

OFFICIAL YOUTH BASKETBALL RULES & REGULATIONS

2016

LAFAYETTE RECREATION AND PARKS DEPARTMENT

GERALD R. BOUDREAUX
Director

GREG GAUTREAUX
Athletic Programs Manager

FRANK WITTENBERG, CPRP
ATHLETIC PROGRAMS SUPERVISOR
291-8375

BILL VERRET
RECREATION COORDINATOR
291-8368

DANNY COOK
RECREATION COORDINATOR
291-8380

A) REGISTRATION

Formal Basketball registration will begin Saturday, November 7, 2015 and last at least two weeks, until November 22, 2015. Playing age is determined by age as of December 31, 2015.

B) ELIGIBLE CLASSIFICATION

07 and 08 year old boys and girls	Born 2007 or 2008
09 and 10 year old boys and girls	Born 2005 or 2006
11 and 12 year old boys and girls	Born 2003 or 2004
13 and 14 year old boys and girls	Born 2001 or 2002
15 and 16 year old boys and girls	Born 1999 or 2000

Participants may play up in an age category. However, 7 & 8 year olds will not be allowed to participate in All-Star competition.

C) INSURANCE

A \$100.00 deductible insurance is in effect starting with the first pre-season practice and ending with the last scheduled game and/or post-season tournament. This insurance is a supplemental policy.

D) TOURNAMENTS

Pre-Season Each neighborhood may host a League Team tournament. Each neighborhood may invite teams from other neighborhoods to participate in the tournament. The dates that are available for these tournaments are December 12-13, 2015 and December 19-20, 2015. No tournaments are allowed once the regular season begins, except for this weekend.

Post-Season The Parish All-Star Tournaments for all age groups will be held over the weekends of March 4-6, 2016 and March 11-13, 2016. Every player on a post-season roster must have played in at least half of their regular season team's scheduled games to be eligible for post-season play.

The number of teams that each neighborhood may have participating in Post-Season Tournaments depends on how many regular season teams that they have. You must have a minimum of two (2) regular season teams to send one (1) All-Star team. You must have a minimum of eight (8) regular season teams to send two (2) All-Star teams. You must have a minimum of fourteen (14) regular season teams to send three (3) All-Star teams.

E) GENERAL RULES:

Standard rules and regulations for all divisions. Official 2015-2016 National Federation High School Rules will apply except as noted here:

A) PARISHWIDE LEAGUES ONLY:

Due to the increased number of teams and limited facility space, neighborhoods having more than one team in an age group are encouraged to schedule games played against each other within their neighborhood gym facilities. EXAMPLE: SLYSI VS SLYSI - played at SLYSI (not parishwide on Saturday).

All remaining games will be scheduled parishwide on Saturdays. EXAMPLE: BYYA vs CSA. Please let Program Coordinators know if this possible

B) FURNISHING RECORD OF BIRTH:

At the time of registration, each player must present his/her birth certificate for verification. Baptismal Records will be accepted. Also, each player must give his/her social security number, if not already printed on the registration form.

3) TEAM ROSTER:

A roster must be completed and submitted prior to the start of the season, along with a copy of league schedules. Any team that plays an ineligible player will forfeit that game and any other games that player played in. Every player participating in Post-Season Tournaments will be required to submit a copy of their birth certificate or baptismal certificate to LRPD before being able to play.

4) REGULATION GAME:

- a) Four six minute quarters - 5 minutes for 7-8 year olds.
- b) Two minutes for overtime periods.
- c) After two overtime periods, the game will be decided by the first team to score.
- d) One minute between quarters and six minutes between halves.
- e) Five fouls disqualifies a player.
- f) Five seconds in the lane. For 13-14 and 15-16 it will be three seconds in the lane.
- g) All ages will play (5 on 5).
- h) Bonus goes into effect on 7th team foul. Automatic (2) shot Bonus begins with 10th Team Foul.
- i) Three full time-outs and two thirty second time-outs per game. One additional full time-out per overtime
- j) Jump ball to begin game and overtime, only. (7 and 8 year olds use flip of coin - no jump ball).
- k) Three (3) point shot allowed for 13-14 and 15-16 only.

5) FULL COURT PRESS:

When any team is ahead by twenty points or more in any quarter of a game, the **NO PRESS** rule will apply. This is for all ages. **NO PRESS RULE** (check special rules for division). No full court press in the offensive teams backcourt after defensive rebound is secured by a player the defense must then drop back to the half-court line.

6) DUNKING PROHIBITED:

Dunking or Stuffing prior to a game, during intermission, during the game, or after a game is a technical foul.

7) **FORFEITING:**

Game time is forfeit time for all ages.

8) **GAME CANCELLATION OR CHANGE:**

Due to tight scheduling, it is impossible to change a scheduled game. The only exception would be for the death of a family member of a coach or player. Games will be canceled only in the vent of severe freezing weather, ice storm, or other serious reasons. If games are canceled, information would be available by calling the Recreation Department's office or the recorded message at 291-8375, 291-8368 or 291-8380. If a team cannot play at certain times or days, the coach should contact the office prior to scheduling.

9) **BENCH PERSONNEL:**

During practices, league and tournament play, except for players, a maximum of three adult coaches are allowed on the players' bench, no other adults or minors. All Coaches must be ASEP current.

10) **COACHES:**

Any coach who receives two direct or three indirect technical fouls in a game or is ejected from a game for any reason, will be suspended for the next regularly scheduled game. Second time offenders will be suspended for the remainder of the season. All unsportsmanlike technical fouls are assessed to the head coach.

11) **GYM SUPERVISOR:**

The gym supervisor is in charge of the gymnasium. The person in charge has the authority to ask anyone to leave the building. Failure to do so (subject to review by the Recreation Staff) will result in that person being barred from the program, and the game will be forfeited.

12) **PROTESTS:**

No **protests** in Youth Basketball. If a coach feels there is an incorrect interpretation of the rules, it must be put in writing and given to the Coordinator so that proper interpretation can be made. The name of the official should be given on the written complaint so that he can be informed of the correct interpretation. All written complaints must be signed by the person filing the complaint. Judgment calls should not be construed to come under rule interpretation.

13) **HECKLING:**

Heckling officials, coaches or players will not be permitted. A technical foul will be assessed to players and coaches. Spectators will be warned by officials and coaches the first time. The second offense will be a technical foul and the individual will be asked to leave the building.

14) PROFANITY:

No profanity of any kind is allowed before, during or after a game. A two shot technical foul will be assessed. Profanity should not be used in talking to players or directed to the official. In other words, profanity has no place in this type of program.

15) PLAYING TIME:

Each player must play one quarter in the 1st half of each game and must make an appearance in the second half. In other words:

-the five who start must play the entire first quarter.

(Can only be substituted for due to injury or five fouls).

-remaining players must play the entire second quarter.

(Can only be substituted for due to injury or five fouls).

-if a team has more than 10 players, players 11, 12, 13, 14, etc. must play the entire 3rd quarter.

16) UNIFORMS:

All teams will be required to have a number on the back of each shirt. Numbers on the front are optional. If wearing an undershirt its color must match that of the jersey.

17) DEFINITION OF A PASS:

A ball thrown from one player to another without both players touching the ball at the same time and with enough distance between the players so a defensive player could fit between them.

18) ATTEMPTED PASS:

When an offensive player throws the ball to another offensive player and while in flight a defensive player deflects the ball and the thrower is the first to get the ball without it going into the backcourt. They may then attempt a shot since a pass was attempted originally.

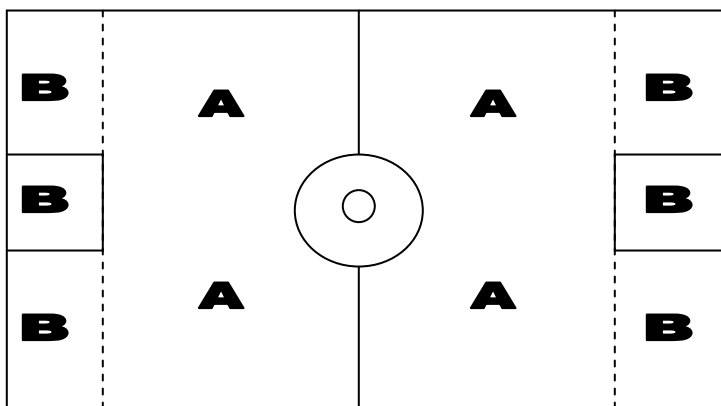
19) AUTOMATIC TURNOVER:

If the ball hits the backboard or the rim before the one-pass rule is satisfied. If the offensive player with the ball or airborne player is fouled before the one pass rule is satisfied, it will be considered a common foul. (Exception: Technical and intentional foul).

SITUATION: Player with ball jumps and throws ball toward basket before one pass was satisfied. Ball is in flight when player is fouled. Ball never touches anyone before hitting rim or backboard. Player would attempt a 1 and 1 if in bonus or offensive team would get ball for a throw-in. (Exception: Technical and intentional foul).

20) MULTI-TEAMING:

Multi-teaming is allowed once the ball is in the area of the free throw line extended, down to the base line of the offensive teams frontcourt. (See diagram on Page 5)



Ball in Area A, all defensive players on court must stay within six feet of the person they are guarding

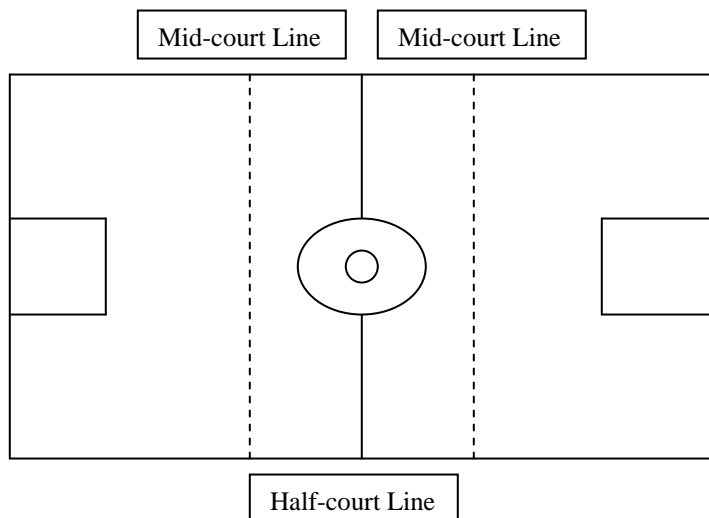
Ball in Area B players may multi-team the person with the ball.

NOTE:

In the 2nd half, once a player enters the game he cannot be substituted for until the ball becomes dead after the clock has started. **PENALTY: FORFEITURE OF GAME.**

F) SPECIAL RULES AND REGULATIONS FOR EACH AGE GROUP:

1) 7-8 Year Olds: (8'6" Goals) (5 on 5 Basketball). **NO FULL COURT PRESS** and **NO FAST BREAK** for the entire game. **Penalty:** one warning per quarter, then automatic turnover. Stop play and explain. Man-to-man defense throughout the game (**NO ZONES**). **ONE PASS** on offensive end of the court before **SHOT** will be required. Hand-offs will not constitute a pass. **Penalty:** Stop play and explain. **NOTE:** Let's teach the children the fundamentals with plays, and not one-on-one basketball.



In 7 and 8 year olds the defense is not allowed to pick up the offense until the mid-court line (5 second time line in front court). The one pass rule will be in effect at the mid-court line, not the half court line.

In the 7 and 8 year olds, a flip of a coin will determine first possession/alternating possession and overtime (no jump balls).

2) 9-10 Year Olds: (8'6" Goals).

1st Half: Man-to-Man defense only (**NO ZONES**) one pass before shot, **NOT A HAND-OFF**. Multi-teaming is allowed from the free throw line extended. No full court press. No fast break. **Penalty:** Stop play and explain.
2nd Half: Regular Basketball.

3) 11-12 Year Olds: (10 ft. Goals).

1st Half: Man-to-Man defense only (**NO ZONES**) one pass before shot, **NOT A HAND-OFF**. Multi-teaming is allowed from the free throw line extended. No full-court press. No fast break.

Penalty: Stop play and explain.

2nd Half: Regular Basketball.

4) 13-14, 15-16 Year Olds: (10 ft. Goals).

Regular basketball will be played during the regular season with the substitution rule and the 20-point press rule being the only exceptions.

G) **CLARIFICATIONS:**

1) Clarifying Fast Break - all offensive players must obtain frontcourt status and then the one-pass requirement must be met.

2) Clarifying One-Pass Off Jump Ball - if possession arrow is established in front court off jump, a player must make one pass before he/she shoots.

3) Once one-pass rule is satisfied, you need not satisfy again after going out of bounds, unless the ball is thrown into backcourt from out of bounds.

4) Man-to-Man means that players on defense must remain within six feet of the person they are guarding. Double or multi-teaming is only allowed once the ball is below the free throw line extended. Switching is allowed above the free throw line extended.

Penalty: Team will receive one warning per quarter and then receive a technical foul.

<u>AGE GROUP</u>	<u>BALL SIZE</u>		<u>GOAL</u>
	<u>BOYS</u>	<u>GIRLS</u>	
07-08	Small	Small	8 feet 6 inches
09-10	Intermediate	Intermediate	8 feet 6 inches
11-12	Intermediate	Intermediate	10 feet
13-14	Regulation	Intermediate	10 feet
15-16	Regulation	Intermediate	10 feet

<u>BALL SIZES</u>	
Small	27 inches
Intermediate	28-1/2 - 29"
Regulation	29-1/2 - 30"

LRPD
Basketball
Borrowing of Players Rules

We encourage Associations to create smaller and more teams for every sport when possible. This will provide more playing time for more registrants on a normal basis and therefore more enjoyment from playing for the Youth of our Parish. This does sometimes create playing issues with regards to having enough at game time. Therefore, we allow “borrowing” of players when possible so that more participants can play more. Below are a list of restrictions which must be adhered to for the betterment of the programs.

- 1) Players may be borrowed only from other teams in the same age group and sport and from the same Association.
- 2) A team may borrow as many players as is necessary to reach a roster total of two (2) more than the minimum number of positions on the court.
- 3) Borrowed players must wear their original team uniforms when playing.
- 4) Borrowed players may not play in the first quarter.
- 5) Borrowed players may not start either the third or fourth quarters or any overtime.
- 6) No team may borrow the same players a second time before all other available players from the league have been borrowed.

Clarifications: For rules #4 and #5 above; If a team does not have five (5) players available to start any of these quarters then a borrowed player may start. A borrowed player is never allowed to start the first, third or fourth quarters if the team has at least five (5) team roster players available.

Violations of these procedures and rules are not in the best interest of all our participants! Violators can and will be disciplined by their Associations and/or LRPD.