



City of Deer Park
Youth Basketball
Rule Knowledge

Updated 1/11/2023

Texas High School Federation Rules apply with the exception of the City of Deer Park provisions as well as guidelines from the Texas Amateur Athletic Federation.

CITY OF DEER PARK

YOUTH BASKETBALL RULES & REGULATIONS

TEAMS AND LEAGUES

1. Each team will be made up of no more than ten (10) players and no less than seven (7) players. For LEAGUE STANDINGS PURPOSES, you are allowed to have three absent players from your **original** roster to play the game. Any fewer than that, the game shall be declared a forfeit. The game shall STILL BE PLAYED and a coach may pick up players from other teams in order to field a team. If you pick up players, those games do not count in the standings.
2. Boys leagues are: 8 and under, 10 and under, & 12 and under
3. Girls leagues are: 7, 8, 9 years old & 10, 11, 12 year olds
 - Youngest Player being 7 as of September 1, 2021
 - Players can play up a level but they cannot play younger than their age.

PLAYING TIME: UNITS "A" AND "B"

1. "A" Unit will always contain five (5) players. "A" Unit will play the entire first quarter and the first three (3) minutes of the third quarter.
2. "B" Unit may have less than five (5) players. "B" Unit will play the entire second quarter and the last three (3) minutes of the third quarter. Unit B, if less than five (5) players, will use players from unit A to play the quarter.
3. FREEZE RULE
 1. We will no longer be using the freeze rule for this league.
4. Teams may not SUBSTITUTE in the 2nd and 3rd quarters. Unit A players will fill in to complete Unit B. Subs from Unit A may play ONLY 1 QUARTER with Unit B. (i.e. if you choose a player from Unit A to play with Unit B during the 2nd Quarter, they cannot play the first three minutes with Unit B in the 3rd Quarter. HOWEVER, they will always play with their Unit A)
5. 11th player must play the entire 3rd quarter. 11th player must change every game.

6. If a player is too sick to play with his unit at the designated time, he may not play later in the game **unless the opposing coach agrees to let him back in the game.** Then he must take his original unit place.

7. Late arrivals are ALWAYS on the "B" Unit. They may play when the "B" Unit plays. If the "B" Unit is on the court, the coach may pull the A Unit sub and put in the late arrival(s).

1 ST QUARTER 6 MINUTES	2 ND QUARTER 6 MINUTES	3 RD QUARTER 3 MIN---3 MIN	4 TH QUARTER 6 MINUTES
"A" UNIT	"B" UNIT	"A" UNIT = 3 MIN. "B" UNIT = 3 MIN.	ANY FIVE PLAYERS

THE GAME

1. COACHES AT GAME:

2. There shall be ONLY TWO (2) PEOPLE (Coach and Assistant Coach) allowed on the bench in addition to the players.
 - a. Coaches must have city-issued coaching badge at all games. This informs the scorekeepers that you are allowed to be on the bench.

3. There shall be a COACH OF RECORD designated for each game. This will be the only coach who may address the officials. The other coach may only ASSIST the Coach of Record and may NOT address the officials in any way. Violation may result in a Technical Foul and possible ejection of the assistant.

4. **Only one coach is allowed to stand. This is so the scorekeepers have a clear view of the court and the referees know which coach to address.**

5. DEFENSE: Any defense is legal: man-to-man, zone, double-team, etc.

6. DEFENSIVE REBOUND
 - a. Once the ball has been controlled in the backcourt by the defense after a shot or a stolen pass and there is no immediate attempt to advance the ball (passing or dribbling), the team NOW ON DEFENSE must retreat to their side of mid-court. When the defensive player gets control of the ball after a shot

or stolen pass, the player must hold the ball in the air (no longer in a crouch), this is to signal other players to retreat to their side. This rule is only in effect if your division cannot full court press.

- b. Teams that attempt an immediate advancement by dribbling or passing are subject to being pressured and having the ball stolen.
 - c. Offensive team may not advance the ball with no pressure until all defensive players have passed mid court.
7. DEFENSIVE TAKE AWAY (OTHER THAN A REBOUND): Steals from the dribbler and stolen passes will be treated in the same manner as a defensive rebound. If no immediate attempt to advance is made, the NEW DEFENSE must back off. If there IS an immediate attempt to advance by passing or dribbling, the ball may be pressured. This rule is only in effect if your division cannot full court press.
8. FORFEIT TIME: Game time is forfeit time. If your team is late arriving and the other coach wants to play, you may do so, but the officials may adjust the time to keep us on schedule for the rest of the day.
9. FREE THROW DISTANCE: Boys 8 & Under & Girls 7 – 10 Division will use an 11' free throw line. All other age groups will use the standard 15' line.
10. FULL COURT PRESS:
- a. Boys 12 & Under and Girls 10 – 12 Division may play full court defense at any time.
 - b. Boys 10 & Under may play full court defense during the last 2 minutes of each half, (2nd and 4th quarters) and at all times during any overtime period(s).
 - c. Boys 8U and Girls 7 – 9 Division may play full court defense during the last 2 minutes of the game (4th quarter only) and at all times during any overtime period(s).
 - d. For all age divisions: ***No full court press is allowed if a team is ahead by 10 points or more.***
11. BONUS SITUATION: Occurs after the 4th team foul per half. We shoot on the 5th foul, shooting 1 & 1. On the 10th team foul per half, shoot two (2) free throws.

12. GAME BALLS: Game ball will be provided by one of the teams. If teams cannot agree on a ball, they will each provide a ball for one-half of the game. Referee shall flip a coin with winner choosing which half he/she wants to provide the ball. Home team, according to the scoreboard, has no bearing on game ball selection or any other aspect of the game. Leather balls may be used only if approved by both coaches. Boys 8 & Under, Boys 10 & Under and all Girl teams will use 28 ½" size basketballs. Boys 12 & Under will use 29 ½" size basketballs.
13. GOAL HEIGHTS: 8 & Under will use the 8' goals because that is the height of the goals at the schools where they practice. All other age groups will use 10' goals.
14. LANE VIOLATIONS: We allow 5 seconds in the lane instead of the normal 3 seconds.
15. OVERTIME PERIODS: Will be three (3) minutes long and played under the 4th quarter rules. Time outs may be carried over. One (1) additional time out per OT period. Play until tie is broken.

We cannot under any circumstances end a game in a tie. We absolutely cannot end in a tie. We play as many overtimes as necessary to determine a winner, and then we try to make up the time.

16. THREE POINT SHOT: Counts for all leagues
17. TIME OUTS: Teams are allowed four (4), one (1) minute time outs per game. One (1) additional time out per overtime period is allowed. The coach can call time out. Officials are watching the court and cannot see behind them to see WHO is calling for a time out. Coaches should instruct their players on how to call a time out and work on this at practice
18. POSSESSION ARROW
 - a. The game begins with a jump ball. The possession arrow then points to THE BASKET (not the team) of the team who did not control the jump ball. From that point on the arrow will change on all jump ball situations and at the end of each quarter. Each overtime period requires a jump ball again.
 - b. The arrow will have to change directions at the half time, because the teams switch goals.
 - c. This change of direction (except at half time) will occur when the ball BECOMES LIVE.

- d. During third quarter break, the ball goes to the team that has been in possession of the ball at the sound of the buzzer at the point of interruption.
- 19. WARM UP AT THE GAME: Teams are assured of at least five (5) minutes of warm up time prior to the start of their game. Games will not be started earlier than scheduled unless BOTH coaches agree. *Warm up at the "opposite goal" from your bench to start the game.* This will allow you to be shooting at the goal nearest your bench at the end of the game.
- 20. JERSEYS: At the games, you will be either black or white. Based on what the schedule dictates, black jersey is HOME, white jersey is AWAY. You will need to wear a tee shirt underneath.
- 21. BENCH PLACEMENT: From the scorekeeper vantage point (sitting at the table, looking at the court). Home team will be on the left; Visitor team will be on the right.

THE CLOCK

- 1. An official game shall consist of four (4) six minute quarters with a running clock with the following exceptions:
 - a. The clock will stop on all whistles during the last two (2) minutes of each half, after each successful field goal in the last minute of the second half or overtime period and the last minute of overtime.
 - b. The clock will stop on all shooting fouls and will be handled the same as in regulation basketball.
- 2. Time Outs: clock will stop on any OFFICIALS time out.
- 3. 3RD QUARTER CLOCK
 - a. The 3rd quarter is divided into two (2), three (3) minute periods.
 - b. Each three (3) minute period will be ended with a buzzer. Team in possession @ the end of the first 3 minutes will get the ball back at the point of interruption.
 - c. Teams are allowed enough time to change units only. If a team does not report to the court immediately, they may be charged with a time out.

4. Half time will be five (5) minutes long. NO ONE IS ALLOWED ON THE COURT DURING HALF TIME.



Responsibilities, Practice and Conduct

COACHES DUTIES AT THE GAME

1. Turn in his/her completed CITY OF DEER PARK LINE UP FORM to the scorekeeper before team warm ups are completed. Do not wait until every player shows up to make out lineups. Make it out and then, if need be, make a change or two. Use our forms, not some piece of paper.
2. See that all practice balls are put away before the game begins.
3. **Remind parents/guests that they MAY NOT bring food, drink or tobacco into the gym. This is not only a City rule but also a DPISD District Wide Rule. Please assist us. We are visitors at the schools. If we are unable to comply, we will no longer have a league.**
4. See that his/her players DO NOT DRIBBLE BASKETBALLS while a game is in progress. This is not only a distraction to players, officials and spectators; it is also a potential danger if the ball were to get loose on the court.
5. See that his/her players DO NOT SIT AT THE ENDS OF THE COURT while a game is in progress.
6. Keep comments directed to the players and not to the officials. Constant negative commenting to the officials can only set a bad example to the players.
7. Discipline any player who is guilty of questioning the calls of an official, especially if it is a FLAGRANT technical foul.

CONDUCT

1. We insist that coaches and players refrain from harassing officials including timers and scorekeepers. If there is a problem, the COACH should call the P&R office to discuss it, NOT THE PARENTS. It is not possible to address every single parent who has a complaint. Work through the coaches, please. Please inform your parents of how to handle these problems.
2. Coaches are responsible for keeping their fans under control. Teams may be given technical fouls for their fans continuous harassment of officials. Continued

harassment can result in a forfeiture of the game, removal of offending parent AND his/her child from the gym and possible disciplinary action against both.

3. Parents ARE NOT ALLOWED to go to the scorer's table during the game. In doing so, they may cause their team to forfeit the game. Please do not interfere with the scorekeepers. If you have a question, ask the referees in a respectful manner. Any league or administration questions, please contact Debra Culp at dculp@deerparktx.org or Bonnie Freeman at bfreeman@deerparktx.org
4. Any coach who gets two (2) technical fouls total for the entire season will:
 1. Be suspended from the current game in play as well as possibly, the remainder of the league depending on the severity of the issue. Failure to leave the premises can result in forfeiture of the game and possible charges filed.
5. Fans that are abusive to officials may be asked to leave the gym and may possibly be barred from further attendance and subject to the Police Department being notified.
6. Fans that are abusive to officials may be asked to leave the gym and may possibly be barred from further attendance.

PRACTICE

1. The league will be providing two (2) practice time slot per week at a DPISD school.
2. All teams should not exceed two practices per week.
3. Any team that practices more than their allotted times per week will be subject to forfeiting the next game.
4. Each practice session shall not exceed: One hour for all divisions
 - A. Please do not practice longer than your allotted time, even if no one else is scheduled after you. It is not fair to the other teams for you to be practicing longer than they do.
 - B. You must be off the court when your hour is up. Do not make the next team wait, thereby cutting into their time. If you must meet with them after practice, please go outside.

- C. If you would like to change your practice day OR TIME, please call Bonnie Freeman at 281.478.2064 or contact her via email at bfreeman@deerparktx.org to do so. You may also contact Debra Culp at dculp@deerparktx.org. You cannot simply start coming at a different time just because no one is there. School officials must know who is in the gym and when. In addition, there will be times when make-up practices will be necessary and those apparent vacant slots will not be vacant.
5. Gyms must be kept clean. Coaches are responsible for cleaning up after his team finishes. APPOINT A PARENT to help you.
6. Coaches are responsible for informing parents of all gym rules.
7. Coaches should make sure that their players are not bouncing balls or in any other way disturbing the practice session that is in progress.

COACHES DUTIES

1. Coaches must have a parent meeting
 - a. Discuss all practice and game rules and regulations
 - b. Discuss plans for game shorts, socks, etc.
 - c. Arrange for practice VOLUNTEERS to help keep players in the gym and out of the hallways. You cannot be expected to be coaching basketball and take someone to the restroom or watch the door for unwanted people coming in the gym. Appoint someone.
 - d. Inform parents that they are not allowed to bring food or tobacco into ANY GYM, whether it is practice or a game. Bottle water only will be permitted.
 - e. Make an attempt to learn the signals used by the officials and pass this information along to your parents. You should know all of our city rules.
 - f. Pass out a copy of rules to your parents so they can be more informed about our rules. This cuts down on all of the inaccurate assumptions made by spectators at the games.
 - g. Only bottle water will be allowed in the facilities.

2. Coaches may NOT scout other practice sessions. Coaches should not arrive too early for practice so as to observe the team before him/her, nor should he/she stay after his/her practice is over.
3. Coaches cannot just pick up a player when someone quits.
4. Coaches are responsible for informing all parents on his/her team about these rules.

SCHEDULES

1. All scheduling considerations **MUST BE DONE BEFORE SCHEDULES ARE MADE.** Once the schedules are made we WILL NOT RESCHEDULE GAMES.
2. We realize that events will occur that may conflict. In these cases, the player will just have to make a choice.
3. Additional rules regarding restrictions on games will be sent directly to all participants.

MISCELLANEOUS

1. ADDING PLAYERS: We can take up to ten (10) players per team. If, after the draft, you have less than ten (10) players, we may add additional players off the waiting list.
2. COACHES: We have many coaches who are, like the players, “drafted” into our program. Some are “volunteered” by loved ones. We are aware that a lot of them are not “basketball oriented.” We are here to offer as much help as possible. Your phone calls seeking assistance or clarification are always welcome. Do not hesitate to call us.
3. TIE-BREAKER:
 - Step #1: Head to head competition involving tied teams. In a 3-way tie, any team who beats the other two tied teams will be declared league winner.
 - Step #2: Greatest margin of victory between tied teams [with a 10-point cap on all games].

Example: A beats B, 20 to 17. A gets 3 points.
 B beats C, 20 to 15. B gets 5 points.
 C beats A, 20 to 8. C gets 10 points.
 - Step #3: If step #2 eliminates one team, and the two remaining teams are still tied, revert to head-to-head competition between the two tied teams.
 - Step #4: Margin of victory in all league games with a 10-point cap on all games.

In essence, it does no good to beat anyone by more than 10 points.

If there are two sub-divisions in your age bracket, winner from group A and winner from group B will play each other to determine the winner of the division.

****If two teams have the same record in the same division and they have never played one another, these teams will have an end of season playoff game to decide the winner.**

4. TO DROP A PLAYER: Call the P&R office to report any player who quits. We must have this information.
5. UNIFORMS: The city provides jerseys only. Anything else your team wants is up to you and your parents.
6. These Rules and Regulations shall take precedence in any case of conflicting language, forms, or printed material.
7. AWARDS: First in each division will receive awards.
8. REFUNDS: Players will not receive a full refund after practices begin. It may be considered to receive a partial refund to offset the jersey cost. The player will also receive the jersey from the league, which you paid for.

DRAFT & MISC. RULES

1. Deer Park Athletic Staff will conduct a blind draft for all age divisions.
 - a. The Head Coach and Assistant Coach's children will be placed to their respective team prior to the draft.
 - i. If the Head Coach and/or the Assistant do not have an athlete to place, they will be eligible to draft five (5) players on draft night.
 - b. Each coach will draft up to five (5) players only on draft night. The remaining five (5) players are blind drafted.
 - c. A serpentine draft will occur on draft night. We will start with least to greatest and back from greatest to least.
 - d. If you begin with three (3) athletes already placed on your team, regardless of draft spot, you will be skipped in the first round.

2. NO TRADES, NO EXCEPTIONS! NO TRANSPORTATION ISSUES! NO CONFLICTS WITH OTHER SPORTS! Let's play basketball, teach skills and fundamentals so that our children have a positive experience without manipulation.
3. No parent or child has been told by Parks and Recreation that they will be on a certain team despite what you may hear, UNLESS they are a child of a coach or an asst. coach's child.
4. Siblings will be drafted to the same team. When you draft one, you get the other UNLESS they are in different age divisions.
5. Lastly, none of these rules will be changed after the start of the season. If there needs to be a change, we will discuss it for the following season.

Our Rules are going through some changes with the help of an advisory board in an effort to simplify our program and give the best possible experience to all involved. We appreciate your participation in the program and will continue to strive to make it fair, fun, competitive and safe for all. We would like to thank our Advisory Board for all the recommendations and most effectively looking at problem areas with no specific agenda in mind except to make this program better for our youth.

Athletics Supervisor

Debra Culp