



# Youth Basketball Program Rules 2018-2019

## Mission and Purpose:

Tuscaloosa County PARA will provide an opportunity for youth of Tuscaloosa County to participate in an organized league of basketball.

This league will endeavor to teach the participants good sportsmanship, team work, and the fundamentals of Basketball under the guidance of qualified adult leadership.

## Eligibility & Registration

1. Registration will be held at the PARA offices and online at [www.tcpa.org](http://www.tcpa.org) during the specified dates.
2. The registration fee is per player based on age group. This fee is **NON-REFUNDABLE**.
3. All participants are required to complete and sign the waiver of liability, parent code of conduct, and concussion information forms before participating.
4. A birth certificate record is required and must be on file at PARA for a child to be eligible.
5. No player will be allowed to practice until they have registered with PARA.
6. Each team will present to PARA a complete roster prior to the first game. No jersey will be issued until forms and fees are received in the office.
7. Each team will have NO MORE than 10 players on a roster, with the possibility ANY team will receive up to two (2) or more free agents, capping the roster at 12 players.
8. A participant's legal age is his/her age on August 1<sup>st</sup> of the current year (2018).
  - a. Playing up: Each player may play up one age with league approval. Players may not play up 2 or more ages.
  - b. Example: players that are the seasonal age of 8 may play up in the 9-10 division. However, a player who is a seasonal age of 7 may not play up in the 9-10 division.
  - c. 4 year olds are not eligible for participation in this league.
9. Coaches are required to read and understand all rules.

## Game Ball and Goal Height

PARA will provide a game ball on site for games. The ball size and goal height for each division is listed in the table below.

Division	Ball Size	Goal Height
<b>6 and Under Boys</b>	Junior Size (27.5)	8 Feet
<b>6 and Under Girls</b>	Junior Size (27.5)	8 Feet
<b>8 and Under Boys</b>	Junior Size (27.5)	9 Feet
<b>8 and Under Girls</b>	Junior Size (27.5)	8.5 Feet
<b>10 and Under Boys</b>	Intermediate Size (28.5)	10 Feet
<b>10 and Under Girls</b>	Junior Size (27.5)	10 Feet
<b>12 and Under Boys Competitive</b>	Official Size (29.5)	10 Feet
<b>12 and Under Boys Recreational</b>	Official Size (29.5)	10 Feet
<b>12 and Under Girls</b>	Intermediate Size (28.5)	10 Feet

## Jerseys/Uniforms

Each player will receive a reversible jersey from the league. Coaches must make sure that no player has the same number. Typically, the home team will wear the lighter of their two colors. The visiting team will wear a colored or the darker of their two colors. In all cases, jersey colors for a given team must be distinguishable from those of their opponent.

## Eligible Players

All players must be on the team roster and have paid the registration fee to participate in the league. Each coach is responsible for confirming the eligibility of each participant on their team.

## Number of Players Required to Start a Game

Teams must start a game with a minimum of five players. In the event of an injury, a team with insufficient players may play with four players on the court, but no fewer than four.

## Substitutions

1. Substitutes may enter the game during any dead ball situation after checking in at the scorer's table.
2. In all leagues, except for 12U Boys Competitive, there will be a stoppage for substitutions at the dead ball closest to 4 minutes remaining in each quarter. **This is not a timeout**, but rather a time to substitute players as needed to comply with the substitution rule.

## Playing Time

1. In all leagues, except for 12U Boys Competitive, there are playing time restrictions in place to ensure all players receive adequate playing time.
2. Coaches are strongly encouraged to play their players equal amounts of time.
3. All players who are in attendance at the game **MUST** play a minimum of 1 full quarter per game.
4. The only players exempt from the all play rule are:
  - a. Players who have missed more than half of a team's scheduled practices for the week
  - b. Players who are being disciplined with preapproval permission from parent
  - c. Players with health reasons/concerns that cannot play the minimum amount of time
5. The coach is responsible for compliance with this rule for his/her team.

## Roster Size/Free Agent Placement

Teams may have no more than 10 players on the team roster. The PARA Basketball Program reserves the right to place free agents on ANY registered team. There are no roster restrictions in the 12U Boys Competitive Division.

## Pick-Up Players

Teams are allowed to pick up players during the regular season using the following guidelines:

1. The team picking up players must use players from a team in their age group or the next younger age group.
2. All pickup players must be on the roster of another team in the PARA Youth Basketball League.
3. Teams can pick up enough to make 5 players total.
4. **Teams cannot pick up players in tournament play.**
5. All pick up players must be noted and approved at the official scorer's table prior to the start of the game.

## Players on School Teams

Any player who plays on a school team and plans to participate in the PARA Youth Basketball League must abide by the following rules:

- They must pay the full registration fee at the beginning of the season and be on the team roster.
- Teams can have a maximum of two players from school teams on the PARA league roster.
- They are not allowed to participate in the PARA league until the school season is over.
- When the school season is over, the coach must obtain a letter from the school athletic director stating that the school season is over and turn that into the PARA office.
- Each player must be eligible to participate in the PARA league by the fifth scheduled game.
- If they are not eligible by the fifth game, they cannot participate in the PARA league and no refund will be issued.

The PARA Youth Basketball League is not responsible for ensuring the eligibility of athletes within AHSAA (NFHS) rules. Each player is responsible for ensuring he or she does not violate AHSAA eligibility rules by participating in the PARA Youth Basketball League.

## Referees

The league will make every effort to supply two referees for each game. Referees will be instructed to educate players on rules and encourage proper skills, techniques and sportsmanship.

## Coaches

Two coaches per team will be allowed on the team bench, not on the court or walking up and down the sidelines. One coach is allowed to stand and the other coach must sit on the bench during the game. No parents will be allowed to sit behind the players benches.

## Line-Ups/Scorer's Book

Each team must present a line-up to the official scorer's table before the game begins. All players that could potentially participate in the game should be listed in the book. Games will not be started until the line-up for each team is completed.

## Timeouts

For all leagues, teams will be allowed 4 timeouts of 1 minute in duration for the entirety of the game. Timeouts will **NOT** carry over into the overtime period. Teams will be granted one additional time out per overtime period. Timeouts cannot be called at the scorer's table. Coaches and/or players must indicate to the referees when they would like to use a timeout.

## Scoreboard

If a team gains a lead of 30 points or more, the score will no longer be displayed on the scoreboard. The score will continue to be kept in the scorebook. If the lead shrinks to 15 points, the score will be re-displayed on the scoreboard.

The clock will be a running clock for all but the last two minutes of each quarter. (Clock stoppage during running clock time will be for all free throws, team timeouts, and referee timeouts.)

## Overtime

For all age groups, except for 6U, the following overtime rules will apply.

1. The overtime period will be 3 minutes in duration.
2. The clock will run continuously during the first 2 minutes of the overtime period with the following exceptions:
  - a. All free throws
  - b. Team timeouts
  - c. Referee timeouts
3. The clock will stop on all whistles during the final minute of the overtime period.
4. Each team will receive one (1) time-out per overtime period.
5. Full court press will be allowed during the final minute of the overtime period for 8U Boys, 8U Girls, 10U Boys, and 10U Girls.
6. Full court press will be allowed at any time during the overtime period for 12U Boys Recreational and 12U Boys Competitive.
7. There is a limit of 3 overtimes per game due to time constraints.
  - a. Exception: There is no limit on the number of overtimes during post-season play.

## Code of Conduct

### Player/Coach/Participant/Spectator Conduct

PARA athletic programs have a zero tolerance policy on any and all acts of violence or assault (verbal or physical). Any violations of this rule may lead to a hearing by the Youth Basketball Advisory Committee, arrest and further disciplinary action up to and including termination of participation in all PARA activities, events, programs and use of facilities.

1. Anyone (spectator, player, or coach), whose actions are not in the best interest of the league, may cause their team to be given a technical foul. If said person persists in undesirable conduct or refuses to follow the directions of the officials, a forfeit may result.
2. All coaches will be required to sign and abide by the coach's code of conduct while coaching in this league.
3. The coach for each team is responsible for the conduct of his/her team fans.
4. Scolding and abuse of players by anyone connected with the team will not be tolerated.
5. It is considered poor sportsmanship on the part of the coach to intentionally run up the score of any game.

### Ejection

Referees have complete control of the game and conduct of players and participants. PARA staff have the authority to remove anyone from the gym who continues to be a threat to the atmosphere we are trying to create for the players and their families.

When a spectator, player, or coach is officially ejected from any game, they must sit out the remainder of the current game and the entirety of the next scheduled game. Ejected individuals must leave the facility and grounds immediately without causing a disturbance. If it occurs more than once in a season, the participant, parent, and coach must appear before the advisory committee, which may grant a suspension for the remainder of the season or as they deem necessary. If necessary, the gym supervisor will be responsible for enforcing the removal of ejected person(s) from the facility and grounds.

### Treatment of Officials & Supervisor:

Any coach or player that curses at an official or the supervisor will be ejected. The following behaviors on the part of any coach or player will result in suspension or ejection from the league: 1) confronting an official, 2) threatening or touching an official, or 3) verbally or physically attacking an official. Additionally, charges will be pressed with the police, if applicable. The above behaviors are prohibited within the confines of the entire facility, including the parking lot.

### Technical Fouls

Any coach, player, or fan who receives two technical fouls will be removed from the game and facility. A team (which includes players, coaches, and fans) that receives more than three technical fouls in a game for unsportsmanlike behavior will result in forfeiture of the game. This may also affect the remainder of this team's season. According to NFHS rules, once a coach receives a technical foul, he must remain seated for the remainder of the contest. The assistant coach may continue to stand.

## Suspension

Any participant, coach, or spectator that physically strikes or verbally threatens another coach, official, or spectator will be immediately suspended from the facility. Such persons will be suspended for at least one (1) calendar year and will have a hearing before the advisory committee. This rule applies at any time before, during, or after any game. If, in the opinion of the officials, a player, coach or fan displays unsportsmanlike conduct, the player, coach or fan will be given a technical foul.

## Protest

It is the duty of the advisory committee in cooperation with the Program Director to supervise the program to enforce the rules and to hear and pass on all protests and complaints. Protests that will be received and considered concern matters of the following type:

**Eligibility of players** - any protest made on the eligibility of a player on an opposing team must be done BEFORE THE END OF THE GAME in which the questionable player is participating or has participated in. The coach then has until 12:00pm of the following business day to submit a formal written protest, along with a \$25 protest fee, to the Belk Activity Center office.

For the following instances, the notification of intent to protest must be made immediately before the next play, by the coach or acting coach, by notifying the referee that the game is being continued under protest. The referee will notify the opposing coach and scorer. The team coach then has until 12 noon of the following working day to turn in a formal written protest, along with a \$25 protest fee. The protest fee must be paid at the Belk Activity Center. If the protest is upheld, the \$25 fee will be refunded. These instances that may be protested include:

1. Misinterpretation of a playing rule
2. Failure of an official to apply the correct rule in a given situation
3. Failure to impose the correct penalty for a given violation

All formal protests must include the following information:

1. Date, time, and location of the game
2. Names of referees and scorers
3. The rule and section of the Alabama High School Athletic Association Official Rules or League By-Laws under which the protest is made
4. The decision and conditions surrounding the making of the decision, and all essential facts involved in the matter of the protest.

## Post-Season Play

Each division of play *except the 6U division* will be involved in post-season play. All other divisions (8U, 10U, & 12U) will compete in single-elimination tournaments. Teams will be seeded for the tournament based on win/loss records in regular season play.

The schedules for post-season games will be sent out to all coaches and posted to the youth basketball page at: <http://www.tcpa.org/recreation/athletics/youth-basketball>

At the conclusion of the regular season, teams shall be ranked based on highest regular season regular record (winning percentage). In the event of a tie, the following tiebreaking procedures will be used.

1. Two Teams
  - a. Head to head results between tied teams (Best won-lost-tied percentage in games played between two teams)
  - b. The team with the greater aggregate score in head to head results between tied teams.
  - c. The team with the fewest total points allowed for the entire season
  - d. Random Draw

2. Three or More Teams

**Note:** *If two teams remain tied after the third or other teams are eliminated during any step, tie breaker reverts to step one of the two team format.*

- a. Head to head results between tied teams (Best won-lost-tied percentage in games played among the tied teams).
- b. The team with the fewest total points allowed for the entire season
- c. Random Draw