
 - 10 & under** - consists of boys and girls who are 9 and 10 years as of September 1 of the current school year.
 - 12 & under** - consists of boys and girls who are 11 and 12 years as of September 1 of the current school year.
3. All participants must be registered with the Kyle Parks and Recreation Department (PARD) to be eligible to participate.
4. Players may only play on one team/one league per season.
5. Players and coaches must be in current uniforms provided by PARD. Failure to have the proper uniform on will result in not being able to participate in games

FORMATION OF TEAMS

All boys and girls divisions will be formed randomly by the Athletic Programmer. Practice night conflicts as well as which school they attend will be taken into consideration. All other requests (playing with a coach, friend, location) will not be guaranteed.

Only the coach and the assistant coach's children are protected to play on the same team.

A team shall consist of up to 12 players. It is the preference of PARD to only assign 10 per team. The 6 & under will have a maximum of 8 players.

SCHEDULES AND EQUIPMENT

1. This program will consist of a minimum of six (6) league games. Playoffs will be played if 2 or more teams are tied for 1st place (please see determination of league winner). It is our preference to schedule one practice a week (but this might be limited due to gym availability).
2. The schedules for practices and games are determined by the Parks and Recreation Department. Game schedules will be posted on www.TeamSideline.com/Kyle and practice schedules will be sent to coaches at the beginning of the season as well as weekly reminders.
3. Each team is responsible for providing a volunteer timekeeper/scorekeeper at each game. These positions must NOT be a coach and must be over 18 years of age. Personal electronic devices are not allowed to be used by the volunteer while in these positions. Official game score will reflect scorekeepers/timers records.
4. Equipment will be issued before each practice and will be returned/collected at the end of each practice by the assigned gym supervisor.
5. Practices and game schedules are determined based on gym availability at HaysCISD school gyms and these facilities are secured prior to the league beginning.
6. Gym cancellations may occur. HaysCISD has the discretion to cancel gym usage at any time. We will notify all teams (coaches and/or parents) involved as soon as a gym cancellation occurs.
7. Once game schedules are posted, there will be no rescheduled games (unless due to unforeseen gym closures/game cancellations).
8. Coaches may use electronic devices for stat keeping only. Coaches using these devices must remain outside of the playable area (must be sitting down or in front or behind the bench).

GYMS

1. Valor Academy Middle School gym will be used for this program. The following guidelines have been issued by the Hays County Independent School District to be adhered to at all times:
 - a. No smoking or alcoholic beverages allowed on school property.
 - b. No food or drinks allowed in the gyms. Athletes and coaches can bring in water in sport drink containers only.

2. If a team/coach practices outside of what is scheduled by PARD, use of any Hays County ISD or other facilities must be obtained separately from the PARD program. Any fees will be the responsibility of the coach/team.

GAME RULES

All Kyle League play will be governed by the National Federation of State High School Basketball Rules and the Kyle Parks and Recreation Basketball League Rules.

BASKETBALL SIZES

1. The 6 & under boys and girls will use a junior size ball (or 27.5)
2. The 8 & under boys and girls 27.5.
3. 10 & under boys and girls will use the 28.5.
4. 12 & under girls will use the intermediate size ball (or women's, 28.5).
5. The 12 & under boy's divisions shall use the official regulation size basketball (men's, 29.5).

FREE THROW LINE/BASKET HEIGHT/COURT MARKINGS

1. The 6 & under and 8 & under will shoot at an 8'6" basket.
2. The 10 & under and 12 & under will shoot at a 10' basket.
3. The 6 & under will not take free throws. The 8 & under shall have a free throw line of thirteen (13) feet from the plane of the face of the backboard.
4. The 10 & under and 12 & under shall have a free throw line of fifteen (15) feet from the plane of the face of the backboard. The 10 & under may take a step in toward the basket during a free throw (they may cross the shooting line without being called for a penalty).
5. The marked lane spaces next to the shooter CAN BE OCCUPIED by the defense if they choose too. Thus, the maximum numbers of players lined up are four defensive players and three offensive players (including the shooter).

GAME PLAY and GAME TIME

1. All regulation game play shall be four (4) quarters. Half time will consist of five (5) minutes.
 - a. The 6 & under will play 6-minute quarters.
 - b. The 8 & under will play 7-minute quarters.
 - c. The 10 & under, 12 & under will play 8-minute quarters.
2. The official clock will be stopped when an official signals:
 - a. Free Throws/Shooting Fouls.
 - b. Official Time Outs.
 - c. Team Time Outs.
3. ONLY during all 10 & under and 12 & under games, the clock will stop on all whistles during the last minute of the 2nd quarter and the last minute of the 4th quarter. ("Point Spread" rule may affect this.)

POINT SPREAD RULE

1.
 - a. If one team is ahead by fifteen or more points during the last two (2) minutes of either half, the clock will remain running except for time-outs.
 - b. If a team is ahead by fifteen or more points during any duration of the game, that team will not be allowed to run half court or full court press. Teams must run zone defense. If the score goes back down to less than 15 points, the said team can start to half court press again.
 - c. If a team is ahead by fifteen or more points during any duration of the game, baskets made by that team will not be counted. If the score goes back down to less than 15 points, made baskets by said team will count again.
2. Each team is entitled to TWO TIMEOUTS PER HALF during a regulation game. Time-outs may be used at any time. During the extra period, each team is entitled to one (1) time-out.
3. Successive time-outs shall not be granted after expiration of playing time for the 4th quarter or any extra period.
4. A maximum of one (1) overtime period will be played. The overtime period will consist of three (3) minutes of playing time with a one (1) minute intermission (between the regular game and the overtime period).

COURT PRESS RULES

1. There will be a half court press rule in effect for the 6 & under and 8 & under. These divisions teams MAY play a full court defense ONLY during the last minute of the 4th quarter and/or the entire overtime period. This is to avoid a team “hiding behind the line” with time expiring. In the 6 & under officials will not be calling back court (official will instruct the child to move forward). However, once the child has gone back court the defensive team is ALLOWED to try and steal the ball if the offensive player is dribbling or passing the ball.
2. There will be a half court press in effect for the 10 & under boys during the 1st, 2nd, and 3rd quarters. A full court press may be used during the 4th quarter and any overtime period
* Please see POINT SPREAD RULE 8b.
3. There will be a full court press in effect for the 12 & under. * Please see POINT SPREAD RULE 8b.

INDIVIDUAL PLAYING TIME

To ensure that all team members play equal time, the following methods will be used. No team member may play less than one quarter in any division. Exception: if a player is missing practices consecutively, the coach may contact the PARD office to ask for less play time for that individual player. If approved, the parent, gym Programmer, officials and opposing coach will be notified prior to the game.

6 & under (Boys and Girls):

- a. Playing with six (6) players:

1. "A" Unit will play the 1st quarter and last 3 minutes of the 3rd quarter (3 minute 30 second for bantams).
 2. "B" Unit will play the 2nd quarter and the first 3 minutes of the 3rd quarter. The clock will be set to end the 3 minute portion of the 3rd quarter. The bell will terminate playing time for the "B" Unit.
 3. Any player may play the last quarter
- b. Playing with Less Than Six (6) Players:
1. "A" Unit will be full and "B" Unit will be short.
 2. When the "B" Unit is playing short, the coach may substitute with any "A" Unit players as many times as he/she chooses when the clock is stopped. The coach may not substitute for any "B" Unit players.
- c. Playing with More Than Six (6) Players:
In the event a team has more than six (6) players, these players must play the entire 3rd quarter.

8 & under (Boys):

- a. Playing with ten (10) players:
1. "A" Unit will play the 1st quarter and last 3 minutes of the 3rd quarter (3 minute 30 second for bantams).
 2. "B" Unit will play the 2nd quarter and the first 3 minutes of the 3rd quarter. The clock will be set to end the 3-minute portion of the 3rd quarter. The bell will terminate playing time for the "B" Unit.
 3. Any player may play the last quarter
- b. Playing with Less Than Ten (10) Players:
1. "A" Unit will be full and "B" Unit will be short.
 2. When the "B" Unit is playing short, the coach may substitute with any "A" Unit players as many times as he/she chooses when the clock is stopped. The coach may not substitute for any "B" Unit players.
- c. Playing with More Than Ten (10) Players:
In the event a team has more than ten (10) players, these players just play the entire 3rd quarter.

10 & under (Boys and Girls):

- a. Playing with Ten (10) Players:
1. "A" unit will play the 1st quarter and "B" unit will play the 2nd quarter.
 2. Any player may play the 3rd and 4th quarter.
- b. Playing with Less Than Ten (10) Players:
1. "A" unit will be full and "B" unit will be short.
 2. When the "B" Unit is playing short, the coach may substitute with any "A" Unit players as many times as he/she chooses when the clock is stopped. The coach may not substitute for any "B" Unit players.

12 & under boys and girls:

Coaches may free sub players throughout the game. All players MUST receive a minimum of 8 minutes during the game. All participants must receive a minimum play time of 2 minutes during the 1st half.

FOULS

1. There will be five (5) personal fouls per player for all divisions.
*Officials will use judgment in determining if 6 & under players will “foul out”.
2. Personal and technical fouls count toward disqualification
3. Bonus free throws (one-and-one) begin at seven (7) team fouls per half. Automatic two shots awarded after ten (10) team fouls per half.
4. There are no free throws taken for the 6 & under division.

OTHER RULES

1. The 6 & under games will be played cross court.
2. Jump balls will be used at the beginning of the game and the extra period. The “alternating” out- of- bounds procedure will be used on all jump ball situations (excludes 6 & under divisions).
3. The ten (10) second rule is in effect for all divisions when bringing the ball across the center line.
4. Blood Rule: Any player who has a blood injury during the game must leave the game and may not return until the injury has been properly cleaned and bandaged.
5. First aid kits will be furnished by the Parks and Recreation Department and will be available at all gymnasiums.
6. Team Defenses:

6 & under: This division will run a man-to-man defense. Before each game, teams will line up and match-up players to their opponents. Each player will wear a color armband matching their opponents. This will help players learn who to guard and how to guard properly. Coaches may be on the court during play but cannot impede the game. Coaches must stay near mid-court and out of the paint. Players may not switch opponents in the middle of game play. If a player is more advanced than the opposing player, the opposing coach can call a time out to line up and switch a player with similar skill set to make it more equal for both teams.

8 & under: This division is recommended to run a man-to-man defense. Before each game, the teams will line up and match-up players to their opponents. Man-to-man defense is recommended and will be easier to teach to the younger age groups. Zone defenses are NOT illegal. Players are NOT required to stay on their paired player.

The 10 & under and 12 & under: Teams are recommended to play a zone defense. These are the skills these players will need if they progress to a school basketball team in middle school and/or the high school level. These divisions need to learn the zone defensive techniques. Man-to-man defense is legal.

7. The 6 & under: There will be NO STEALING when a player is holding a basketball. Stealing will only be permitted when a player is dribbling or passing the basketball.
8. There will be a 3-point rule in effect for all divisions except the 6 & under. The 3-point shot is defined by the regular markings on the court.
9. Teams must have a minimum of 4 players to start a game (2 for 6 & under).
10. No jewelry may be worn during games. This includes hair items. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Ear piercings can be protected with a band aid or athletic tape.
11. A cast may not be worn on any part of the body.

DIVISION WINNERS

1. League winners will be decided on their Win-Loss record.
2. "Champion" awards will be given out to teams who finish in 1st place. "Participant" awards will be given out to all other teams.
3. In the case that 2 teams are tied for 1st place, a playoff game will be played.
4. In the case that 3 or more teams are tied for 1st place, the points TOTAL POINTS AGAINST will be the determining factor.
 - a. If 3 teams are tied, the team with the least total points scored AGAINST them will get the bye. The other 2 teams will play each other. The winner of that game will play the team that had the bye for the "Championship".
 - b. If 4 teams are tied, team 1 will play team 4 and team 2 will play team 3. The winners of those 2 games will play each other for the "championship".

OFFICIALS/GYM PROGRAMMERS

1. Game officials will be scheduled by the Parks and Recreation Department.
2. Officials will have total control of the court during all games.
3. A Gym Programmer will be onsite during all scheduled practices and games. He/she is responsible for the supervision of the gym facility and enforcement of all program rules.

COACHES

1. Coaches are responsible for the conduct of their teams and spectators during practices and games.
2. Coaches will remain at the facility until all players have been released to the parent care following practices and games.
3. Coaches are responsible for all communications with the Athletics Programmer and/or a representative with the Parks and Recreation Department. Coaches are the liaison between the Parks and Recreation Department and the parents.
4. Coaches will follow all guidelines as outlined in the SPORTS coach training and Kyle Youth Basketball Rules.

CONDUCT

Conduct of Participants, Parents and Spectators:

1. Coaches are responsible for the conduct of their teams and spectators during practices and games.
2. The conduct of the player is the responsibility of the player, parent, and coach. Poor behavior displayed by any player, coach, or parent, will not be tolerated. This is at the discretion of the game official, gym Programmer and any PARD representative.
3. Parents are responsible for any child(ren) that are not participating in our program. Please remember that court time is set for participants and coaches. Please keep other child(ren) clear of the court area and quiet so that the coaches can instruct their teams during practices and games.
4. Officials are responsible for maintaining order on the court. An official has the authority to eject any person off the court and/or facility.
5. Any player, coach, parent, or spectator being ejected from a game will automatically be reviewed by the Athletics/Aquatics Programmer. Any further discipline, if needed, will be at the discretion of the CORR and PARD.

CHILD SEXUAL ABUSE POLICY

Eliminating the risk of child sexual abuse by employees and/or volunteers is a priority. Whenever a child is entrusted to us, we assume the responsibility for that child's welfare. We take any allegation of abuse of children very seriously and such actions will not be tolerated.

Volunteers shall always comply with the following policies, without exception:

1. Volunteers are not permitted to be alone with individual children. In situations that require a personal conference, the meeting is to be conducted in view of other adults and youths.
2. Children are to be released only to their legal guardian or someone designated in writing by their guardian.
3. Children should not be touched on any area of their bodies that would be covered by a swimsuit.
4. Volunteers may not use physical punishment, verbally abusive comments, or denial of necessities such as food, water or use of the bathroom.
5. Volunteers must report immediately any signs of injury or possible child abuse to the Kyle Police Department or the Kyle Parks and Recreation Department.