

# **2020-2021 BOYS BASKETBALL POLICY HANDBOOK**

Minor Revisions 12/21/20



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### **Basketball Mission Statement**

The objective of the Boys Basketball Advisory Board is to provide a safe, fun, well-organized recreational basketball program for boys aged 6 – 18. The program is designed to foster the development of basketball fundamentals, with an emphasis on both individual and team skills, and promote sportsmanship.

### **Board Structure**

The board will consist of 7 members to be elected by the voting coaches. Board members will serve staggered two-year terms, as the objective is to replace 3 or 4 elected members each year.

### **Eligibility for Board Membership and Voting**

Any person coached in the past two years as a Head Coach or Advisory Board Member and is in good standing with Pelican Park, is eligible for election to the board. Current Head Coaches and board members will comprise the voting coaches.

### **Timing of elections**

The Recreation District #1 Youth Sports Policy and Procedure Manual dictates that board elections be held midway through the sport's winter primary season. Because the basketball primary season is split in two parts – with 6-12-year olds in the fall/winter and 13-18-year-old in the winter/spring – the board elections may be held in between the two seasons, generally in mid-January.

### **President's Role**

The President of the board will be elected by the board membership after each year's election. The president is responsible for organizational issues, if possible, setting of agendas for meetings, serving as the chief liaison with Pelican Park and ensuring compliance with rules and procedures set by the advisory board and Pelican Park.

### **Duties of Board**

Board members shall serve as the liaison for individual age groups, to provide assurance that rules and policies shall be communicated to individual age groups. Board members shall also serve as leads for player evaluations, team formation, and coaching clinics.

*Additional guidelines for board members are addressed in the Youth Sports Policy and Procedure Manual.*

### **Program Structure**

The boys' basketball program consists of 3 seasons, a fall/winter season for boys aged 6-12, a late winter/early spring season for boys 13-18, and a summer program for ages 7-18. The winter season will generally run from November through January, with the spring season for ages 13-18 following. The off-season program is held in mid summer (July and August), with dates to be determined by the Pelican Park staff. The winter season is set up on a single year age group basis, i.e. 6 year olds, 7 year olds, etc., while the spring and summer programs may combine age groups. However, if the number of players permits, single age groups may be used in these seasons also.

### **Program Affiliation**

The winter session, age groups 8-12, is affiliated and sanctioned by Biddy Basketball.

### **Pre-Season Activities**

*Pelican Park has established policies and procedures regarding registration, late registration, and refunds. For additional information contact the Recreation Supervisor.*

### **Registration**

The Pelican Park Staff handles registration. Additional fees will be charged to out of district participants. Additionally, in the off-season program, where space is limited, Pelican Park reserves the right to determine if district participants will be allowed the first opportunity to register.

### **Player Evaluations**

Evaluation procedures are established by the Basketball Advisory Board and the Pelican Park Staff. Evaluations are required for this program to have fair and equitable teams. Player evaluations are to be conducted under the supervision of the Pelican Park Staff, coaches and Advisory Board. The purpose of the evaluations is to provide a basis for team formation and player placement in the appropriate division. All players will be evaluated for individual and game skills, with the game skills and individual skills weighted differently in the players' final evaluation scores.

### **Coach Selection**

All individuals interested in becoming a head coach shall make their name, and desired age group available to a Pelican Park by completing the Pelican Park Head Coaching Application and passing a background check. The criteria for the selection of Head Coaches are set by the Park.

The Head Coach is allowed to choose one Assistant Coach after team formation from their team the chosen Assistant Coach must be reported to the Park. The Assistant Coach will not receive a coach's shirt or badge and is not allowed to address the officials. It is the responsibility of the Head Coach to ensure that all volunteers adhere to any and all policies set forth by the Advisory Board and Pelican Park.

***All coaches must wear coach's shirts and ID badges at all practices and games.***

### **Team Composition**

8 players per team shall remain the standard for 6- and 7-year-old age groups. During the season, 7-8 players per team shall be the standard for 8-18-year-old age groups; during the summer season, 8 players per team may be the standard for all age groups depending upon numbers.

### **Team Formation**

- **6-year-old** – No evaluation occurs for this age group. Parents can make special request for team / coach placement. The Pelican Park staff and/or coaches shall divide the player pool into teams of eight players accommodating as many special requests as possible
- **7 years old** – Coaches will adjust the evaluation list for fairness. An unevaluated player may not be slotted at the draft, due to known ability, any higher than the second round. Then the first two rounds of players will be placed by evaluation score, with adjustments made for fairness, on teams in serpentine order. For round 3 and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendship, neighbors, talent, carpooling etc. Team formation procedure is explained in detail in Attachment #3 (team formation process).
- **8 years old and up** – Coaches will adjust the evaluation list for fairness. An unevaluated player may not be slotted at the draft, due to known ability, any higher than the second round. Then the first three rounds of players will be placed by evaluation score, with adjustments made for fairness by majority of coach's present, on teams in serpentine order. For round 4 and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendship, neighbors, talent, carpooling etc. Draft procedure is explained in detail in team formation process.

## **Regular Season Play**

### **Practices**

The standard is three practices per week before the season and one practice per week during the season. Scheduling practices is the responsibility of Pelican Park staff.

### **Games**

Each team in age groups 7-12 will play a 10-12 game season with no more than 2 games per week. Age 6 will play one game per week. There will be tournaments for age groups 7 and up. Age groups 13 and up play a 10-12 game season with no more than 2 games per week.

### **Game Rules**

Game rules are detailed in Attachments #5, #6, #7 and #8. Head Coaches may NOT modify game rules. Games rules are set prior to the season and can only be modified during season in an emergency by the Recreation Superintendent.

### **Playing Time**

Should a team have 6 or more players the following playing time rules apply:

1. Every player must play accumulative of  $\frac{1}{2}$  of the game (12 minutes for ages 6-12/ 16 minutes for ages 13-18)
2. Each player must play consecutively one full quarter (6 minutes for ages 6-12/ 8 minutes for ages 13-18)
3. Each player must sit  $\frac{1}{2}$  of a quarter consecutively (3 minutes for ages 6-12/ 4 minutes for ages 13-18)

If for some reason like an injury, sickness, player has to leave, if a player fouls out or has been ejected before each player has sat out his required time and the previous said events result in the team only having five or less players, then the maximum time restriction is no longer in effect. If these certain actions result in a team having only five or less players, then the maximum playing time restriction is waived for the remaining players. If an injured or sick player returns to the game, then the minimum time requirements are back in force. At anytime a team acquires 6 players by the end of the first quarter than the minimum and maximum playing time is in effect.

Any coach deemed by the Park to violate repeatedly and intentionally the "maximum playing time" rule will forfeit any game affected.

A sample rotation schedule can be found in coaches packet given at team formation. Coaches are encouraged to prepare a player rotation schedule before the game.

### **Pool Player Rules**

Teams may begin a game with four players; fewer than four players are considered a forfeit. A team with four or fewer players may add one or more pool players to round out their squad, using the following guidelines:

1. A pool player must be a registered player from the same age group. Under no circumstances is it permissible for a player from an older age group to play down as a pool player.
2. A coach may take only as many pool players as necessary to make six players. For example, if a team has only four players, the coach may take two pool players to make a total of 6.
3. Pool players must be on the list of approved pool players. The pool player list will be made up of players from the 4<sup>th</sup> round or below.
4. Pool players can only play in their league. A recreation player can not play in a Bidy division and a Bidy player cannot play in a recreation division game.
5. If a player did not evaluate, they can not be a pool player.
6. If there are five players from the team and one pool player then the pool player can only play a maximum of 2  $\frac{1}{2}$  quarters unless a player fouls out or is injured. If there is more than one pool player,

then any pool player cannot play more than a player actually on the team unless a player fouls out or is injured.

### **Referees and Scorekeepers**

Referees will be contracted for and provided by Pelican Park. The home team will provide adult volunteer for the scorebook. The visiting team will provide an adult volunteer for the score clock. Coaches are strongly encouraged to train parents on clock operation prior to the first game.

## **Post Season Activities**

### **Evaluations**

Post-season evaluation forms will be distributed after the 6<sup>th</sup> game of the season. If more than 75% of the evaluations are completed and returned to staff, then a decision can be made on how to use the evaluations in the next season's team formation process. Post-season evaluations will be used as reference information only if the 75% of the evaluation forms are not returned. Only pre-season evaluations will be used to formally rank players until 75% of the evaluations are returned and a decision made.

### **Intra-League All Stars (optional)**

The District designed Intra-League games to be a fun game played at the end of the season by those players selected based on exceptional skill and sportsmanship. An intra-league game will only be awarded to those leagues that do not have an all-star team, which will be the 7-year-old age group and up in the winter recreation league and summer league. The spring boy's basketball league will not have intra league games.

- **Team Makeup:** The teams will be divided according to their standings in the league. The Pelican Park staff will pick a date towards the end of the season and will use the standings as of that date. The teams will be divided in a normal "S" curve type of draft. Team A will consist of boys from Teams 1, 4, 5, 8, 9 & 12, etc. Team B will consist of boys from Teams 2, 3, 6, 7, 10 & 11, etc. If there are an odd number of teams, the boys from the last place team will be split to make the teams even.
- **Intra-league All-Star Selections:** Each All-Star team will consist of 7-8 boys. Each league team will get to place as many boys as necessary to make up 7-8 boys per team. If the numbers do not allow each team to place the same number of boys on the team, the higher seeded teams will get to place an extra boy until the numbers add up to 7-8 per team. Each regular season head coach should verify his boy will be able to attend the game before nominating them.
- **Seeding Deadline:** Pelican Park Staff should set the seeding deadline date, but it should be roughly 2 weeks prior to the end of the regular season so that the t-shirts can be ordered and the boys for each team can be contacted.
- **Coaches:** The Head Coach for each All-Star team should be the Head Coach from the higher seeded teams. If that coach is unable to coach the game, the next highest seeded team's coach should be asked, and so on. The coach must be in good standing with the BAB and Pelican Park. A neutral coach will officiate the game. The Head Coach's may not contact the intra-league team beforehand or hold a practice. The boys will receive a t-shirt prior to the game.

### **Biddy All-Star Selection Process**

Biddy Leagues may select all-star teams to participate in invitational and district, regional and national tournaments sponsored by Biddy Basketball. All costs are absorbed by the participants and/or

sponsors. Bidly all-star teams are only formed during the winter season. Every player will be given a Bidly all-star commitment form to fill out and return by the third week of December. Only players that have returned the commitment letter to Pelican Park Staff will place on the ballot for the coaches to vote for the all-star team. In addition to having enough players showing interest to play post season all-stars, there must be a coach interested in coaching the team.

All star teams will be selected by votes of Head Coaches of the Bidly League and must be in good standing with the advisory board and Pelican Park. Pelican Park and the Advisory Board must approve the selected coaches. A minimum of 10 players with a maximum of 12 players will be selected for each team. The Head Coach has the option of selecting 2 alternates for a total of 12 players. If the coach opts to take the 11<sup>th</sup> and/or 12<sup>th</sup> player, he must take the 11<sup>th</sup> and/or 12<sup>th</sup> ranked players in the all-star selection process.

The Head Coach will be selected by a vote of the head coaches. To be considered for coaching the Bidly All-Star team, the candidate must be an active coach or a coach in another active league. The Head Coach will select his Assistant Coach as desired. The Head Coach shall make the decision as to which players shall be designated as alternates for tournament games. The team should be selected not before the halfway point of the regular season, and not after the Christmas break. All-star practices and tournaments may NOT interfere with regular season play.

### **Miscellaneous**

#### **Safety**

It is the goal of Pelican Park Youth Sports in conjunction with each team's coach to provide a safe environment to play and enjoy the game of basketball. If any unsafe act or situation is observed during any practice or game, coaches should complete a facility evaluation form that is located in the game bucket.

#### **Disciplinary Action**

Coaches must sign a Code of Conduct that prevents, among other things, alcohol or tobacco usage in the presence of players; foul or abusive language; violent play or physical abuse; unsportsmanlike conduct of any kind. The Pelican Park Discipline Committee will take disciplinary action regarding any infraction with consultation from the Advisory Board. Before any action can be taken Pelican Park must receive a written complaint. Depending on the severity of the infraction, a coach may receive a warning, suspension or expulsion from the league and possibly other Pelican Park Youth Sports leagues.

Each coach is expected to demonstrate good sportsmanship and set the tone for parent and player attitude and behavior. Persistent badgering of the referees is undesirable behavior. Any coach given a second technical foul for unsportsmanlike conduct is automatically ejected from the game and suspended for the next game. A second ejection will result in suspension for the remainder of the season. Technical's assessed for scorebook mistakes or playing violations such as six men on the court are exceptions to the ejection clause. If a player, coach, or spectator is ejected from a game, he must leave the game area and will automatically serve a one game suspension for the next scheduled game. Unsportsmanlike conduct from a player will not be tolerated and may result in game(s) or league suspension.

Unsportsmanlike conduct from coaches, players or fans will not be tolerated. On the first offense, the referee will warn the coach. The party will be asked to leave the game area on the second offense (the game is suspended until the party leaves). If the ejected coach, player or fan refuses to leave after a short period of time, the game is forfeited. Any ejection will result in an automatic one game suspension for the party.

### **Coach Conduct**

- No alcohol, drug, or tobacco usage.
- No use of foul or abusive language.
- No violent play or physical abuse.
- No unsportsmanlike conduct.

Coaches will not harass, intimidate, or abuse any player, parent, scorekeeper, referee, fan, or league volunteer either verbally or physically at any time. Violations of the Code of Conduct will result in the loss of coaching privileges for a period to be determined by the Recreation Disciplinary Committee. Coaches must sign a code of conduct form and have a completed application on file prior to the season beginning.

### **Game Protest**

The following process will be used to address protests in game situations:

- Notify referee and state protest at point of question. Judgment calls cannot be protested. All details must be noted in the score book and both head coaches and referees must be asked to sign the score book. The game will resume until completion.
- Provide Pelican Park with a written description within 48 hours from the start of the game.
- All protests are to be brought to the Recreation Division for ruling. Pelican Park will rule on the protest within 72 hours of receipt.

## PELICAN PARK YOUTH SPORTS BOYS BASKETBALL

### Evaluations – Ages 7 and Above

Evaluation procedures are established by the Basketball Advisory Board and the Pelican Park Staff. Evaluations are required for this program to have fair and equitable teams. Player evaluations are to be conducted under the supervision of the recreation staff, board's age group liaisons and age group directors, as per Attachments 2 through 4 detailing these procedures. The purpose of the evaluations is to provide a basis for team formation and player placement in the appropriate division. All players, Rec. and Bidy, will be evaluated for individual and game skills, with the game skills and individual skills weighted differently in the players' final evaluation scores.

### PROCEDURES

- Players will have the opportunity to attend one of two different days to evaluate
- Players will be graded on various stations determined by the Advisory Board and Pelican Park Staff
- Stations and scoring can slightly change from year to year
- The evaluation process could take up to two hours for ages 7 and above
- 7-year-old boys will have a 15-point scoring cap even if they evaluate

### UNEVALUATED PLAYERS

- Unevaluated players can **NOT** be a pool player
- If a player **DOES NOT** evaluate, they cannot qualify for or play in the Bidy league
- An unevaluated player will have a scoring cap per game accessed as follows:
  - 7-year-old – 10 points per game
  - 8 & 9-year-old – 12 points per game
  - 10-17-year-old – 14 points per game
- The following provisions will apply
  - The last shot made can exceed the 10-point cap. Example - If a player has a total of 8 points and hits a 3-point shot then he will exceed his 10-point cap by 1. If a player has 9 points prior to his last shot then he could have a total of 11 or 12 points depending if it was a 2 or 3 pointer.
  - Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
  - If a player who has reached his cap is fouled then the fouled players coach will pick the shooter to take his place.
  - It is the coach's responsibility to mark who is an unevaluated player is in the official book.
  - 7-year-old boys will have a 15-point scoring cap even if they evaluate

NOTE: Evaluations scores shall only be made available to the coaches during the team formation process. All paper copies must be returned to Pelican Park Staff after the teams have been formed. After the draft all paper copies must be returned to Pelican staff.

**PELICAN PARK YOUTH SPORTS  
BOYS BASKETBALL**

**Team Formation Process**

**\*\*\* Note: if there are any restrictions in place due to Covid-19 then we will have the full blind team formation and following team formation process will be negated \*\*\***

**6 Yr. Old Age Group**

No evaluation occurs for this age group. Parents can make special request for team / coach placement. Pelican Park Staff shall divide the player pool into teams of eight players accommodating as many special requests as possible.

**7 Yr. Old Age Group**

The players would be ranked according to pre-season evaluation scores. Coaches will be allowed to adjust the player's rankings for fairness prior to the start of the draft. (ex: if coaches agree that a player that evaluated in the 5<sup>th</sup> round really belongs in the 3<sup>rd</sup> round then that player would be moved to the 3<sup>rd</sup> round).

Any player that did not evaluate may be adjusted for fairness based on the previous year's scores or knowledge of the players from the coaches and/or Basketball Advisory Board at the draft table. An unevaluated player may not be slotted at the draft, due to known ability, any higher than the second round. Any unevaluated player that is not adjusted for fairness will have their name placed into a hat and these players may be blindly drawn out of a hat starting at the 6<sup>th</sup> round. Any unevaluated player that is adjusted for fairness maybe available for selection starting at the round they are moved to or at the 6<sup>th</sup> round, whichever comes first.

The first two (2) rounds of players will be slotted by the evaluation score, unless adjusted for fairness. Example:

<b>Team #</b>	<b>1st Rd.</b>	<b>2nd Rd.</b>
1	#1	#12
2	#2	#11
3	#3	#10
4	#4	#9
5	#5	#8
6	#6	#7

**Adjustment for coaches:**

Coaches will then adjust players for fairness, then the players will be sorted into teams. The first two (2) rounds will be a blind draft. After the coach selects his team number, he will trade round for round to put his son on his team.

After all teams have been adjusted for fairness and sorted, all coaches will then select a number. The coach's son will then be traded round for round to the team number the Head Coach has selected.

For round three (3) and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, talent, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order. Any unevaluated player that is not adjusted for fairness will have their name placed into a hat and these players may be blindly drawn out of a hat starting at the 6<sup>th</sup>

round. Any unevaluated player that is adjusted for fairness maybe available for selection starting at the round they are moved to or at the 6<sup>th</sup> round, whichever comes first.

Unevaluated players can NOT be pool players and will have a scoring cap per game.

### **8 – 18 Yr. Old Age Groups**

The players would be ranked according to pre-season evaluation scores. Coaches will be allowed to adjust the player’s rankings for fairness prior to the start of the draft. (ex: if coaches agree that a player that evaluated in the 5<sup>th</sup> round really belongs in the 3<sup>rd</sup> round then that player would be moved to the 3<sup>rd</sup> round). Ideally the recreation department will provide the previous history of the past two years of scores on players at the time of draft for reference.

Any player that did not evaluate may be adjusted for fairness based on the previous year’s scores or knowledge of the players from the coaches and and/or Basketball Advisory Board at the draft table. Players can only be adjusted for fairness in the division qualified for after the Biddy/recreation division split. An unevaluated player may not be slotted at the draft, due to known ability, any higher than the second round. Any unevaluated player that is not adjusted for fairness will have their name placed into a hat and these players may be blindly drawn out of a hat starting at the 6<sup>th</sup> round. Any unevaluated player that is adjusted for fairness maybe available for selection starting at the round they are moved to or at the 6<sup>th</sup> round, whichever comes first.

The first three (3) rounds of players will be slotted by the evaluation score, unless adjusted for fairness. Example:

<b>Team #</b>	<b>1st Rd.</b>	<b>2nd Rd.</b>	<b>3rd Rd.</b>
1	#1	#12	#13
2	#2	#11	#14
3	#3	#10	#15
4	#4	#9	#16
5	#5	#8	#17
6	#6	#7	#18

#### **Adjustment for coaches:**

Coaches will then adjust players for fairness, and then the players will be sorted into teams. The first 3 rounds will be a blind draft. After the coach selects his team number, he will trade round for round to put his son on his team.

After all teams have been adjusted for fairness and sorted, all coaches will then select a number. The coach’s son will then be traded round for round to the team number the head coach has selected.

For round four (4) and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, talent, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order. Any unevaluated player that is not adjusted for fairness will have their name placed into a hat and these players may be blindly drawn out of a hat starting at the 6<sup>th</sup> round. Any unevaluated player that is adjusted for fairness maybe available for selection starting at the round they are moved to or at the 6<sup>th</sup> round, whichever comes first.

Unevaluated players can **NOT** be pool players and will have a scoring cap per game.

### **TEAM FORMATION INSTRUCTIONS**

#### **Before the team formation:**

- Each coach will receive a ranked list of players based on evaluation scores in the league.

- Each coach will look over the ranked list of players to see if he/she believes that a player needs to be adjusted for fairness (ie: a player evaluated in the 5<sup>th</sup> round, but should be in the 3<sup>rd</sup> round based on coach's knowledge or previous evaluations – if all coaches agree on the move then that player would be moved to the 3<sup>rd</sup> round)
- If a coach is unable to make the draft, the PELICAN PARK STAFF, or BAB member will write out that team's roster.

**At the start of the team formation:**

- The first two (2) rounds of players for ages 7 and above will be slotted by the evaluation score, unless adjusted for fairness by the coaches.
- **An unevaluated player may not be slotted at the draft, due to known ability, any higher than the second round.**
- After all teams have been adjusted for fairness and sorted, all coaches will then select a number. The coach's son will then be traded round for round to the team number the head coach has selected.
- For round three (3) and below there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, talent, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order. Any unevaluated player that is not adjusted for fairness will have their name placed into a hat and these players may be blindly drawn out of a hat starting at the 6<sup>th</sup> round. Any unevaluated player that is adjusted for fairness maybe available for selection starting at the round they are moved to or at the 6<sup>th</sup> round, whichever comes first.
- Unevaluated players can **NOT** be pool players and will have a scoring cap per game.
- Round four (4) and below in ages 8 and above there will be an open draft. Coaches will be allowed to pick players to accommodate friendships, neighbors, talent, carpooling etc. The order in which coaches pick their choice of players will be in serpentine order.
- If there are siblings within the same age group, when the coach is assigned or drafts the first sibling, he/she will automatically get the other sibling in the round he falls in on the draft sheet.
- Review the drafting rules:
  - A coach may not designate an Assistant Coach prior to the draft.
  - Coaches are not restricted to players who evaluate in a particular round; they may select any available evaluated player in any round for rounds three (3) and below for ages 7 and rounds four (4) and below for ages 8 and above.
  - The Pelican Park Staff or Basketball Advisory Board member will make the selections for a late or absent coach by picking the highest-ranked player on the draft sheet
  - Absolutely **NO TRADING** of players is permitted after the draft.
  - Conduct the rest of the team formation in serpentine order. In other words, the team that picks last in the third-round picks first in the fourth round.

**After the team formation:**

- Each coach will pick pre-season and regular season practice times as well as team uniforms. The coach's that attended both evaluation sessions for his/her respective age group for the full amount of time will be given first pick of uniforms and practice times. If more than one coach achieves the evaluation incentive, then those coaches will draw numbers out of a hat. The other coaches in the age group will draw the rest of the numbers to determine uniform and practice time picking order.

*If there are an odd number of teams and an optional round is needed to insure the first pick of the draft gets the last pick of the draft, the optional round will be the 7<sup>th</sup> round of the draft.*

**PELICAN PARK YOUTH SPORTS  
BOYS BASKETBALL**

**Age Specific Rules**

**6-Year-Old Rules**

**GAME POLICY: 6 – YEAR OLD BOYS BASKETBALL**

1. No evaluations
2. 8 players on team/two quarters (entire quarter) minimum playing time per player
3. Eight-minute running time clock per quarter. (2 minutes between quarters/ 5-minute halftime)
4. No overtime
5. No fouls called. **Coach/official stops play and instructs when play resumes**
6. Start game with jump ball
7. Second half alternate possession
8. New dribbler brings the ball down every quarter (4 different dribblers per game)
9. Defense inside three-point line only (No full court press)
10. **Every player shoots one free throw at half time. No free throw line penalties will be called. every player shoots.**
11. When defense gets rebound, the team that shot the ball must retreat to other end of court and play defense inside the three-point line
12. No three-point shots
13. No officials. Coaches will officiate the game.
14. Scores will not be kept in this age group. The clock operator shall not put the score on the scoreboard.
15. Participation trophies for all players
16. No end-of-season tournament
17. Fast Break – none
18. Goal Height will be 8'

**7-Year-Old Rules**

**GAME POLICY: 7-YEAR-OLD BOYS BASKETBALL**

1. Evaluations and team selections
2. Eight players on team / two quarters (entire quarter) minimum playing time per player
3. Eight-minute running clock per quarter. The clock will stop for shooting fouls.
4. Overtime – 7-year old do not use overtime to determine the outcome of a game. Games can result in a tie.
5. Fouls called – 6 fouls per player
6. Start game with jump ball
7. Second half alternate possession
8. New dribbler brings the ball down every quarter (4 different dribblers per game)
9. **NO** Full court allowed.
10. Defense is only allowed one defender outside of the 3-point line during game.
11. **NO HALF-COURT TRAPPING ALLOWED outside the international foul lane.** One warning per team, then technical foul is called.
12. Fast break OK in final half of 4<sup>th</sup> quarter only (4 minutes) – if a fast break is made, defense may guard full court
13. Every player shoots one free throw at half time for 1 point each. Every player shoots. Maximum # of shots (8) is based on the # of players present. No player may shoot more than 2 times. Example – 6 players on 1 team – 2 players get 2 shots each.

14. When defense gets “rebound” the team that shot the ball must retreat to half court to play defense.
15. Fifteen-point scoring cap (plus half-time free throw), Maximum possible total: 16 points. If a player who has reached his scoring cap is fouled while his team is in the bonus situation, the player may not shoot one-and-one free throws; the coach will choose which player on their team to take the shot
16. Any unevaluated player will have a 10-point scoring cap per game
17. No three-point shots. (2 points for made shots beyond 3-pt line)
18. Player at scoring cap cannot keep shooting – one warning then technical foul
19. Participation trophies and 1<sup>st</sup> and 2<sup>nd</sup> season/tournament trophies will be given
20. Goal height will be 8 ½’

### **Pool Player Rules**

Teams may begin a game with four players; fewer than four players are considered a forfeit. A team with four or fewer players may add one or more pool players to round out their squad, using the following guidelines:

1. A pool player must be a registered player from the same age group. Under no circumstances is it permissible for a player from an older age group to play down as a pool player.
2. A coach may take only as many pool players as necessary to make six players. For example, if a team has only four players, the coach may take two pool players to make a total of 6.
3. Pool players must be on the list of approved pool players. The pool player list will be made up of players from the 4<sup>th</sup> round or below.
4. Pool players can only play in their league. A recreation player can not play in a biddy division and a biddy player can not play in a recreation division game.
5. If a player did not evaluate, they can not be a pool player.
6. If there are five players from the team and one pool player then the pool player can only play a maximum of 2 ½ quarters unless a player fouls out or is injured. If there is more than one pool player, then any pool player cannot play more than a player actually on the team unless a player fouls out or is injured.

### **Tie Breaker System**

In the event of a tie in determining team standings the following process will be followed:

1. Head-to-head competition among the teams involved
2. Coin toss by Staff (will be recorded for verification)

## **8 - 12-Year-Old Rules**

### **GAME POLICY: 8 YR. OLD THROUGH 12 YR. OLD AGE GROUPS**

These age groups are affiliated with the Biddy Basketball Franchise. Games will follow regulations outlined in the current Biddy Basketball Handbook. Areas not addressed by this handbook or outlined below will follow Louisiana High School Basketball rules.

### **Game Duration:**

A game will consist of four 6-minute quarters. One minute between quarters and three minutes at half-time will be allowed. The clock will stop on the referee’s whistle (fouls, ball out of play, etc.). The clock will resume on the referee’s hand signal when ball is returned to play. Regular season games can end in a tie. **Tournament games only** – In the event the game is tied at the end of regulation, up to two (2) three-minute overtimes may be played. If tied at the end of the 2<sup>nd</sup> overtime, a sudden death period will determine the outcome of the game.

### **Playing Time:**

Should a team have 6 or more players the following playing time rules apply:

1. Every player must play ½ of the game (12 minutes for ages 6-12/ 16 minutes for ages 13-18)

2. Each player must play one full quarter (6 minutes for ages 6-12/ 8 minutes for ages 13-18)
3. Each player must sit ½ of a quarter consecutively (3 minutes for ages 6-12/ 4 minutes for ages 13-18)

If for some reason like an injury, sickness, player must leave, if a player fouls out or has been ejected before each player has sat out his required time and the previous said events result in the team only having five or less players, then the maximum time restriction is no longer in effect. If these certain actions result in a team having only five or less players, then the maximum playing time restriction is waived for the remaining players. If an injured or sick player returns to the game, then the minimum time requirements are back in force. At anytime a team acquires 6 players by the end of the first quarter than the minimum and maximum playing time is in effect.

Penalty for not playing players the allotted time is as follows:

In regular season play if a coach does not play his players the allotted amount of time

1. On the first infraction the coach will receive a warning
2. On the second infraction the coach will have a one game suspension
3. On the third infraction the coach will be removed from coaching for one-year suspension in that sport.

In Post Season Tournament Play the penalty for not playing players the allotted amount of time will be as follows:

1. The team will forfeit the game
2. The coach will be put on a one-year suspension from coaching any sport at Pelican Park.

A sample rotation schedule can be found in coach's packet from team formation. Coaches are encouraged to prepare a player rotation schedule before the game.

### **General Game Rules:**

1. Goal height for 8-year-old age group is 8-1/2 feet. Goal height for age groups 9 and 10 is 9 feet. Goal height for age groups 11 and up is 10 feet.
2. Age groups will use regulation lanes
3. Three full & two 30 second timeouts per game per team allowed
4. Three-point shot outside the arc is in effect
5. **Full court defense** is allowed at the following times:
 

<b><u>Age Group</u></b>	
<b>7's:</b>	not allowed
<b>8's:</b>	4 <sup>th</sup> quarter only
<b>9's &amp; 10's:</b>	2 <sup>nd</sup> half only
<b>11's &amp; 12's:</b>	Entire Game

During periods when full-court defense is restricted, defense must retreat after a missed shot or a made basket but may defend a fast-break attempt anywhere on the court.
6. A team with a lead of at least 20 points must keep their defense within the 3-point line until the margin is reduced. No restriction for other groups.
7. Point limitation per player: an unevaluated player will have a point cap per game accessed as follows:
  - 7-year-old – 10 points per game
  - 8 & 9-year-old – 12 points per game
  - 10, 11, & 12-year-old – 14 points per game
8. The following provisions will apply:
  - The last shot made can exceed the point cap. Example - If a player has a total of 8 points and hits a 3-point shot then he will exceed his 10-point cap by 1. If a player has 9 points prior to his last shot, then he could have a total of 11 or 12 points depending if it was a 2 or 3 pointer.

- Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
  - If a player who has reached his cap is fouled, then the fouled players coach will pick the shooter to take his place.
  - It is the coach's responsibility to mark who is an unevaluated player is in the official book.
  - 7-year-old will have a 15-point scoring cap even if they evaluate.
9. Rotation of ball handling by quarter: No requirement

### **Ball sizes**

Age groups 6-8: 27.5" composite leather balls

Age groups 9, 10, 11 and 12: 28.5 composite leather balls

Age groups 13+: Regulation balls.

### **Pool Player Rules**

Teams may begin a game with four players; fewer than four players are considered a forfeit. A team with four or fewer players may add one or more pool players to round out their squad, using the following guidelines:

1. A pool player must be a registered player from the same age group. Under no circumstances is it permissible for a player from an older age group to play down as a pool player.
2. A coach may take only as many pool players as necessary to make six players. For example, if a team has only four players, the coach may take two pool players to make a total of 6.
3. Pool players must be on the list of approved pool players. The pool player list will be made up of players from the 4<sup>th</sup> round or below.
4. Pool players can only play in their league. A recreation player cannot play in a biddy division and a biddy player cannot play in a recreation division game.
5. If a player did not evaluate, they cannot be a pool player.
6. If there are five players from the team and one pool player then the pool player can only play a maximum of 2 ½ quarters unless a player fouls out or is injured. If there is more than one pool player, then any pool player cannot play more than a player actually on the team unless a player fouls out or is injured.

### **Tie Breaker System**

In the event of a tie in determining team standings the following process will be followed:

- Head-to-head competition among the teams involved
- Coin toss by Staff (will be recorded for verification)

## **13 – 18-Year-Old Rules**

### **GAME POLICY: 13 YR. AND OLDER AGE GROUPS**

Areas not addressed by this handbook or outlined below will follow Louisiana High School Basketball rules.

#### **Game Duration:**

A game will consist of four 8-minute quarters. One minute between quarters and three minutes at half-time will be allowed. The clock will stop on the referee's whistle (fouls, ball out of play, etc.). The clock will resume on the referee's hand signal when ball is returned to play Regular season games can end in a tie. **Tournament games only** – In the event the game is tied at the end of regulation, up to two (2) three-minute overtimes may be played. If tied at the end of the 2<sup>nd</sup> overtime, a sudden death period will determine the outcome of the game

### **Playing Time:**

Should a team have 6 or more players the following playing time rules apply

1. Every player must play ½ of the game (12 minutes for ages 6-12/ 16 minutes for ages 13-18)
2. Each player must play one full quarter (6 minutes for ages 6-12/ 8 minutes for ages 13-18)
3. Each player must sit ½ of a quarter consecutively (3 minutes for ages 6-12/ 4 minutes for ages 13-18)

If for some reason like an injury, sickness, player has to leave, if a player fouls out or has been ejected before each player has sat out his required time and the previous said events result in the team only having five or less players, then the maximum time restriction is no longer in effect. If these certain actions result in a team having only five or less players, then the maximum playing time restriction is waived for the remaining players. If an injured or sick player returns to the game, then the minimum time requirements are back in force. At anytime a team acquires 6 players by the end of the first quarter than the minimum and maximum playing time is in effect.

Penalty for not playing players the allotted time is as follows:

In regular season play if a coach does not play his players the allotted amount of time

1. On the first infraction the coach will receive a warning
2. On the second infraction the coach will have a one game suspension
3. On the third infraction the coach will be removed from coaching for one-year suspension in that sport.

In Post Season Tournament Play the penalty for not playing players the allotted amount of time will be as follows:

1. The team will forfeit the game
2. The coach will be put on a one-year suspension from coaching any sport at Pelican Park.

A sample rotation schedule can be in coach's packet from team formation. Coaches are encouraged to prepare a player rotation schedule before the game.

### **General Game Rules:**

- Goal height for age groups 13 and up is 10 feet
- Age groups 13 and up will use regulation lanes
- Three (3) full & two (2) 30 second timeouts per game per team allowed
- Three-point shot outside the arc is in effect
- Full court defense is allowed at all times
- A team with a lead of at least 20 points must keep their defense within 3-point line until margin is reduced. No restriction for other groups.
- Point limitation per player: Unevaluated players will have a scoring cap of 14 points per game, with the following provisions
  - ❖ The last shot made can exceed the 14-point cap. Example - If a player has a total of 12 points and hits a 3-point shot then he will exceed his 14-point cap by 1. If a player has 13 points prior to his last shot, then he could have a total of 15 or 16 points depending if it was a 2 or 3 pointer.
  - ❖ Players who attempt to keep shooting once the cap has been met will get a warning the first time and a technical each additional time.
  - ❖ If a player who has reached his cap is fouled, then the fouled players coach will pick the shooter to take his place.
  - ❖ It is the coach's responsibility to mark who is an unevaluated player is in the official book.

### **Ball sizes**

Age groups 13+: Regulation balls.

### **Pool Player Rules**

Teams may begin a game with four players; fewer than four players are considered a forfeit. A team with four or fewer players may add one or more pool players to round out their squad, using the following guidelines:

1. A pool player must be a registered player from the same age group. Under no circumstances is it permissible for a player from an older age group to play down as a pool player.
2. A coach may take only as many pool players as necessary to make six players. For example, if a team has only four players, the coach may take two pool players to make a total of 6.
3. Pool players must be on the list of approved pool players. The pool player list will be made up of players from the 4<sup>th</sup> round or below.
4. Pool players can only play in their league. A recreation player cannot play in a biddy division and a biddy player cannot play in a recreation division game.
5. If a player did not evaluate, they cannot be a pool player.
6. If there are five players from the team and one pool player then the pool player can only play a maximum of 2 ½ quarters unless a player fouls out or is injured. If there is more than one pool player, then any pool player cannot play more than a player actually on the team unless a player fouls out or is injured.

### **Tie Breaker System**

In the event of a tie in determining team standings the following process will be followed:

1. Head-to-head competition among the teams involved
2. Coin toss by Staff (will be recorded for verification)