

# AYS Basketball Rules for 2020

NOTE: Our collective basketball rules are based on TAAF Region 4 Youth Basketball Rules. If rules are not specifically listed here, National Federation Rules and UIL Guidelines will apply.

## General Rules

We have a general set of rules that apply to all spectators, players, parents and coaches at all basketball games and practices.

1. Absolutely no smoking or chewing tobacco is allowed at any ISD facility.
2. No food or drinks can be brought into the gym. Those entering a gym with food or drink will be asked to finish those items outside the gym.
3. Only non-marking shoes shall be worn on the playing court.
4. All Coaches, Parents and Athletes will be expected to read, sign and adhere to a Code of Conduct.
5. The use of ISD facilities is a privilege and every effort must be made to ensure the game and practice gyms are maintained with care. Please report any and all abuse of school facilities to a Board member. All parents, players, coaches and spectators are required to pick up any and all trash during and after games and practices. All practice and game gyms must be cleaned up and equipment returned to its original place after use.
6. Minimum playing time rules will be strictly enforced.
7. Before the first game of the season, AYS will provide the other association(s) with rosters of every team with the following information: Players full name, number and birth date. After the first game, all rosters are “frozen”, and no rosters changes are allowed.
8. National Federation Rules and UIL Guidelines will apply with the exception of the rules listed here.

## Divisions of Play (Age Groups)

- **6 and Under (6U)** – The 6U division will be COED meaning both girls and boys will play on the same team. Boys and girls ages 5 and 6 can participate in this division. All teams must be drafted per Team Formation Guidelines below.
- **8 and Under Boys (8U Boys)** – The 8U Boys division will be for boys only. Boys ages 7 and 8 can participate in this division. All teams must be drafted per Team Formation Guidelines below.
- **8 and Under Girls (8U Girls)** – The 8U Girls division will be for girls only. Girls ages 7 and 8 can participate in this division. All teams must be drafted per Team Formation Guidelines below.
- **10 and Under Boys (10U Boys)** – The 10U Boys division will be for boys only. Boys ages 9 and 10 can participate in this division. All teams must be drafted per Team Formation Guidelines below.
- **10 and Under Girls (10U Girls)** – The 10U Girls division will be for girls only. Girls ages 9 and 10 can participate in this division. All teams must be drafted per Team Formation Guidelines below.

- **12 and Under Boys (12U Boys)** – The 12U Boys division will be for boys only. Boys ages 11 and 12 can participate in this division. All teams must be drafted per Team Formation Guidelines below.
- **12 and Under Girls (12U Girls)** – The 12U Girls division will be for girls only. Girls ages 11 and 12 can participate in this division. All teams must be drafted per Team Formation Guidelines below.

### Age Determination Date

The age determination date is September 1<sup>st</sup> of the current school year. EXAMPLE: If a player is 9 years old on September 1<sup>st</sup> of the current school year, then they are required to play in the 10U division.

### General Team Formation Guidelines

Our basketball league is a recreational league and all teams are expected to be formed through some type of draft system. The intent is to balance the strength of teams throughout the league. AYS leadership will, at their sole discretion, take whatever steps necessary to ensure this remains a competitive but recreational league. No select teams will be allowed in the 6U through 12U divisions.

#### 6U through 12U Divisions

1. AYS will hold a draft per their respective draft rules.
2. Teams cannot have more than 4 returning players to a team.
3. Teams can have up to 4 protected players. Parents of protected players must provide their approval to the Board. All other players on the team must come from the draft.
4. We will attempt to honor reasonable Coach and ride share requests but no guarantees. AYS leadership will not allow teams to be “stacked” using the Coach or Rideshare request process.
5. All 6U through 12U Head Coaches of teams formed by age are required to have a folder with a copy each player’s birth certificate at all games. WARNING: A coach can be challenged to prove a player’s age. This is done using a copy of the player’s birth certificate. If a coach or player cannot prove they the age they say they are, the team will have to forfeit the game. (Tournament play only)
6. Team rosters will have a maximum of 10 players. Ideally, we would like to see rosters of 8 players where possible to maximize playing time for all.

### Minimum Play Rules

For the 6U through 12U divisions, each player must play 1 uninterrupted quarter in the 1st half then it is free substitution for the remainder of the game. All players MUST play in the 2<sup>nd</sup> half. The minimum play rules for 6U through 12U are as follows:

- 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.
- 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.
- 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.
- If a player arrives after the game begins, the coach is NOT required to play that player 1 uninterrupted quarter. However, the coach is required to play that player under free substitution.
- In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed. However, if a player is not able to finish their quarter during the first half then that player will be required to play a full quarter in the second half.
- In tournament play only, 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.
- During free substitution, all players MUST play. All players must play in the 2<sup>nd</sup> half. **WARNING**: Penalty for not playing a player in 2<sup>nd</sup> half will result in a forfeit.

### Game Day and Playing Rules

1. Home team provides a competent scorekeeper and visiting team provides a competent clock operator.
2. Each Head Coach must provide a roster to the scorekeeper before the game starts.
3. Only 2 coaches are allowed on the bench.
4. **GAME BALL** – Each team must have a game ball to play with. The referee will select and approve the game ball. The game ball sizes are as follows:
  - a. 12U Boys will use a regulation size men's basketball (29.5"). (See National Federation Rule Book for specifics).
  - b. 10U and 8U Boys will use the official women's basketball (28.5"). (See National Federation Rule Book for specifics).
  - c. All Girls divisions will use the official women's basketball (28.5"). (See National Federation Rule Book for specifics).
  - d. 6U COED will use the 27.5" game ball.
5. **CLOCK** – All games will have a running clock that only stops on time outs and free throws until the LAST 2 MINUTES OF EACH HALF. During the last 2 minutes of each half, the clock will stop on the referee's whistle.
6. **GAME LENGTH** – 6U and 8U divisions will play 6-minute quarters. 10U, 12U and 14U divisions will play 8-minute quarters.
7. **POINT SPREAD RULE** – If one team is ahead by 15 or more points during the last 2 minutes of each half, the clock will remain a running clock, except for time-outs and free throws.
8. **TIMEOUTS** – Each team shall be allowed 4 one-minute timeouts per game. In case of overtime, each team shall be allowed 1 additional

one-minute timeout, PLUS any timeouts remaining from regulation.

9. **OVERTIME** – If the score is tied at the end of regulation play in the 6U division, the game will end in a tie. If the score is tied at the end of regulation play in the 8U and 10U divisions, a single 2-minute overtime will be played. In the 12U division, a single 3-minute overtime period will be played. The clock will stop on each whistle by the officials. Only 1 overtime period will be played in regular season games. In tournament play, the overtime periods will continue until a winner is determined.

**10. GOAL HEIGHT and FREE THROW DISTANCES**

Goal Height	Free Throw	Age Group
10'	15'	12U Boys and Girls
10'	15'	10U Boys and Girls
8'6"	13'6"	8U Boys and Girls
8'	13'	6U

**11. LANE VIOLATIONS**

- 12U divisions will play by official rules and have a 3 second lane violations.
- 8U and 10U divisions will have 5 second lane violations.
- 6U will not have lane violations.

**12. FULL COURT DEFENSE (Back Court Press)**

- 12U divisions may play full court defense at any time.
- 10U divisions may play full court defense during the last two minutes of each half and any overtime period.
- 8U divisions may play full court defense during the last minute of the second half and at all times during any overtime period.
- 6U division is not allowed to play full court defense at any time.
- Any team that is 15 points or more ahead cannot play full court defense (or press the backcourt).
- VIOLATION:** Each team shall be issued one warning per half, in which the whistle is blown, and the offended team brings the ball in play on their offensive front court at the mid-court opposite the scorer's table and team benches. Additional violations shall result in a technical foul.

**13. Specific Rules for 6U division**

- No lane violations.
- Man to Man defense only. No Zone Defense.
- No Full Court Defense at any time.
- Defenders can switch players on a screen but should make an attempt to switch back.
- Spreading the offense out to create ISO's is not allowed and a violation of the intent of the Man to Man rule. Defense can sag back and provide help on the ball but NO double teams on the ball and NO double teams in the paint.

f. Wristbands are not required but players should be paired by skill level. Switching players is only allowed as the result of a screen.

14. **UNIFORMS** – Each team must have jerseys the same color with a permanent 4" number on the front and a 6" number on the back.

Legal basketball numbers only are 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. (Tournament play only)

**15. EJECTIONS**

- a. A player ejected from the game (other than fouling out) will be out for the rest of the game. If the ejection occurs in the second half of play, they will be ejected for the remainder of the game and for the first half of the next game.
- b. Any coach or assistant coach being ejected from the game will also be suspended for the next game. Any coach or assistant coach receiving two technical fouls in one game will also be ejected for the remainder of the game and suspended for the next game.
- c. Any spectator that is abusive or hostile towards the referees, coaches, players, spectators or Board members will be ejected from the stands. In addition, that person will be suspended from attending the next game. Any subsequent ejections will result in a ban from attending any games for the remainder of the season.

### Determination of Final Standings

1. Overall Record
2. Head to Head Competition
3. Average points allowed per game
4. All scores will be exchanged after each game day and record those on their respective websites.

## Basketball Rules Matrix

Rule Description	6U	8U	10U	12U
Man to Man	X	X	X	X
Double Teaming In Paint Only		X	X	X
Double Teaming The Ball			X	X
Zone Defense		2MLH	X	X
Lane Violation (3 second)				X
Lane Violation (5 second)		X	X	
Full Court Defense (Backcourt Press)		LM2ndH+OT	2MLH+OT	X
Screens		X	X	X
3 Pointers		X	X	X
6 Minute Quarter	X	X		
8 Minute Quarter			X	X
8' Goal Height	X			
8'6" Goal Height		X		
10' Goal Height			X	X
4 Time Outs Per Game (TO's carry over into OT)	X	X	X	X
5 MINUTE HALFTIME	X	X	X	X
1 MINUTE BETWEEN PERIODS	X	X	X	X