

## Spurs Drug-Free Youth Basketball League 2007 Playing Rules

[Official NCAA rules](#) will govern play except as amended as follows.

### **Rosters:**

1. All teams will be comprised of a minimum of seven (7) players and a maximum of ten (10) players.
2. All players must have their first and last name on the official roster that will be submitted by the coaches before each game. (No nicknames permitted.)
3. **Players can only play on one Drug-Free League team in a season.**
4. A player who moves to another residential area may play on another team if approved in advance by league officials.
5. A player may be added to a roster up until the teams' second scheduled game. After the second game is played, all rosters are frozen and no new players can be added without written consent of the Site Commissioner.

### **Participation:**

Players who maintain eligibility must play at least "one complete and uninterrupted quarter" per game and at least four consecutive minutes in the opposite half. (Example: A player who plays all of the 1<sup>st</sup> quarter, must also play at least 4 consecutive minutes in either the 3<sup>rd</sup> or 4<sup>th</sup> quarter.)

Noncompliance with the mandatory playing rule will result in forfeiture of the game and will be noted in the score book. The coach will receive a warning letter on the first offense. Suspension from coaching for the season is the penalty for a second offense. The rule does not apply if the player fouls out or is injured and, in the judgment of the referee, cannot return to play.

### **The Captain:**

1. The captain is the player representative of his/her team who may address an official on matters of interpretation, or ask for essential information if it is done in a courteous manner. Any player may address an official to request a time out or for permission to leave the court.
2. At least ten (10) minutes before scheduled game time, each captain or coach shall supply the scorers with:
  - a. Name and number of each player on his/her roster.
  - b. Name and number of the five (5) designated starting players.If this information is not provided within the designated time, a team is charged a maximum of one technical.

### **Recommended Forfeit Guidelines:\***

If a team does not have at least five (5) suited players on the floor ten (10) minutes after the scheduled starting time, the opposing team is awarded the win by forfeit. If neither team meets the requirements, a double-forfeit is recorded.

**NOTE:** The 10-minute grace period applies to the first game of the day or evening only.

All subsequent games will be forfeited immediately at the scheduled start of the game if a team does not have at least five suited players on the floor.

### **Conduct:**

1. The officials shall penalize a team for unsportsmanlike conduct by any player, coach, substitute, team attendant or fan by assessing one (1) technical foul. If there is flagrant misconduct, the official shall penalize the team by assessing two (2) technical fouls, and then removing the offending player from the game, or banishing any offending coach, substitute, team attendant or fan from the area.
2. A player who fights will be assessed one (1) technical foul and expelled from that game and the next two games at a minimum. The player must serve his/her two game suspension by sitting on the bench with teammates for each entire game. Any additional violations for fighting will immediately expel the player from the league.
3. In the event that a coach's behavior contradicts the purpose of the league, (to teach basics of basketball as well as exemplify a positive role model) the coach will be asked to come before a disciplinary board.
4. A coach, player, substitute, team attendant or fan shall not:
  - a. Disrespectfully address or physically confront an official
  - b. Attempt to influence the official's decision
  - c. Use profanity

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- d. Disrespectfully address or bait an opponent
- e. Object to an official's decision by rising from the bench or using gestures
- f. Incite undesirable crowd reactions
- g. Enter the court unless by permission of an official to attend to an injured player
- h. Yell at or mistreat a player

### **Recommended Periods:\***

Games should begin promptly at the scheduled time and consist of four, 8-minute quarters for 12, 14, and 16 and under teams and four, 6-minute quarters for 10 and under teams.

The clock will run throughout the game except for timeouts and shooting fouls. The clock will stop on every whistle during the last two minutes of the game.

Half time will be no longer than five minutes.

### **Recommended Time Outs:\***

Each team is allowed four (4) time outs per game without penalty. One additional time out is allowed for overtime.

### **Back Court Press:**

There will be no back court press for the 10 and under age groups, except in the last minute of each half. Any violation of this rule will result in a warning for the first offense, and a technical foul for each additional offense.

### **Zone Defense:**

Zone defenses of any kind are not permitted at 10 and under age level. The first violation will result in a warning. Second and third violations will result in a technical foul assessed on the coach. On the fourth violation (3rd technical) the coach will be expelled from the game.

### **Player-To-Player Defense:** (This pertains to 10 and under teams.)

All teams and all players must play player-to-player defense, staying within 3 feet of the person they are guarding when the ball crosses center court and is in the middle of the floor. When the ball is passed or dribbled to a declared side, the five defenders can adjust accordingly by sagging in the lane in a "help side" position. Defenders may double-team the ball at any time.

### **Free Throw Line:**

The 10 and under divisions have the option of shooting foul shots from 13 feet or the official distance of 15 feet. All other divisions are required to shoot foul shots from the official free throw line. (All facilities will be responsible for having the 13 foot distance marked for the 10 and under divisions.)

### **Tie Games:\***

1. When the score is tied at the end of regulation, a 3-minute overtime will be played.
2. The clock will run during overtime until the last minute of play.
3. If the game remains tied after the overtime period, a second overtime period will follow. The first team that scores five points wins.
4. Overtime periods will start with a jump ball.

### **Protests:**

All protests concerning rule interpretations must be entered into the official scorebook at that particular game and submitted in writing to the Organizational Commissioner within 24 hours after completion of protested game. The Organizational Commissioner must notify the DFL commissioner immediately after receiving the protest. (Judgment calls cannot be protested.) Organizations must submit a response in writing within 36-48 hours of receiving a written concern.

### **Elastic Power:**

The organization commissioner may establish additional playing rules and/or modify the rules provided they do not contradict the basic philosophy of a stated rule. Referees have the power to make decisions on any points not specifically covered by this document. Final interpretation of any rule, policy or procedure falls to the organization commissioner.