

## YOUTH BASKETBALL LEAGUE BYLAWS 2012

### A. PLAYERS, DIVISIONS, & ELIGIBILITY

1. **Division 1** – Consists of teams that are pre-formed, hand-selected by a coach and play at a higher level of competition. Division 1 rosters are limited to a maximum of twelve (12) players.
2. **Division 2** – Consists of teams that are formed by a “draft system” based on the participants age, gender and zip code. Any team that is classified as Division 2 may not return more than four (4) players from the previous season’s roster. New teams are formed each season and any team with five (5) or more returning players must be classified as Division 1. Division 2 youth rosters are limited to a maximum of twelve (12) players.
3. 6U – consists of boys and girls who are at least 5 years of age and no more than 6 years of age as of September 1<sup>st</sup> of the current school year.
4. 8U – consists of boys and girls who are at least 6 years of age and no more than 8 years of age as of September 1<sup>st</sup> of the current year.
5. 10U – consists of boys and girls who are at least 8 years of age and no more than 10 years of age as of September 1<sup>st</sup> of the current year.
6. 12U – consists of boys and girls who are at least 10 years of age and no more than 12 years of age as of September 1<sup>st</sup> of the current year.
7. 14U – consists of boys and girls who are at least 12 years of age and no more than 14 years of age as of September 1<sup>st</sup> of the current school year.
8. No participant will be allowed to play on more than one team or in more than one division.
9. Division 2 team rosters will be assigned by the Mesquite Parks and Recreation. Any roster changes in either D1 or D2 must first be approved by Mesquite Parks and Recreation staff.
10. Falsification of information on a player’s registration form will disqualify the player from this program.
11. In the event there are not enough participants, age groups may be combined to form a league.
12. Late registrants are not guaranteed placement on a team within their zip code.

### B. PRE-GAME

1. Each D1 and D2 team is allowed two (2) fifty (50) minute practice(s) per week that can be divided up or used back to back. (6U teams will only practice once per week for 50 minutes). D1 teams may practice as much as they want, however, no additional time will be available in City facilities. Parks and Recreation is not responsible for teams who choose to practice at gyms other than the ones we provide. Coaches may not REQUIRE players to practice more than twice a week.
2. Any participant who misses a practice, without a satisfactory excuse, may be held out of the next game with Mesquite Parks & Recreation approval. In order to be able to exercise this option, the coach must notify the athletics office, in writing, at the time of each missed practice, and give the name of the absent player(s).
3. Coaches must submit documentation to Mesquite Parks & Recreation regarding disciplinary problems with players; staff will review each occurrence and rule accordingly.

#### Required Equipment

##### a. Jerseys – D2

All players must wear only Mesquite Parks & Recreation issued jerseys and if t-shirts are worn underneath they must be identical in color to the rest of the team. **Teams who do not wear Parks and Recreation jerseys will not be allowed to play.** Coaches will be notified once the jerseys are ready for pick-up at the Mesquite Sports Center. For those teams that did not pick them up prior to their first game, they will be at the gym.

##### b. Jerseys - D1

1. Players on each team must wear jerseys that are identical in the base color and any t-shirts worn underneath jersey must also be identical in color as a team.

2. Jerseys must have a six (6) inch number on the back and a four (4) inch number on the front. Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey. Numbers that are hand written in pencil, marker or any type of ink pen are not allowed.
3. Only legal basketball numbers are permitted – 00 or 0, 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
- c. **Shoes** - Players should wear athletic type shoes with non marking soles.
- d. Players must observe the following:
  1. No hard or soft casts are allowed.
  2. Knee and ankle braces are permitted but all exposed hinges must be covered.
  3. Rubber, cloth or elastic bands may be used to control hair. Hard items are prohibited.
  4. Jewelry is prohibited. Jewelry that is taped down will not be allowed. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.
  5. Anything on the wrist other than wrist bands is prohibited.

### C. THE GAME

- a. 6U & 8U – The game will consist of four (4) six-minute quarters with one minute between quarters, three minutes at half time. One 6U coach is allowed on the court during game play for the first 3 weeks only.
  - 10U, 12U, & 14U – The game will consist of four (4) eight-minute quarters with one minute between quarters, three minutes at half time.
- The clock will stop on time outs, foul shots, and all whistles during the last minute of the second and fourth quarters.
- b. Game time is forfeit time; however, each team shall receive at least five (5) minutes to warm up.
  - c. The clock will run continuously through the first and third quarters. The clock will run during free throws. The clock will stop in these periods on team or official time outs.
  - d. The clock will run continuously through the second and fourth quarters until the final minute of each period. At the last minute, the clock should stop on all whistles.
  - e. Mercy Rule: If there is a fifteen point difference in the score at the start of the fourth quarter, the clock will continue to run even during the last minute. If there is a thirty point difference in the score at the conclusion of the third quarter the game will be called.
  - f. The clock will stop on all team time outs. Team time outs will be one minute in length.
  - g. Officials & Staff have the authority to stop the clock for any reason that is deemed necessary.
  - h. Teams will receive four (4) time outs per game. Time outs do not carry over into the over-time period.
  - i. In the event of a tie game at the end of regulation time, one three (3) minute over-time period will be played. Over-time will be played under the following rules:
    1. Teams will receive a one-minute intermission and one time out.
    2. The clock will stop on all calls in the last minute of over-time period.
    3. In the event of a tie game at the end of over time, a one (1) minute over-time period will be played. Teams will not be given additional time outs.
  - j. Division 2 only: 15 Point Rule - When or if a team is ahead by 15 or more points, no back court press will be allowed.
  - k. Full Court Defense (Press):
 

**Division 1 & 2**

14U & 12U: may play full court defenses at any time.

10U: may play full court defense during the last two minutes of each half and during overtime.

8U: may play full court defense during the last minute of the second half and at all times during overtime.

6U: No full court defense allowed.

**D2 Exception: No full court press if ahead by 15 or more points – See Rule 3. j**

Teams that violate the “Full Court Press” rule are subjected to a “3 Strike Rule”:

**Strike One:** Possession of the ball will be given to the opponent at half court away from the scorer's table

**Strike Two:** Two Points will be awarded to the opponent and possession of the ball at half court away from the scorer's table

**Strike Three:** A team technical foul will be issued to the opposing team; two points will be awarded to the opponent and possession of the ball at half court away from the scorer's table

**l. Lane Violations:**

14U & 12U will play by official rules (3 seconds).

8U & 10U will have five (5) second lane violations.

6U divisions will not have lane violation enforced.

**m. Free Throws:**

*8U – 14U:* Teams that receive seven (7) team fouls will go into the bonus. The opponent will shoot 1-and-1 free throws. Teams that receive ten (10) or more fouls will go into the double bonus. The opponent will shoot two three throws.

6U will receive the ball at half court.

**D. PLAYERS**

**a. Participation:**

Division 1: No participation requirements

Division 2: Participants who start the 1<sup>st</sup> quarter must also start the 3<sup>rd</sup> quarter (unless players are injured).

Participants who start the 2<sup>nd</sup> quarter must also start the 4<sup>th</sup> quarter (unless players are injured). Once players begin a quarter they are required to participate at least half of the quarter that they begin unless they are injured or physically unable to. All players must complete their playing requirements before substitutions are allowed. Once each player has met participation requirements, coaches may substitute freely. Failure to comply with these requirements will result in the game being forfeited.

1. Participants must show up by the beginning of the second period to be eligible to play.
2. A team must have five (5) players to begin a game.

**E. COACHES**

a. A coach's badge will be issued to registered coaches and assistant coaches at the start of the scheduled game and must be returned after each game. Only those coaches wearing a certified badge will be authorized to be with the team. Those not wearing a coach's badge are considered spectators and must stay in the bleachers. No more than two coaches may sit on the bench with each team.

b. Coaches will be required to stay within the coach's box during the game. Only the head coach may stand and give instruction to players, request a time out or confer with scorer's table. When a head coach receives a technical foul they lose all privileges to stand in the box and all coaching duties will go to the assistant coach.

c. Coaches will be responsible for the actions of the following:

- 1) Their players
- 2) Their assistant coach
- 3) Their spectators before, during, and after games.

If the game is interrupted by any of the above a "3 Strike Rule" will go into the effect:

**Strike One** – Officials or staff will stop the game and request that the coach get control the situation.

**Strike Two** - Officials or staff will stop the game and the head coach will receive a technical foul. The opposing team will receive two (2) points & the ball at half court away from the scorer's table.

**Strike Three** – The game will be called.

d. Coaches who have submitted volunteer applications to coach in the youth basketball program, and have been denied the privilege due to an unacceptable background check will not be allowed to participate in any manner with the team other than as a spectator.

e. Coaches who violate the practice rule will be suspended for one (1) week. This includes all practices & one (1) game during that week. Coaches who violate a second time will be on probation & must await the ruling from the advisory committee.

f. Any coach failing to cooperate with the rules and/or objectives of this league will be required to relinquish his/her team.

## F. SPORTSMANSHIP AWARD

A sportsmanship award will be given to the team in each division who receives the most votes from the other teams within that league.

## G. DISCIPLINARY ACTIONS

a. One (1) unsportsmanlike technical foul, on any one person (player, coach or spectator) will result in an ejection from the game and that person must leave the center and park for the day. *This will also result in a one (1) week suspension from scheduled games, including practices. Suspensions will carry over from one season to the next, if necessary.* Two such ejections and that person will be suspended from the league and recreation center for the remainder of the season.

b. Two (2) unsportsmanlike technical fouls on one team in one game will result in a forfeit.

c. Players who are ejected from a game will receive a minimum of a 1 week suspension. Depending on the severity of the incident the advisory committee may be consulted for a final ruling.

## H. EQUIPMENT AND COURTS

<b>DIVISIONS</b>	<b>COURT</b>	<b>BALL SIZE</b>	<b>GOAL</b>	<b>FREE THROW</b>
6U boys & girls	Cross-court	Rookie - 25.5	7'5"	None
8U boys & girls	Full	Intermediate – 28.5	8'6"	13'6"
10U girls D-II	Full	Intermediate – 28.5	8'6"	13'6"
10U boys D-II	Full	Intermediate – 28.5	10'	13'6"
10U boys & girls D-I	Full	Intermediate – 28.5	10'	15'0"
12U girls D-II	Full	Intermediate – 28.5	10'	15'0"
12U boys D-II	Full	Regulation – 29.5	10'	15'0"
12U girls D-I	Full	Intermediate – 28.5	10'	15'0"
12U boys D-I	Full	Regulation – 29.5	10'	15'0"
14U boys	Full	Intermediate – 28.5	10'	15'0"
14U girls	Full	Regulation – 29.5	10'	15'0"

## I. TIE BREAKING PROCEDURES

The procedure for which ties will be broken for seeding/play-off purposes is in the following order if needed:

1. Head-to-head competition.
2. Defensive points allowed in the head to head games.
3. Defensive points allowed for all league games.
4. Coin flip.

\*No additional games will be played to break ties.

## J. LEAGUE GAMES / PLAY-OFFS

A seven game season will be played to determine the seed of each team entering into a single elimination tournament to determine each Division City Champion. 6U will play an eight-game season with no play-off tournament.

## K. AWARDS

6U: Individual participation award

8U – 14U: 1<sup>st</sup> & 2<sup>nd</sup> league and 1<sup>st</sup> & 2<sup>nd</sup> tournament.

Sportsmanship: one award per division, per league will be awarded based on votes from the other teams within that division.

## L. PROTESTS

**The City of Mesquite Youth Basketball League Committee does not recognize protests with the exception of player eligibility.** If a player's eligibility is questioned, it must be brought to the gym supervisor's attention BEFORE the game starts. All player eligibility concerns will be handled by Mesquite Parks and Recreation on the next business day.

## M. GOVERNING BODIES

- a. NFHS and TAAF rules will apply when not noted within the Mesquite Youth Basketball League By-Laws.
- b. **ANY AND ALL DISPUTES IN LEAGUE PLAY WILL BE RESOLVED BY MESQUITE PARKS AND RECREATION.**