



Youth Basketball

RULES AND REGULATIONS

REVISED MAY 7, 2014

1. RULE BOOK AND EXCEPTIONS

- 1.1 Rule Book – Palm Bay Parks & Recreation (PBPR) shall use the Florida High School Activities Association Rulebook as the guideline for the administration and conduct of all games. Any exceptions to these rules shall be set forth herein.
- 1.2 Exceptions – All members of the Palm Bay Parks & Recreation (PBPR) League shall adhere to these exceptions.

2. LEAGUE STRUCTURE

PBPR is a recreational and instructional basketball program which promotes fair play and good sportsmanship. It is expected that all its members – PBPR Staff, Coaches, Parents, and Players – shall conduct themselves in a manner that is consistent with this charter.

- 2.1 Team Size – Each team in each Age Group will have an equal number of players and each team shall have 6-10 players. Up to and including the 4th game, any player who is known to have quit or who is injured so as to be out for the rest of the season **MUST** be replaced from the waiting list in draft order. Coaches do not have the right to refuse a replacement player. It is the coach's responsibility to immediately notify the League Director or On-Site Coordinator of the loss of a player. If an injured player is replaced and that player is able to return during the season, he/she must go on the waiting list. When a player is lost from the team after the 4th game, the League Director has the option to replace the lost player or **NOT**.
- 2.2 Scorekeepers and Timekeepers – Each team is required to provide either a scorekeeper or timekeeper for each game.
- 2.3 Referees – The PBPR Basketball Coordinator will schedule all referees
- 2.4 Coaches – Each coach (including assistant coaches) shall submit a Coaches Information form at registration. PBPR will perform a background check on each coach. PBPR staff shall have final approval on all coaching positions.

3. PLAYER DRAFT GUIDELINES

- 3.1 Skill Evaluation – The PBPR Basketball Coordinator and/or their designated representative shall conduct skill evaluation.
- 3.2 Draft Selection Process – The draft is described as the selection of those players who were evaluated at the skill evaluation.
 - 3.2.1 Order of Selection (All Divisions) – The PBPR Basketball Coordinator will determine the team order of the draft by random selection. If unable to complete a **full** draft round, the remaining players are put in a hat with absentee players. Draft order goes from top to bottom in the first round and bottom to top in the second round and alternating thereafter. This draft technique is called “The Snake”.

1 2 3 4 5
5 4 3 2 1
1 2 3 4 5
5 4 3 2 1
1 2 3 4 5

- 3.2.2 Skills Evaluation Absenteeism – Any individual who fails to attend the skill evaluation for any reason shall have their name placed in a hat and subsequently cannot be selected during the regular draft rounds unless the PBPR Basketball Director determines them eligible for the draft.

At the completion of the tryout and prior to the draft, the PBPR Basketball Director shall poll the coaches regarding the absent players. Absent players who are known shall be discussed (skill level, height, attitude, probable draft round, etc.) and made available in the draft. Absent players who are unknown shall be placed in the hat.

- 3.2.3 Coach’s Child – The coach’s child will count as the team’s “fourth” round selection
- 3.2.4 Assistant Coach’s Child – There shall be no provision for an Assistant coach’s child.
- 3.2.5 Brothers and Sisters – Draft one = draft both. A loss of draft choice will be assessed for the additional brother or sister. (SIBLINGS WILL GO TO THE NEXT AVAILABLE SLOT IN THE DRAFT).
- 3.2.6 Changing Teams After the Draft – A player that desires to change teams after the draft is required to submit their request in writing to the PBPR staff. The team change request must be approved by the PBPR staff.

4. LEAGUE RULES

- 4.1 Replacement of Players – A coach that has a player missing practices and/or games for a period of 2 weeks or more has the responsibility of reporting the incident to the PBPR Basketball Coordinator. That player may be removed from the team roster and replaced from the waiting list for that age group by the PBPR Basketball Coordinator in the order in which the waiting list was created. (See 2.1).
- 4.2 Mandatory Play Rule – The league has established that all players of a team must play at least one full quarter during each regulation game. A full quarter is considered the start and end of the same quarter. It is mandatory to play one quarter by half time. Additionally, every eligible player **MUST** also play continuously in either the first 2 minutes of the 3rd quarter or the first 2 minutes of the 4th quarter. It is recommended that players be allowed to play at least two quarters.

Penalty: Forfeiture of the game the violation occurred in, unless immediate correction of the violation occurs within that game.

- 4.3 Substitutions – No substitution will be allowed during the first quarter of any game (**EXCEPTION – INJURY RULE 4.4**). No player can be removed from a game for substitution unless the player coming out of the game has satisfied his/her mandatory time. Free substitution is permitted after the first quarter, provided the player being removed has satisfied their playing time requirement for the half and regulation time has not expired. If five (5) eligible players are present, then five (5) players must be on the court.

No substitutions will be allowed during the first 2 minutes of the 3rd quarter.

- 4.4 Injury – In the event of an **INJURY** or a **MEDICAL REASON**, the injured player shall be credited with having played their mandatory time for that quarter. A player substituted for an injured player is still **REQUIRED** to satisfy the mandatory play rule. Players removed for an injury **MAY** be allowed to return to the game as a substitute only with parental approval (an **ON-SITE PARENT/GUARDIAN MUST** sign the scorebook to signify approval for continued play).
- 4.5 Game Time – A game shall consist of four quarters, and each quarter shall be eight (8) minutes in duration (see exception 4.18). There will be a one (1) minute break between the first and second quarters, and between the third and fourth quarters to allow coaches to substitute players. There will be a five (5) minute half time between the second and third quarters. It is very important that the teams adhere to this rule so that all teams can get equal playing time in the limited court time available. Game time is game time. (**No grace period**)
- 4.6 Mandatory Practices & Excused Activities – A coach can only have two (2) mandatory practices a week. A coach may have as many practices a week as he desires; however, if a player attends any two (2) practices that week they shall not be disciplined for missing practice.
- 4.7 Excused Activities – Any school or church activity is considered an excused absence and is not a cause for disciplinary action. The coach may request a letter from the parents of the player stating that the player is involved with school or church activities.
- 4.8 Game Uniform – Players **MUST** be in proper game uniform to be eligible to play in the game. Game uniform is defined as athletic shorts “**without**” pockets and the shirt issued by the league to each player. **NOTE:** Pockets will restrict the athlete from participation. **The athletes will NOT be allowed to turn their shorts inside out.** Modification of the league issued shirt is not allowed (a cutting of shirtsleeves, etc.). **Penalty:** Initial failure to comply will be noted in

the scorebook. For **shirt offense**, player will not be allowed to play in that game or any subsequent game until proper uniform is worn.

- 4.9 Jewelry – No Jewelry (i.e.- watches, earrings, rings, necklaces, etc.) shall be worn during games by any player (boy or girl).
- 4.10 Barrettes – Players are not permitted to wear any barrettes, clips, or any hard or unyielding plastic in their hair. If seen, they will be asked to remove them before entering the game.
- 4.11 Casts/Braces – If a player is playing with a cast or brace, it cannot be hard or unyielding. The officials will determine prior to the game if it is acceptable.
- 4.12 Possession Arrow – A jump ball will start every game. The possession arrow will determine the next possession of the ball. For the start of the 2nd, 3rd, and 4th quarter, the possession arrow will be used.
- 4.13 Timeouts – Each team will have a total of four (4) 30 second timeouts per game.
- 4.14 Bonus Shots – A single bonus shot shall take effect on the **SEVENTH** (7) team foul in a half, and a double bonus shot shall take effect on the **TENTH** (10) team foul in a half.
- 4.15 Three Point Basket – The 3-point basket will be in effect for all age groups who use a ten-foot basket.
- 4.16 Full Court Press – No team shall press full court if they have a twenty (20) point advantage over the other team. The leading team can pick up the press once the ball has crossed the half court line. **Penalty:** First offense- Warning. Second and successive offenses- Team Technical Foul - 2 free throws and ball for each offense.
- 4.17 Thirty Point Rule – When a team reaches a 30-point advantage anytime after the 3rd quarter, the game shall **OFFICIALLY** be over. The score will no longer be kept and the losing team has the option to continue playing with a running clock or to stop playing.
- 4.18 Overtime Period – In the event of a tie score after regulation time has expired, there will be a one (1) minute break followed by an overtime period of two (2) minutes. In the event of a tie after the expiration of the first overtime period, there will be a one (1) minute break followed by a second overtime period of two (2) minutes. In the event of a tie after the second overtime period, there will be a one (1) minute break followed by a third overtime period. This third overtime period will be sudden death overtime period (**Exception- Playoff Games**). The first team to score in any manner shall be declared the winner. All overtime periods are a continuation of the fourth period, this means that all player fouls, team fouls, and bonus situation remain as they were at the end of the fourth quarter. All overtime periods will begin with a jump ball. Both teams will be allowed one time-out during each overtime period. No time-outs from the game or overtime periods will carry over to the next overtime period.

- 4.19 Dunking – No dunking of any object or hanging on the rim or net in any age group in any facility while occupied by PBPR will be permitted. This is for the safety of our athletes. The first offense will be an automatic ejection from the game and a suspension for the next game. In the event the violation of the rule occurs outside of the player’s game in progress, the player will be suspended from their next game. The second offense will result in a suspension for the remainder of the season. If incident occurs in the last game of the season, offense carries over to the playoffs or the following season.
- 4.20 Clock – The clock will continue to run in the first, second, and third quarters, except for timeouts and free throws. The fourth quarter clock will be regulated as per FHSAA Rules and Regulations.

5. DISCIPLINARY ACTIONS

- 5.1 PBPR Basketball Coordinator Authority – The PBPR Basketball Coordinator, or their designated representative, shall have the authority to enforce the PBPR rules. The PBPR Basketball Coordinator, or their designated representative, shall identify himself/herself to the coaches, parents, and the officials before the start of each game. The PBPR Basketball Coordinator, or their designated representative, may call for an official timeout at any time during the game, preferably during a stoppage in play, in order to address a disciplinary issue if one arises. This includes, but is not limited to, coach/player/spectator conduct, and minimum play time verification or violation. The decisions of the PBPR Basketball Coordinator are **FINAL**, and coaches/players/spectators are expected to comply.
- 5.2 Abusive/Vulgar Language or Hostile/Unsportsmanlike Action – Any player, parent, coach, official, or spectator that uses abusive or vulgar language and/or displays any hostile or unsportsmanlike action towards any player, parent, coach, official, or spectator shall be **IMMEDIATELY** removed from the game/facility. And shall be suspended for a minimum of one (1) game, **NOT INCLUDING** the game the suspension occurred in. The PBPR Basketball Coordinator, or their designated representative, who observed the action shall file a **WRITTEN REPORT** within one (1) week to the Palm Bay Parks & Recreation (PBPR) staff. The report shall detail the circumstances of the incident (persons involved, type of misconduct, and what action was taken at the time of the incident).
- 5.3 Suspension – Any player or coach receiving two (2) technical fouls in any one (1) game shall be removed from the game/facility in progress and be suspended for the next game.
- 5.4 Spectator Discipline – Any spectator creating a disturbance will be asked to leave the building for the remainder of that day and will not be permitted in the building for any of the scheduled games the next week. The PBPR Basketball Coordinator, or their representative who observed the action shall file a **WRITTEN REPORT** and submit the report to the PBPR staff within one (1)

week of the incident. The report shall detail the circumstances of the incident (persons involved, type of misconduct, and what action was taken at the time of the incident).

- 5.5 Player Discipline – Any coach may enforce disciplinary actions upon players of his/her team. In the event the disciplinary action is a game suspension, the coach **MUST** report the suspension to the PBPR Basketball coordinator **IN WRITING 24 HOURS PRIOR TO THE START OF THE GAME** for which the player is suspended. Any coach may enforce disciplinary actions upon his players during a game, however, a **WRITTEN REPORT** must be handed to the PBPR Basketball Coordinator **IMMEDIATELY FOLLOWING THE GAME** in which such action occurred, explaining the reason for such action. The league strongly advises that a player suspended by a coach for a disciplinary reason be required to attend the game in uniform. (Per section 5.8).
- 5.6 Coach Discipline – The PBPR Basketball Coordinator, or their designee, subject to approval may place a coach on probation upon recommendation by the PBPR staff for any disturbance or unsportsmanlike act. If the PBPR staff place a coach on probation, and he/she commits **ANY SECOND** disturbance or unsportsmanlike act, he/she shall be suspended for the remainder of the current season and all the following season.
- 5.7 Discipline Hearing – Any player, parent, coach, official, or spectator that is involved in a disciplinary action shall have a right to a hearing by the PBPR staff. The length of suspension shall be based on the severity of the act and shall be determined by the PBPR staff. On the second occurrence (during the season) they will be removed from the team and/or facility for the remainder of the season.
- 5.8 Player or Coach Suspension Action – To fulfill a player suspension by the PBPR staff, a player must be present, IN UNIFORM, and sit on the player bench for the number of games for which he/she was suspended. To fulfill a coach's suspension by the Board of Directors, the coach shall not be allowed in the building in which the game is being played.

6. TIES IN STANDINGS

- 6.1 Trophy Positions – The PBPR staff, with input from the PBPR Basketball Coordinator, shall decide how many places will be awarded trophies. Trophy positions shall be determined through a playoff format scheduled at the end of the regular season by the PBPR Basketball Coordinator.

Ties in the standings will be decided as follows:

- 1) Overall record
- 2) Head to head record
- 3) Least points allowed during the regular season
- 4) Flip of the coin

All playoff games will be played under these existing rules and regulations.

All Instructional teams will be awarded participation trophies only.

- 6.2 Non-Trophy Positions – In the event a tie exists between any of the places for which trophies are not awarded, playoff games will not be played and standings will remain as they are.

7. MISCELLANEOUS RULES

- 7.1 Playing Outside Normal Age Group – Players will be allowed to play up from their normal age group if approved by the PBPR Basketball Coordinator. His/her parent must submit a request in writing to the PBPR staff at the time of registration. Playing outside your normal age group is defined as playing down (younger age group), will not be allowed. The decision of the PBPR staff is final. When a request to play outside your normal age group is approved, then the player will **NOT** be allowed to transfer to their normal age group later in the same season once games begin. Prior to the first game, a player may transfer back to their normal age group's waiting list. The player will resume his/her normal age group in the next regular season (i.e., a request to play outside of your normal age group is only valid for the current season).
- 7.2 Request Not To Play For A Specific Coach – If a player requests not to play for a certain coach, his/her parent **MUST** submit a request in writing on the registration form. (Note: Only one (1) coach's name may be submitted under this rule).
- 7.3 Miscellaneous Decisions – The PBPR staff shall have the authority to make any decisions not specifically covered in these rules or the Florida High School Activities Association Rule Book. Any decision made by the PBPR staff will be final. These rules may be overturned by a majority vote of the PBPR staff at any time.