

**MESQUITE PARKS AND RECREATION DEPARTMENT (PARD)
YOUTH BASKETBALL LEAGUE BYLAWS
2009-2010**

I. PLAYERS AND ELIGIBILITY

- A. 6 and Under Division – consists of boys and girls who are at least 4 years of age and no more than 6 years of age as of September 1st of the current year.
- B. 8 and Under Divisions – consists of boys and girls who are at least 6 years of age and no more than 8 years of age as of September 1st of the current year.
- C. 10 and Under Divisions – consists of boys and girls who are at least 8 years of age and no more than 10 years of age as of September 1st of the current year.
- D. 12 and Under Divisions – consists of boys and girls who are at least 10 years of age and no more than 12 years of age as of September 1st of the current year.
- E. Division I participants may form their own teams. Division II participants will be placed on teams according to age, gender, and zip code. No participant will be allowed to play on more than one team or in more than one division.
- F. Division II team rosters will be assigned by the Mesquite PARD. Changes to the roster in either D I or D II must be approved by the PARD Staff.
- G. Falsification of information on a player's registration form shall disqualify the player from this program.

II. PRE-GAME

- A. Two (2), fifty (50) minute workouts and/or scrimmage games per week will be allowed per team utilizing **City practice facilities only** (6 and Under teams will only practice once per week for 50 minutes).
- B. Any participant who misses two practices in one week, without a satisfactory excuse, may be held out of the next game with league commissioner approval. In order to be able to exercise this option, the coach must notify the league commissioner, in writing, at the time of each missed practice, and give the name of the absent player(s).
- C. Coaches must submit documentation to the PARD regarding disciplinary problems with players. The PARD Staff will review each occurrence and rule accordingly.
- D. Players must wear the numbered jersey issued by the PARD in all games. Under shirts will be allowed provided that they are not printed and of the same color of the team jersey.

III. THE GAME

- A. Games will consist of four (4) eight-minute periods. The clock will stop on time outs, foul shots, and all whistles during the last minute of the second and fourth periods. **(6 and under division – games will consist of 4 six-minute periods – No score will be kept for these games as it is an instructional league only).**
 - 1. 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.
 - 2. 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, unless, there is a fifteen point difference in the score of the fourth period. At this point the clock will continue to run even during the last minute.
 - 3. The clock will stop on all team time outs. Team time outs will be one minute in length.

- B. Division II Participation Rule: When both teams have an **equal number** of participants who are present and physically able at game time, participants must play at least **two complete periods from start to finish**. When players from both teams are **not equal** in number, then a “one period rule” (player must complete one period during that game from start to finish) may be in effect. ***All players must complete their playing requirements before substitutions are allowed.*** Once each player has met participation requirements, coaches may freely substitute however they would like. Failure to comply with these requirements will result in the game being forfeited.
- C. Participants must show up by the beginning of the second period to be eligible to play.
- D. Game time is forfeit time, however, each team shall receive at least five (5) minutes to warm up.
- E. A team must have five (5) players to begin a game.
- F. Teams will receive four (4) time outs per game. Time outs do not carry over into the over-time period.
- G. 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. The game will be declared “tied” if no winner is determined at the end of the over-time period.
- H. Division II only: 15 Point Rule - When or if a team is ahead by 15 or more points, no back court press will be allowed.
- I. FULL COURT DEFENSE (PRESS):
- (1) 12 & under divisions may play full court defense at any time. (Exception – DII – No full court press if ahead by 15 or more points – See Rule III H).
 - (2) 10 & under divisions may play full court defense during the last two minutes of each half and any overtime period. (Exception – DII – No full court press if ahead by 15 or more points – See Rule III H).
 - (3) 8 & under may play full court defense during the last minute of the second half and at all times during any overtime period. (Exception – DII – No full court press if ahead by 15 or more points – See Rule III H).
 - (4) 6 & under division – No full court defense allowed.
- (4) 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 scorers table and team benches. Additional violations shall result in a technical foul.
- J. LANE VIOLATIONS: 12 & under will play by official rules (3 seconds). 8 & under and 10 & under will have five (5) second lane violations. 6 and under division – No lane violation enforced.
- K. Bonus shots will be effective on the 7th team foul.
- L. Players will not be allowed to wear any jewelry or metal hair clips during the game.

IV. COACHES

- A. No more than two coaches may sit on the bench with each team; all others must sit in the bleachers. Coaches who are on the team bench must wear a coach's badge indicating they have completed certification and a background check.
- B. Coaches will be required to stay within the coach's box during the game. Violation - A charged time out if not expired, otherwise a technical foul.
- C. Coaches will be responsible for the actions of their players and spectators before, during, and after games.
- 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.

V. DISCIPLINARY ACTIONS

- A. Division II Coaches who violate the practice rule will be suspended from the league for two weeks for the first infraction and one year for the second infraction. Division I has no restrictions on practice.
- B. 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 suspension from the league for the next 2 scheduled games, including practices. Suspensions will carry over from one season to the next, if necessary.* Two such ejections and that person shall be suspended from the league and center for the remainder of the season.
- C. Two (2) unsportsmanlike technical fouls on one team in one game will constitute forfeiture.
- D. Any coach failing to cooperate with the rules and/or objectives of this league, as determined by the Youth Basketball Advisory Committee, will be required to relinquish his/her team.
- E. Unsportsmanlike actions or behavior from the bench or spectator areas will be assessed to the responsible coach in the form of a technical foul.
- F. Players expelled from any Recreation Center and/or school may not participate with the team until their suspension is expired.

VI. EQUIPMENT AND COURTS

<u>GRADE</u>	<u>COURT</u>	<u>BALL</u>	<u>GOAL</u>	<u>FREE THROW</u>
6/under boys & girls	Cross-court	Rookie	7'5"	No Free Throw
8/under girls	Full	Interm./Women's	8'6"	13'6"
8/under boys	Full	Interm./Women's	8'6"	13'6"
10/under girls DII	Full	Interm./Women's	8'6"	13'6"
10/under boys DII	Full	Interm./Women's	10'	13'6"
10/under girls DI	Full	Interm./Women's	10'	15' 0"
10/under boys DI	Full	Interm./Women's	10'	15' 0"
12/under girls DII	Full	Interm./Women's	10'	15' 0"
12/under boys DII	Full	Regulation	10'	15' 0"
12/under girls DI	Full	Interm./Women's	10'	15' 0"
12/under boys DI	Full	Regulation	10'	15' 0"

VII. 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

VIII. 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. (6 and under division will play an eight-game season with no play-off tournament).

IX. PROTEST

The City of Mesquite Youth Basketball League Committee does not recognize protests with the exception of player eligibility.

X. 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 THE CITY OF MESQUITE PARD AND/OR THE YOUTH BASKETBALL ADVISORY COMMITTEE.**