

SLC and WSYA Basketball Rules for 2021

NOTE: Our collective basketball rules are based on TAAF Region 4 Youth Basketball Rules.
If rules are not specifically listed here, UIL Guidelines will apply.

Combined Leadership Team

Springtown Lions Club	White Settlement Youth Association (WSYA)
President <ul style="list-style-type: none">• Mike Plumlee• president@springtownlionsclub.org	President <ul style="list-style-type: none">• Mike Grissom• mgrissom@swbell.net
Basketball Commissioner <ul style="list-style-type: none">• Courtney Darter• basketball@springtownlionsclub.org• 817-523-4222, Option 4	VP of Basketball <ul style="list-style-type: none">• Zach Irwin• Zirwin24@gmail.com
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General Rules

We have a general set of rules that apply to all spectators, players, parents and coaches at all SLC and WSYA basketball games and practices.

1. Absolutely no smoking or chewing tobacco is allowed at any Springtown Lions Club or White Settlement ISD facility.
2. No food or drinks can be brought into the gym. Those entering a gym with food or drink will be asked to finish those items outside the gym.
3. Only non-marking shoes shall be worn on the playing court.
4. All Coaches, Parents and Athletes will be expected to read, sign and adhere to a Code of Conduct.
5. The use of Springtown Lions Club and White Settlement ISD facilities is a privilege and every effort must be made to ensure the game and practice gyms are maintained with care. Please report any and all abuse of school facilities to a Board member. All parents, players, coaches and spectators are required to pick up any and all trash during and after games and practices. All practice and game gyms must be cleaned up and equipment returned to its original place after use.
6. Minimum playing time rules will be strictly enforced.
7. Before the first game of the season, SLC and WSYA will provide each other with rosters of every team with the following information: Players full name, number and birth date. After the first game, all rosters are "frozen" and no rosters changes are allowed.
8. National Federation Rules and UIL Guidelines will apply except for the combined SLC/WSYA rules listed here.

Divisions of Play (Age Groups)

- **4 and Under 4U-** This division will be COED meaning both girls and boys will play on the same team with a minimum age of 3. All teams must be drafted per Team Formation Guidelines Below.
- **6 and Under (6U)** – The 6U division will be COED meaning both girls and boys will play on the same team. All teams must be drafted per Team Formation Guidelines below.
- **8 and Under Boys (8U Boys)** – The 8U Boys division will be for boys only. All teams must be drafted per Team Formation Guidelines below.
- **8 and Under Girls (8U Girls)** – The 8U Girls division will be for girls only. All teams must be drafted per Team Formation Guidelines below.
- **10 and Under Boys (10U Boys)** – The 10U Boys division will be for boys only. All teams must be drafted per Team Formation Guidelines below.
- **10 and Under Girls (10U Girls)** – The 10U Girls division will be for girls only. All teams must be drafted per Team Formation Guidelines below.
- **12 and Under Boys (12U Boys)** – The 12U Boys division will be for boys only. All teams must be drafted per Team Formation Guidelines below.
- **12 and Under Girls (12U Girls)** – The 12U Girls division will be for girls only. All teams must be drafted per Team Formation Guidelines below.

Age Determination Date

The age determination date is September 1st of the current school year. EXAMPLE: If a player is 9 years old on September 1st of the current school year, then they are required to play in the 10U division.

General Team Formation Guidelines

Our combined SLC/WSYA basketball league is a recreational league and all teams are expected to be formed through some type of draft system. The intent is to balance the strength of teams throughout the league. SLC and WSYA leadership will, at their sole discretion, take whatever steps necessary to ensure this remains a competitive but recreational league. No select teams will be allowed in the 4U through 12U divisions.

4U through 12U Divisions

1. SLC and WSYA will each hold drafts per their respective draft rules.
2. **White Settlement** -- Teams can have up to 3 protected players. Protected players will be provided to the league prior to the draft. All other players on the team must come from the draft.
3. **Springtown** -- Teams can have up to 3 protected players. Parents of protected players must provide their approval to the Board. All other players on the team must come from the draft.
4. We will attempt to honor reasonable Coach and ride share requests but no guarantees. SLC and WSYA leadership will not allow teams to be “stacked” using the Coach or Rideshare request process.
5. All 4U through 12U Head Coaches of teams formed by age are required to have a folder with a copy each player’s birth certificate at all games. **WARNING:** A coach can be challenged to prove a player’s age. This is done using a copy of the player’s birth certificate. If a coach or player cannot prove they the age they say they are, the team will have to forfeit the game. (Tournament play only)
6. Team rosters will have a maximum of 10 players. Ideally, we would like to see rosters of 7 - 8 players where possible to maximize playing time for all.

Minimum Play Rules

For the 4U through 12U divisions, each player must play 1 uninterrupted quarter in the 1st half then it is free substitution for the remainder of the game. All players MUST play in the 2nd half. The minimum play rules for 4U through 12U are as follows:

- 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.
 - If a player arrives after the game begins, the coach is NOT required to play that player 1 uninterrupted quarter. However, the coach is required to play that player under free substitution.
 - 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 in the second half.
 - During free substitution, all players MUST play. All players must play in the 2nd half.
- WARNING:** Penalty for not playing a player in 2nd half will result in a forfeit.

Game Day and Playing Rules

1. Home team provides a competent scorekeeper and visiting team provides a competent clock operator.
2. Each Head Coach must provide a roster to the scorekeeper before the game starts.
3. Only 2 coaches are allowed on the bench.
4. **GAME BALL** – Each team must have a game ball to play with. The referee will select and approve the game ball. The game ball sizes are as follows:
 - a. 12U Boys will use a regulation size men's basketball (29.5"). (See National Federation Rule Book for specifics).
 - b. 10U and 8U Boys will use the official women's basketball (28.5"). (See National Federation Rule Book for specifics).
 - c. All Girls divisions will use the official women's basketball (28.5"). (See National Federation Rule Book for specifics).
 - d. 6U COED will use the 27.5" game ball.
 - e. 4U COED will use the 27.5" game ball.
5. **CLOCK** – All games will have a running clock that only stops on time outs, free throws and injuries until the FOURTH QUARTER. During the last fourth quarter, the clock will stop on the referees' whistle. 4U will have a running clock for all four quarters and no refs will be provided.
6. **GAME LENGTH** – 4U, 6U and 8U divisions will play 6-minute quarters. 10U, 12U divisions will play 8-minute quarters.
7. **POINT SPREAD RULE** – If one team is ahead by 15 or more, the clock will remain a running clock, except for time-outs and free throws.
8. **TIMEOUTS** – Each team shall be allowed 4 one-minute timeouts per game. In case of overtime, each team shall be allowed 1 additional one-minute timeout, PLUS any timeouts remaining from regulation.
9. **OVERTIME** – If the score is tied at the end of regulation play in the 6U division, the game will end in a tie. If the score is tied at the end of regulation play in the 8U and 10U divisions, a single 2 minute overtime will be played. In all other divisions, a single 3 minute overtime period will be played. The clock will stop on each whistle by the officials. Only 1 overtime period will be played in regular season games. In tournament play, the overtime periods will continue until a winner is determined.

10. GOAL HEIGHT and FREE THROW DISTANCES

Goal Height	Free Throw	Age Group
10'	15'	12U Boys and Girls
10'	15'	10U Boys and Girls
8'6"	13'6"	8U Boys and Girls
8'	13'	6U
6'	10'	4U

11. LANE VIOLATIONS

- a. 12U divisions will play by official rules and have a 3 second lane violations.
- b. 8U and 10U divisions will have 5 second lane violations.
- c. 4U and 6U will not have lane violations.

12. FULL COURT DEFENSE (Back Court Press)

- a. 12U divisions may play full court defense at any time.
- b. 10U divisions may always play full court defense during the last 3-minutes of the fourth quarter and during any overtime period.
- c. 8U divisions may play full court defense during the last 3-minutes of the fourth quarter and at all times during any overtime period.
- d. 4U and 6U divisions are not allowed to play full court defense at any time.
- e. Any team that is 15 points or more ahead cannot play full court defense (or press the back court).
- f. 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 scorer's table and team benches. Additional violations shall result in a technical foul.
- g. 8U divisions can play a zone defense the second half the game being the third and fourth quarter.

13. Specific Rules for 4U division

- a. No lane violations.
- b. Man to Man defense only. No Zone Defense.
- c. No Full Court Defense at any time.
- d. No Screens at any time.
- e. No Double Teaming at any time.
- f. Wristbands **ARE REQUIRED** and players should be paired by skill level. Switching players is only allowed as the result of a screen.
 1. Wrist Band Colors and Rankings
 - a. Blue- #1 (most skilled player)
 - b. Red- #2 (second most skilled player)
 - c. Black- #3 (third most skilled player)
 - d. Yellow- #4 (fourth most skilled player)
 - e. White-#5 (fifth most skilled player)

14. Specific Rules for 6U division

- a. No lane violations.
- b. Man to Man defense only. No Zone Defense.
- c. No Full Court Defense at any time.
- d. Defenders can switch players on a screen but should make an attempt to switch back.
- e. Defense can sag back and provide help on the ball but NO double teams on the ball and NO double teams in the paint.
- f. Wristbands **ARE REQUIRED** and players should be paired by skill level. Switching players is only allowed as the result of a screen.
 1. Wrist Band Colors and Rankings
 - a. Blue- #1 (most skilled player)
 - b. Red- #2 (second most skilled player)
 - c. Black- #3 (third most skilled player)
 - d. Yellow- #4 (fourth most skilled player)
 - e. White-#5 (fifth most skilled player)

15. **UNIFORMS** – Each team must have jerseys the same color with a permanent 4" number on the front and a 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. T-shirts worn under the jersey must be the same color as the primary color of the jersey. (Tournament play only)

16. **EJECTIONS**

- a. A player ejected from the game (other than fouling out) will be out for the rest of the game. In addition, said player will be suspended from the next game. 2 ejections in a season will result in full season suspension without a refund.
- b. Any coach or assistant coach being ejected from the game will also be suspended for the next game. In addition, said coach will be suspended from the next game. 2 ejections will result in a full season suspension.
- c. Any spectator that is abusive or hostile towards the referees, coaches, players, spectators or Board members will be ejected from the stands. In addition, that person will be suspended from attending the next game. Any subsequent ejections will result in a ban from attending any games for the remainder of the season. The Referees and the SLC/WSYA board members have full authority to eject a spectator due to their behavior.

Determination of Final Standings

- 1. Overall Record
- 2. Head to Head Competition
- 3. Total points allowed
- 4. SLC and WSYA will exchange all scores after each game day and record those on their respective websites/group forums.

Basketball Rules Matrix

Man to Man	X	X	X	X	X
Double Teaming In Paint Only			X	X	X
Double Teaming The Ball				X	X
Zone Defense			2H	X	X
Lane Violation (3 second)					X
Lane Violation (5 second)			X	X	
Full Court Defense (Backcourt Press)			L3M4Q + OT	L3M4Q + OT	X
Screens		X	X	X	X
Stealing			X HC	X HC	X
3 Pointers			X	X	X
6 Minute Quarter	X	X	X		
8 Minute Quarter				X	X
8' Goal Height with Hang on Goal	X				
8' Goal Height		X			
8'6" Goal Height			X		
10' Goal Height				X	X
4 Time Outs Per Game (TO's carry over into OT)	X	X	X	X	X
5 MINUTE HALFTIME	X	X	X	X	X
1 MINUTE BETWEEN PERIODS	X	X	X	X	X

- HC = Half Court
- Illegal Defense – 1st violation is a warning; 2nd violation is a technical foul (2 shots and the ball)
- X = Allowed
- L3M4Q+OT = Allowed in the Last 3 Minutes of the 4th Quarter Plus any overtime period.
- 2H + OT= 2nd Half Plus any overtime