



YOUTH BASKETBALL LEAGUE BYLAWS (WINTER)

A. PLAYERS, DIVISIONS, & ELIGIBILITY

1. **Division 1 (Competitive League)** – Consists of hand selected, pre-formed teams with a higher level of competition. All teams in Division 1 have the option of using their own jerseys or having the City provide it for them. Division 1 rosters are limited to a maximum of twelve players. Leagues for D1 will comprise of 8U – 14U.
2. **Division 2 (Recreation League)** – Consists of teams that are formed through a “draft” system by zip code. Teams registered as Division 2 may not return more than four players from the previous season’s roster nor can they have more than four requested players. Division 2 youth rosters are limited to a maximum of ten players. Divisions for D2 will comprise of 6U – 14U.
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 1st 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 1st 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 1st 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 1st 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 1st of the current school year.
8. No participant will be allowed to play on more than one team in the same age division.
9. Teams will have until the end of late registration to add players. After this time, all rosters will be frozen. The only exception to this rule would be to replace an injured player or if your roster drops below the minimum amount to start a game. Any additions must be approved by the Athletic Department.
10. Falsification of information on a player’s registration form will disqualify the player from this program.

B. PRE-GAME/PRACTICE

1. Player Cards – Participants are required to obtain a player card prior to the start of the season. Players must have their player card by the first game of the season or they will not be eligible to play.
2. Each D1 and D2 team is allowed two fifty minute practices per week that can be divided up or used back to back. (6U teams will only practice once per week for fifty minutes). D1 teams may practice as much as they want, however, no additional time will be available in City facilities.
3. 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).
4. Coaches must submit documentation to Mesquite Parks & Recreation regarding disciplinary problems with players; staff will review each occurrence and rule accordingly.

C. REQUIRED EQUIPMENT

1. Jerseys
 - a. **D2:**
 - i. All players must wear a Mesquite Parks & Recreation issued jersey. Undershirts 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.**
 - b. **D1**
 - i. Players on each team must wear jerseys that are identical in the base color. T-shirts worn underneath jersey must also be identical in color to the rest of the team.
 - ii. Jerseys must be reversible with a legal number on both sides or teams must have 2 separate colored jerseys with legal numbers. ****If opposing team is same color, the home team will switch to the “lighter” color. (If the home team does not comply they will forfeit)**

- iii. Jerseys must have a six-inch number on the back and a four-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.
- iv. 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
- 2. **Shorts** – Must also be identical in color to the rest of the team.
- 3. **Shoes** - Players should wear athletic type shoes with non-marking soles.
 - a. Players must observe the following:
 - i. No hard or soft casts are allowed.
 - ii. Knee and ankle braces are permitted but all exposed hinges must be covered.
 - iii. Rubber, cloth or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes and bobby pins, are prohibited.
 - iv. 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.
 - v. Anything on the wrist other than wrist/sweat bands is prohibited.

D. THE GAME

- 1. **6U & 8U** – The game will consist of four six-minute quarters with one minute between quarters, three minutes at half time.
10U, 12U, & 14U – The game will consist of four eight-minute quarters with one minute between quarters, three minutes at half time.
- 2. Game time is forfeit time. *(If a team has to forfeit a game, the winning team will receive a score of 15-0.)*
- 3. The clock will run continuously through the first and third quarters. The clock will run during free throws. The clock will stop on team or official time outs.
- 4. The clock will run continuously through the second and fourth quarters until the last two minutes of each quarter. At the last two minutes, the clock will stop on all whistles.
- 5. **Mercy Rule (All Divisions):** If there is a fifteen (15) point difference in the score at any time during the game the clock will only stop for referee and team timeout's.
- 6. Officials & Staff have the authority to stop the clock for any reason that is deemed necessary.
- 7. Teams will receive four one-minute time outs per game. Time outs do not carry over into the over-time quarter.
- 8. In the event of a tie game at the end of regulation time, one three-minute over-time quarter will be played. Over-time will be played under the following rules:
 - a. Teams will receive a one-minute intermission and one – thirty second time out.
 - b. The clock will stop on all whistles in the last minute of the over-time quarter.
 - c. In the event of a tie game at the end of over time, additional one minute quarters will be played until a winner is determined. ****The game cannot end in a tie.**
- 9. Full Court Defense (Press):
 - 6U – 8U D2:** Pressing is not allowed at any time. (* Once the ball handler crosses the mid line, defenders can leave the arc.)
 - 8U D1** – Full court press will be allowed in the second half of the game unless a 15 point lead is obtained, then the defense must be played from the arc. * Once the ball handler crosses the mid line, defenders can leave the arc. **the trailing team may continue to press*
 - 10U Division 2:** Pressing is not allowed at any time.
 * Once the ball handler crosses the mid line, defenders can leave the arc.
 - 10U Division 1:** may play full court defense at any time unless a 15-point lead is obtained then defense must be played from the arc. *The trailing team may continue to press.
 - 12U - 14U D1 & D2:** may play full court defense at any time unless a 15-point lead is obtained then defense must be played from the arc. *The trailing team may continue to press.
 - **VIOLATION:** One warning will be given to each team at the time of the first violation. After that, teams that violate the “Press” rule will be issued a technical foul for each offense and are subjected to the “3 Strike Rule.” (Refer to page 3 under coaches)
- 10. Lane Violations:
 - 8U & 10U** will have five second lane violations.
 - 12U & 14U** will play by NFHS rules (three seconds).
- 11. Free Throws:

8U – 14U: Teams that receive seven team fouls will go into the bonus. The opponent will shoot 1-and-1 free throws. Teams that receive ten or more fouls will go into the double bonus. The opponent will shoot two free throws. Players will be allowed to enter the lane when the shooter releases the ball.

6U will receive the ball at half court.

12. Three-point attempt:

6U – 8U: There will not be a three-point arch for this division.

E. PLAYERS

1. Participation:

Division 1: No participation requirements

Division 2: Teams must abide by the following minimum playing time rules:

- a. 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.
 - b. 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.
 - c. 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.
 - d. In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed
2. A team must have **four** players to begin a game.

F. COACHES

1. Before each game coaches will be required to check in with the staff member at the scorer's table. A picture ID is required to sign in.
2. Line-up cards must be turned in prior to the start of the game to the scorer's table.
3. All coaches will be required to pass a background check. This form must be turned into the Parks and Recreation Administration office.
4. Teams are only allowed to have two coaches on their roster & bench.
5. Coaches will have until the **Thursday before week 2** to add an assistant coach to the roster. After this time, all rosters will be frozen. Any additions must be approved by an athletic coordinator.
6. Coaches will be required to stay within the coach's box during the game. Only one coach may stand and give instruction to players, request a time out or confer with scorer's table.
7. Coaches are responsible for their team and parent's conduct on and off of the court. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if it's a practice, regular season game, or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the Athletic Department.

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 assists with getting control of the situation.

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

Strike Three – The game will be called and **the head coach will receive a second technical foul and serve a one game suspension.**

8. 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.
9. Any coach failing to cooperate with the rules and/or objectives of this league will be required to relinquish his/her team.

G. DISCIPLINARY ACTIONS

Player Eligibility

1. **Only a coach can protest a player's eligibility. If a coach protests a player's eligibility, then the coach of the player in question will have two (2) business days to provide the birth certificate to the athletic department. If the athletic department does not receive the birth certificate within two (2) business days or if they do receive it and the player has violated the rules, the following actions will happen:**
 - a. The team will forfeit all games played with the illegal player on their team.
 - b. The coach will be suspended (two) 2 games for the first offence. On the second offence, the coach will be suspended the remainder of the season, including playoffs.
 - c. The ineligible player will be suspended from the league for the remainder of the season. *(a refund will not be given)*
2. **A technical foul:**

If a team, player, or coach receives a **technical foul**, the opposing team will get two free throws and the ball at half court. The opposing coach will decide on who the shooter will be.

 - a. **One technical foul on one player** will result in the player in question being automatically substituted out. The amount of time that the player in question sits will be determined by the coaching staff.
 - b. **One technical foul on a coach** will result in the coach losing all coaching privileges and will have to remain seated for the remainder of the game.
 - c. **Two technical fouls** on a coach or player will result in that person being **ejected from the game and the facility**. This will also result in a one game suspension. Suspensions will carry over from one season to the next, if necessary.
 - d. **Three technical fouls** on one team in one game will result in a forfeit.
 - e. **Five technical fouls** – Coaches and players who accumulate five technical fouls throughout the season will be removed from the league and will not be refunded.
3. **An intentional foul:**

If a player receives an **intentional foul**, the opposing team will get two free throws and the ball at the point of interruption. The opposing coach will not have a choice on who the shooter will be.
4. **A flagrant foul:**

If a player receives a **flagrant foul**, the opposing team will get two free throws and the ball at the point of interruption, the player committing the foul will be ejected. The opposing coach will not have a choice on who the shooter will be.

H. EQUIPMENT AND COURTS

LEAGUES	DIVISIONS	COURT	BALL SIZE	GOAL	FREE THROW
6U boys & girls		Half Court	Rookie - 27.5	7'5"	None
8U boys & girls	D1 & D2	Full	Intermediate – 28.5	9'	13'6"
10U boys & girls	D2	Full	Intermediate – 28.5	10'	13'6"
10U boys & girls	D1	Full	Intermediate – 28.5	10'	15'0"
12U & 14U girls	D1 & D2	Full	Intermediate – 28.5	10'	15'0"
12U & 14U boys	D1 & D2	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. Point differential
5. Coin flip

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

J. SPORTSMANSHIP

Sportsmanship grades will be given by the gym monitor at each site and is on a grade scale of 1 – 5. Scores are based off three categories: Fans, Coaches, and Players.

***If a team forfeits, the forfeiting team will receive a sportsmanship score of 3, and the opposing team will receive a score of 5.**

K. LEAGUE GAMES / TOURNAMENT

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. To advance to the tournament, teams will have to have a sportsmanship average of 3.0 or higher. 6U will play an eight game season with no tournament.

L. AWARDS

6U: Individual participation award

8U – 14U: 1st & 2nd league and 1st & 2nd tournament.

Sportsmanship medals will be given to the team in each division who receives the highest sportsmanship average.

M. PROTESTS

ALL PROTEST MUST BE SUBMITTED TO THE PARKS AND RECREATION ATHLETIC DEPARTMENT BY THE HEAD COACH ONLY. The Athletic Department will review all information and make a decision based on the facts provided.

N. GOVERNING BODIES

1. National Federation of High School and Texas Amateur Athletic Federation rules will apply when not noted within the Mesquite Youth Basketball League By-Laws.
2. **ANY AND ALL DISPUTES WILL BE RESOLVED BY MESQUITE PARKS AND RECREATION.**