



DeSoto Parks & Recreation  
**Discover, Experience, Play!**

**CITY OF DESOTO PARKS & RECREATION DEPARTMENT**  
**Winter 2017-2018 YOUTH BASKETBALL**  
**RULES & REGULATIONS**  
**Revised 1-9-19**

All games will be played by the current National High School Federation rules, Texas Amateur Athletic Federation (T.A.A.F.), and DeSoto PARD local guidelines.

**I. ELIGIBILITY**

1. Players will be in divisions of ages 8U, 10U, 12U, & 14U to participate in league play. Age is determined by the participant's age as of **September 1, 2018**. A co-ed division will also be provided to those 6 years of age and under.
2. Players are not allowed to play in a younger age division. They may, however, play up in an older age division upon the coach's consent and authorization from the Manager of Athletics. Once a player moves up, he/she may not move back down.
3. Players may only play on their one, assigned team. Players are not allowed to play in more than one division or with more than one team per season.

**II. ROSTERS**

1. Teams will have a minimum of seven (7) players and maximum of ten (10) players. Due to unforeseen circumstances some teams may have more than ten (10) players on the official roster. Approval from staff is required to exceed this number.

**III. EQUIPMENT/UNIFORMS**

1. All players on each team must wear jerseys that are matching in color which have a permanently affixed, non-duplicated, six (6) inch number on the back, and a four (4) inch number on the front of the jersey. Single digits larger than #5 are not allowed. Legal numbers are... 0, 00, 1-5, 10-15, 20-25, 30-35, 40-45, 50-55. Jerseys without numerals or jerseys with taped, pinned, or handwritten numerals will not be allowed. Teams are required to have a light and dark colored jersey.

- a. Any illegally numbered jersey will result in a technical foul (one foul shot per illegally numbered jersey) and will be administered at the time of the infraction.
- b. If detected before the start of the game, the technical foul shot(s) will be administered before the jump ball.

i. **Technical fouls called for illegal numbered jerseys will not count towards team, coach or player(s) fouls. This is not considered an unsportsmanlike penalty.**

2. Players must wear shoes designed for indoor wood court surfaces. NO “turf shoes” or other black-soled shoes will be allowed.
3. Referees may ban any equipment that they deem as unsafe or illegal.
4. No jewelry may be worn at any time during the game.

**V. PLAYER PARTICIPATION**

1. Every player 6U Division and under must play 3 minutes of each quarter, 6 minutes per half. 8U must play 4 minutes of each quarter, 8 minutes per half. Every player must also sit out half of each period during the game, so as not to play the whole game, except in the case of injury or health problems. A substitution pattern form will be provided online or at the scorekeepers table. The coach will be responsible for turning this form into the scorekeeper prior to each game.
  - a. **Sickness:** Once the game has started and a player becomes sick or is unable to continue during a game, the coach of the player must enter, in the score book, the player's name, time, and the period. The player will be ineligible to re-enter the game.
  - b. **Discipline:** If a player misses consecutive practice without an excuse the coach will notify the monitor. The monitor will immediately notify the parents of the players. If these violations continue, the player will not be eligible to participate in the next game.
  - c. **Injury:** If a player is injured and removed during a game, the player will be eligible to re-enter per the discretion of his/her coach. The partial period of play will constitute one full period for the injured player. Any player may be substituted for the injured player if the player participation rule is not affected. The player participation rules must be strictly enforced with one full period of play for each player per half.
2. 10U and up will have open substitution, However, all players are still required to play equal playing time. Failure to do so will result in game forfeit.

## VI. PLAYING RULES

1. Teams should be present fifteen (15) minutes before game time. Teams and spectators are to wait in designated gym areas and are not allowed to meet in school hallways at any facility.
2. A line up must be filled in on the Official Scoresheet prior to game time. Line-ups must include last name, first name, and jersey number.
3. Only two coaches are allowed on team bench. One up, one down rule will be enforced. At no time can both coaches be standing while on the team sideline and bench area. No coach will be allowed on the sideline without approved City of DeSoto coaches ID. **NO EXCEPTIONS!!**
4. An official game shall consist of the following:
  - a. 4U & 6U - four (4) six (6) minute quarters.
  - b. 8U & Older Leagues - four (4) eight (8) minute quarters.
5. The clock will run continuously through each quarter, stopping only for free throws, time-outs, injuries, and official's time-outs.
6. During the last thirty (30) seconds of each half, the clock will stop for all whistles.
7. Point Spread Rule: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of the 4<sup>th</sup> quarter, the clock will remain a running clock, except for time-outs and free-throws.
8. Basket Specifications:

Height	Free Throw Distance	Age Group	Division
10'	15' 0"	14 and Under	Boys & Girls
10'	15' 0"	12 and Under	Boys & Girls
10'	15' 0"	10 and Under	Boys & Girls
10'	15'0"	8 and Under	Boys
8' 6"	13'0"	8 and Under	Girls
8' 6"	13'0"	6 and under	Co-ed
8' 6"	13'0"	4 and under	Co-ed

9. Basketball sizes utilized:
  - a. 4U/6U – Junior Basketball (27.5")
  - b. 8U/10U Boys and Girls Divisions -- Official Women's Basketball (28.5")
  - c. 12U/14U Girls Divisions - Official Women's Basketball (28.5")
  - d. 12U/14U Boys Divisions - Official Men's Basketball (29.5)

10. The “three (3) second” lane violation rule will be:

- a. 4U & 6U divisions will not have a lane violation rule.
- b. 8U and 10U will have a five (5) second lane violation.
- c. 12U & 14U will have a three (3) second lane violation.

11. Defense:

- a. 4U/6U can only play man to man defense.
- b. 8U and up can play any type of half-court defense. Refer to the following full court (press) defense guidelines per age division. Based on skill level of teams per divisions, full court press rules including half court traps may be adjusted if deemed necessary.

12. Full court press defense:

- a. 4U/6U – No full court defense (press)
- b. 8U --- Full court defense (press) is only allowed the last 2 minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarter and overtime. If any team is fifteen (15) points or more ahead, no full court defense (press) will be allowed. Once the point differential drops below fifteen points or less, the team may full court press again but only during the allotted time.
- c. 10U may play full court defense (press) at any time until a 15 point lead is obtained. If any team is 15 points or more ahead, no full court defense (press) will be allowed. Once the point differential drops below fifteen points or less, the team may full court press again. Trailing team may press at any time.
- d. 12U and 14U -- may play full court defense (press) at any time until a twenty (20) point lead is obtained. If any team is twenty (20) points or more ahead, no full court defense (press) will be allowed. Once the point differential drops below twenty (20) points or less, the team may full court press again.

***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 score table and team benches. Additional violations shall result in a technical foul.***

13. Mercy Rule

If a team has a 35-point lead or more going into half time, the score clock will only be used to keep time and the current score will be recorded as the final score. If at any time during the second half a team builds a 35-point lead then the same will occur. Both teams will be allowed to continue playing the remaining minutes of the scheduled game. Scorekeepers will run the clock continuously.

14. The ten (10) second rule for offensive teams to advance the ball past half court will be in effect during all games.
15. Three (3) point shot:
  - a. 8U, 10U, 12U, & 14U -- will be in effect if three point lines are present.
16. A five (5) minute halftime will be observed.
17. Timeouts:
  - a. Each team shall be allowed four (4) one (1) minute time-outs per game.
18. A team must have a minimum of 4 players and 1 coach in order to start the game. If a team is unable to field a team (4 players and 1 coach) by game time the game will be forfeited. Forfeited games will not be rescheduled. The forfeited game will be recorded as 10 to 0
19. After the game has been forfeited, the teams can elect to scrimmage and have the officials officiate the game
20. The scrimmage must end 5 minutes before the other game starts.
21. All substitutes must check in at the scorer's table and wait for an official to allow them to enter the game.
22. The one-and-one bonus will be in effect on the 7<sup>th</sup> team foul of each half. A two shot foul will be awarded on the 10<sup>th</sup> team foul.
23. Players may enter the lane upon the release of the free throw attempt.

## **VII. OVER-TIME**

1. If the score is tied at the end of regulation play in the 4U/6U, 8U, 10U divisions of play, a two (2) minute overtime will be played; in all other divisions, three (3) minute overtime period will be played. The clock will stop on each whistle by officials. (Only one overtime period will be played).
2. One (1) additional time-out will be awarded per team, in overtime.

## **VIII. TIE BREAKER PROCEDURE**

1. In case of a tie for tournament positions at the conclusion of the season, the following tie-breaker procedure will be used to determine places:

- a. Head to Head result(s) between teams tied.
- b. If teams split in head-to-head games, points against in those games will be used.
- c. If teams are still tied, points against in all league games for the teams tied will be used.
- d. If teams are still tied after the first three tie breakers a coin flip administered by two (2) members of the DeSoto Recreation department to break the tie.
- e. After first place team has been determined, revert back to “a” (above) to determine second places from remaining tied teams.

## **IX. CONDUCT/SPORTSMANSHIP ZERO TOLERANCE POLICY**

1. The City of DeSoto has zero tolerance for unsportsmanlike conduct by any coach, player or spectator before, during or after a game. This includes but is not limited to: booing, shouting at the officials, or arguing any call. Expressing any negative behavior or comments, threats or obscene gestures to players, coaches or officials is also unacceptable.

NOTE: Coaches must abide by the “1-Up and 1-Down” rule. Only one coach may stand while on the sideline and the other coach must sit. At no point are parents or spectators allowed on the player’s bench.

2. Any player, coach, or spectator ejected from any league game is subject to additional suspensions.
3. Players, coaches, and spectators who have been suspended must leave the complex and may not return until the completion of their suspension.
4. Each team coach is responsible for the conduct of their spectators and team participants. During free throw shots, spectators, coaches and players shall refrain from trying to distract the shooter in anyway, not limited to: booing, shouting, yelling, waiving, loud noises during the act of shooting. Foul shouts can be re-shot due to distractions listed above at the discretion of the officials.
5. No player, coach or spectator shall interfere with the scorekeepers or officials. Any concerns regarding the scorekeepers or officials must be brought to the attention of the Gym Monitor or any City of DeSoto staff member on site.
6. Verbal or physical violence, especially attacks on a game or tournament official immediately before, during, or after a game or fights between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite suspension in all league play, subject to annual review if requested.

7. Suspensions carry over from season to season.
8. An official or Parks and Recreation staff member will have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, illegal equipment, profanity, threats of any kind toward the officials, Parks and Recreation staff, and/or scorekeeper, fighting (before, during, or after the game), or any flagrant foul as determined by the official.
9. The City of DeSoto Parks and Recreation Department reserves the right to add, delete or amend the rules and regulations or policies for the betterment of the program.

**X. PRACTICE TIME & GAME RESPONSIBILITIES**

1. The Parks and Recreation Department will only assign two (2) practice slots per team. There may be times that your practice time is cancelled or rescheduled due to a school activity or closures. We will try to notify coaches with as much advance notice as possible.
2. All teams must provide their own practice balls.
3. No food or drink will be allowed in the gym at any time. Water Only!
4. Coaches must distribute team rosters, schedules, and league rules to each parent.
5. Game balls will be provided.

**XI. PROTESTS**

1. Coaches should be aware that there are no protest provisions in the basketball rules. Once a game ends it is ended.
2. While there are no provisions for protested games, the possibility exists where a complaint over compliance with league rules might be lodged. If you have concerns regarding the compliance of rules please contact City staff.