

LAKE WORTH YOUTH ASSOCIATION
“BASEKETBALL STANDING RULES”
As adopted by the Membership present on
December 8, 2010

Mission Statement

It is the purpose of the Lake Worth Youth Association, Inc. (LWYA) to provide organized basketball to all children in our area who want a chance to play and to give each of those children an opportunity to gain self-confidence, learn teamwork and sportsmanship and learn the fundamental of each of the sports listed above.

Conduct Code

Coaches, players, officials, parents and spectators are expected to behave in a sportsmanlike manner. They shall not use abusive language, alcohol, and tobacco or illegal drugs while representing the LWYA in a basketball game. Anyone abusing the rules of conduct may be removed from the game and/or dismissed from team play or forfeit that game. Also see Section 15 Conduct & Section 16 Discipline, LWYA’s Bylaws.

Division Age Appropriateness

14 & Under (14U)	12 & Under (12U)	10 & Under (10U)
8 & Under (8U)	6 & Under (6U)	

Age is determined by the participant’s age on September 1 of the current school calendar year. Players may only play in one age division. Players may move up one age division however, once a player moves up they may not move back down. Once a player moves up an age group, they must continue to move up with the new age group.

Coaches shall be a minimum of 18 years of age. Coaches must be in good standing with the Association in order to be considered and pass a criminal background check.

TAAF Rules

All teams shall play by “Texas Amateur Athletic Federation” except where changes have been noted in the “LWYA Basketball Standing Rules”

Selection of Coaches for Regular Season Play

Coaches shall be assigned to a team in this order by the commissioner of that sport. That Commissioner will take into consideration a Coach with the most coaching experience during this process of assigning a Manager to the teams.

- 1st Coaches returning to that division of play;
- 2nd Coaches moving up from the division below; and
- 3rd New Coaches

If a head coach or assistant coach does not return to an established team (min. 4 players), then a parent of a returning player will be allowed to “Step-in” and “take-on” the coaching duties. This would allow the returning players to maintain the returning team eligibility. If past coaches, parents, or a coach moving up does not “Take-on” the team, it will be dissolved and the all players will re-enter the draft.

Team Structure and Roaster

Protected players, each team will be allowed ten (10) returning protected player's slots on their roster. Protected slots come open only when a protected player moves up, goes back into the draft, or doesn't play. Protected status does not depend upon a coach returning. All coaches must protect their own child as one of the ten (10) protects.

The Draft

A Player may choose to re-enter the draft. This choice must be specified at registration. The Commissioner will provide two typed list of all players signed up by the draft date to each coach. Those not present at Field Day and not Protected shall be noted and placed in the Blind Draws before draft begins.

Coach will draft lowest number of players up to even, with a coin toss (odd/even) to determine the order by which draft shall resume, until all Coaches are evened up, then each Coach will draw numbers to determine the final draft and this order shall remain the order in which any late sign-ups occur and roaster may not exceed the max of ten (10) players total. The Commissioner will maintain this order. In addition each Coach may have their 1st assistance coach present during the voting to consult with on player selection but they must remain silent during all voting; only the coach is to vote the picks.

All non-protected players that were eligible for draft must participate in the "Field Day", or that player shall go into a "Blind Draw" at the end of the draft after all players present at "Field Day" have been chosen. The Blind Draw names will be put on a folded piece of paper put in a hat.

All players **not** signed up by the draft date will be assigned to a team by the Commissioner in accordance with the team which in the draft would have had the next draft pick.

Coaches Responsibilities

Each coach, as a representative of LWYA is expected to be responsible for their actions toward players, parents, umpires and league officials. Each coach's objective should be to teach each player, teamwork, sportsmanship and the fundamentals of basketball. Mutual respect is expected between players and coaches.

The Coach is responsible for making sure the court is setting up correctly for that league age of play to include: Placing the backboard at the correct height and the basketball ball is of correct size, picking up the trash at the end of your game including your parents in the stands. The Coach that has the last game of the day is responsible for picking up and putting up any and all equipment still remaining on court.

The Coach is to select that team's coaching staff and the Coach is to select a team parent to represent their team in other LWYA activities, and submit to the Board your selection for approval and a criminal background check. Remember the Coach is fully responsible for that team parent's activities.

Coaches Responsibilities (continued)

Player's playtime: see "Game Rules". Failure to comply with this rule could become cause to forfeit the game or suspend the coach for repeats.

Coaches using equipment belonging to LWYA must leave a deposit of \$50.00 at the start of the season. Equipment must be turned in to the Commissioner within (7) days after the last game of the season. At which time a \$50.00 check will be issued.

Player's Responsibilities

Maximum effort should be made by players to attend practice. If practices are repeatedly missed without notification via a phone call or email to the Coach, then the Coach may take playing time away. The rules regarding attendance must be the same for all players on the team regardless of the player's talent level.

Spectator Responsibilities

You must remain off the court at all times, unless the Official or Coach requests your presence for a player injury and only after the Official calls a time out. In addition, spectators shall remain away from benches unless requested by coaching staff. No conflicts between spectators and coaching staff will be tolerated during games. Failure to comply may result in a spectator being ejected from the game.

Selection of Team for Tournament Play

All Coaches considered for coaching a Tournament Team must be in good standings with LWYA to be considered. Team's to advance to tournament play in each of the divisions will be the winners of this end of year tournament.

REGULAR SEASON TIE BREAKER PROCEDURE: (for tournament seed)

1. The winner of each league will be determined by the highest winning percentage.
2. If two teams are tied, the following steps will be used to break the tie:
 - A. Head to head results between two teams tied.
 - B. Point differential in Head to head games.
 - C. Total points scored during entire season.
 - D. Total points allowed during entire season.
 - E. Coin toss.
3. If three or more teams are tied, the following steps will be used to break the tie:
 - A. Head to head results between teams tied.
 - B. Point differential in Head to head games.
 - C. Total points scored in Head to head games.
 - D. Total points allowed in Head to head games.
 - E. Total points scored during entire season.
 - F. Total points allowed during entire season.
 - G. Coin toss.

Teams will be seeded in the tournament bracket according to your regular season records as follows; (bracket examples)

Odd number (3) of teams, game 1: 2 will play 3 and 1 has the bye, game 2: 1 and winner of game 1, winner of game 2 goes to tournament play.

Even number (4) of teams, game 1: 2 will play 3 and game 2: 1 will play 4, game 3 winner of game 1 and winner of game 2, winner of game 3 goes to tournament play.

Odd number (5) of teams, game 1: 2 will play 5 and game 2: 3 will play 4, game 3: 1 will play winner of game 1, game 4: winner of game 3 and winner of game 2, winner of game 4 goes to tournament play.

Game Rules

UNIFORMS: Teams must have jersey of the same color with a permanent six inch (6") number on the back. Legal basketball numbers only are permitted – 0 or 00, 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. Players who do not have the proper uniform will not be allowed to participate in that game.

LINE-UPS:

The coach must turn in a roster of player's name & number 10 minutes before the start of each game. Penalty for adding a player's name after the game has started is a technical foul.

GAME LENGTH: All to have a running clock with the exception of the final two (2) minutes of each half, unless the score is fifteen points or greater in difference and:

- 6U and 8U Division of play will have four (4) six (6) minute quarters.
- 10U, 12U and 14U Divisions will have four (4) eight (8) minute quarters.

The clock stops on timeouts and free throws only. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.

There will be a one (1) minute interval between quarters with a four (4) minute halftime.

POINT SPREAD RULE: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for timeouts and free throws.

TIME OUTS: Each team shall be allowed four (4) one-minute timeouts per game. In case of overtime, each team shall be allowed one (1) additional one-minute timeout, as well as any timeouts remaining from regulation play. It is a technical foul for calling timeout with no timeouts remaining.

OVERTIME: If the score is tied at the end of regulation play in the 8U and 10U divisions a two (2) minute overtime period will be played. In all other divisions a three (3) minute overtime period will be played. The clock will stop on each whistle by the officials. If a winner cannot be declared at the end of the first overtime period, then the game will be declared a tie.

MEASUREMENTS: Basketball backboard and free throw line.

AGE GROUP	BASKET HEIGHT	FREE THROW DISTANCE
14 U	10'	15'
12 U	10'	15'
10 U	10'	15'
8 U	8'	13'-6"
6 U	8'	N/A

BALL SIZE: The official ball size for each division

- 14U and 12U will use the 29.5 size basketball
- 10U and 8U will use the 28.5 size basketball
- 6U will use the 27.5 size basketball.

LANE VIOLATIONS:

14U and 12U will play by official basketball rules of three (3) second lane violation.

10U and 8U will play by a five (5) second lane violations rule.

6U has no lane violation rule

FULL COURT PRESS:

- 14U and 12U Divisions may play full court press defense at any time.
- 10U may play full court press defense during the last two minutes of each half and any time during overtime period.
- 8U may play full court press defense during the last minute of the second half and at any time during overtime period.
- 6U will use colored wrist bands for man to man defense.
- Violation of Full Court Press: Each team shall be issued only one warning per half, in which the whistle is blown and the offended team brings the ball in play on their offensive front court and the mid-court opposite the scorer's table and team benches. Each Additional violation shall result in a technical foul.

SUBSTITUTE AND ROTATION RULES:

All players must check in with scorekeeper when entering the game at all times and must wait till play is blown dead by Official. When shooting 2 of 2 on a shooting foul has called the play dead rotation of players can not be made until first attempt at free throw has been made and only one shot is remaining.

- 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.

- 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.
- 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.
- In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed. However, if a player is not able to finish their quarter during the first half then that player will be required to play a full quarter with no substitutions allowed in the second half.

LATE PLAYER: If the player appears at the game late they may enter the game unless they are not on the roster turn in before the start of that game. The coach has the option to use the discipline rule to sit a player out under these circumstances. A player under discipline must be documented with the scorekeeper prior to the start of the game.

TECHNICAL FOULS AND EJECTIONS:

- Any player receiving a flagrant technical foul will be ejected from the game.
- The second technical foul is always considered a flagrant technical foul. Three (3) technical fouls called on any one team for unsportsmanlike conduct in a game will be placed on probation. Two (2) forfeitures of this type by a team will be dropped from league.
- Any individual ejection from a game will be suspended for a minimum of one (1) game and more may be assessed according to the severity of the ejection.
- If ejected twice in one season that player is suspended from all participation for the rest of the season.
- Only one coach may be on their feet in the coach's box, instructing their players on the court. The other coach must be seated on the bench with the players.
- The recognized head coach is the only coach who may approach the officials or scorekeepers with any questions regarding play, scoring, or a decision made.
- A single flagrant personal foul will be two free throws and loss of ball.

DUNKING IS PERMISSIBLE: Hanging on the rim is prohibited, except in the event of attempting to prevent injury. Unnecessary hanging on the rim will result in a technical foul. If the infraction occurs before each half, that half will begin with the administering of a technical foul. In addition, the guilty player will be suspended for two games. Any team using a suspended player will forfeit each game he plays and pay for any damages that may result to the rim and/or backboard within 7 days or the entire team will be suspended. All players should keep in mind that the primary purpose of this rule is the prevention of injury to players.

Exceptions to Dunking: Dunking is prohibited during warm-ups and in the league ages of 8U and 6U divisions.