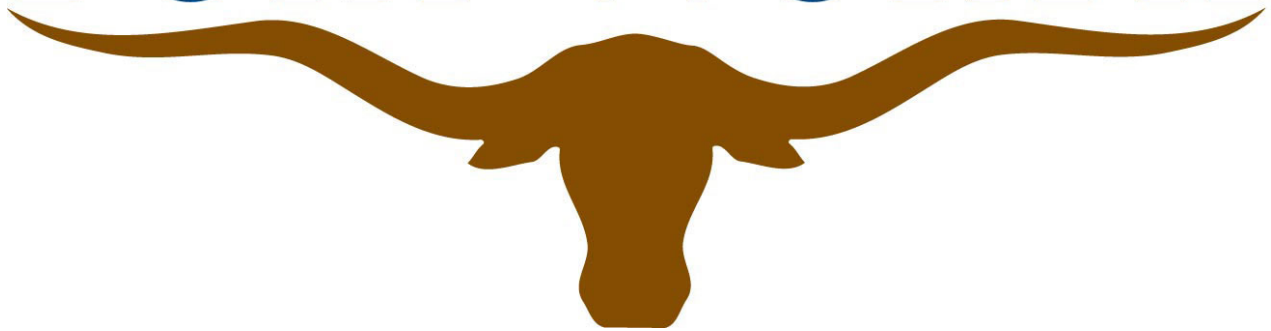


# FORT WORTH®



Youth Sports Division  
Basketball Rules

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# Youth Sports Division Basketball Rules

The following rules and regulations have been formulated and adopted by the City of Fort Worth Park & Recreation Department Youth Sports Division. The Youth Sports Division will have jurisdiction over all rules and regulations governing any City of Fort Worth Youth Basketball events including modifying rules as needed. The Youth Sports Division will adhere to the [2021-22 National Federation of State High School Association's \(NFHS\) Basketball Rules Book](#). Due to the age of the participants, there will be modified Basketball rules directly specified below.

Coaches who do not attend the Coaches Meeting, and sign the Constitution of City of Fort Worth Park & Recreation Department (Youth Sports Division) Youth Sports Rules for Basketball **will not** be allowed to coach (**no exceptions**).

## **COMPETITION CLASSIFICATION**

### **A. Classification Level:**

**Recreation** - These teams will be comprised of players who are Beginner to Intermediate skill level who are not on a formal team. Recreation teams will be open for enrollment to all participants.

**Note:** The Youth Sports Division has the discretion to change a team's division classification based on their level of play.

### **B. Age Divisions:**

<b><u>Boys Divisions</u></b>	<b><u>Girls Divisions</u></b>
6U	6U
8U	8U
10U	10U
12U	12U
14U	14U

## **REGISTRATION**

All players must be listed on the **Official Team Roster Form** and have a **Youth Sports Waiver Form** on file with the Youth Sports Division office before taking part in a league game. Registrants must present proof of birth date at the time of registration. **An original copy of a county- or city-issued birth certificate or state-issued identification card are the only** means of proof accepted to verify age.

Division	Ages	Age as of (Previous year)	Can play up to
6U	5-6	September 1 <sup>st</sup>	XXXXXXXXXX
8U	7-8	September 1 <sup>st</sup>	10U
10U	9-10	September 1 <sup>st</sup>	12U
12U	11-12	September 1 <sup>st</sup>	14U
14U	13-14	September 1 <sup>st</sup>	XXXXXXXXXX

## **ELIGIBILITY**

- A. A player can only play for **one (1) team within one (1) division**. A player is considered on a team after Game 1 is played of the season.
- B. If a player is dropped from a team's official roster, he/she **cannot** be added to another team during the current season. If an unforeseen problem arises and a player need to be moved to another team, a decision will be made by the Youth Sports Division with both Coaches in agreeance.
- C. **For the 12U and 14U Divisions (6<sup>th</sup> – 8<sup>th</sup> grades only):**

Youth participating in a sports league sanctioned by the University Interscholastic League (UIL) [i.e. playing school Basketball] are eligible to concurrently play for a Youth Sports Division team participating in the same sport (ex. school-league Baseball or Softball -> city-league Baseball or Softball) during the school season.

### **For the 14U Division (9<sup>th</sup> grade only):**

Per UIL rules, high school student-athletes (9<sup>th</sup> – 12<sup>th</sup> grades) **cannot** play the non-school equivalent of that sport once the official school season has started. For example, once high school Basketball has officially started in Texas, high school players will not be able to play for the Youth Sports Division league until the current high school season has ended. If a player stops playing on a school team **prior to** the season starting for a Youth Sports Division league team, he/she is eligible to play in the Youth Sports Division league.

- D. The use of an ineligible player(s) will result in a **forfeiture of all games** in which said player(s) participated in any way.
- E. Falsification of any information on a player's Youth Sports Registration is grounds for forfeiture of any, and all, games in which said player with the falsified information participated in.
- F. Teams may have a **maximum** of twelve (12) roster players regardless of classification level played.
- G. Dropping players must be initiated by completing a **Youth Sports Division Player Release Form** and submitting the form to the Youth Sport Division Coordinator who will, then, contact the

player's parent(s) to verify the situation. If all parties (coach, parents and coordinator) agree to the removal, only then will the player be removed from the official roster.

## **PROTESTS**

### **Player Eligibility:**

1. Questions regarding the eligibility of a player(s) can be raised at any time by a coach.
2. Any coach questioning the eligibility of a player(s) shall notify the Youth Sports Division by calling 817-392-7650.
3. The Youth Sports Division will investigate the claim and render a decision based on the player's/players' eligibility after all pertinent information has been obtained and reviewed. Once rendered, the decision is final.
4. Age, thus division played in, will be determined as of September 1<sup>st</sup> of the previous year.
5. Any documents found to have been falsified will disqualify **both** the player(s) and team coach.

## **EQUIPMENT**

### **Game Equipment**

1. Ball and Rim Height Dimensions per Division

<b>Division</b>	<b>Ball Size</b>	<b>Rim Height</b>
6U	27.5	6 ft
8U	28.5	9 ft
10U	29.5 B/28.5 G	10 ft
12U	29.5 B/ 28.5 G	10 ft
14U	29.5B/28.5 G	10 ft

2. Free Throw Line Per Division

<b>Division</b>	<b>Line Distance</b>
6U	12 ft
8U	14 ft
10U	14 ft
12U	15 ft
14U	15 ft

### 3. Lane Violation Time

Division	Violation Time
6U	N/A
8U	5 seconds
10U	5 seconds
12U	3 seconds
14U	3 seconds

4. A timing device (game clock) will be provided and operated by the scorekeeper.

### Player Dress Code

#### Uniforms

a. All players will be issued a Youth Sports Division-issued uniform.

#### Jerseys and Shoes

- a. All jersey numbers are to be **legal** numbers (0-5 or combinations of the numbers 0-5). The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 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, and 55. **The numbers 6, 7, 8 and 9 ARE NOT legal jersey numbers.**
- b. **No more than** one player can wear any one jersey number while on the bench or in the game.
- c. If under-gear is worn (t-shirt/compression shirt and/or compression shorts), the solid-color under-gear must be the same color as the primary color of the uniform or be all black (ex. Home white uniforms can only have solid white or solid black under-gear worn underneath).
- d. Either Basketball, Tennis, Cross-Country or rubber-soled multipurpose shoes may be worn. **Hard-soled or black-soled shoes will not be allowed on the Basketball court.** A player on the court found to have black- or hard-soled shoes on will need to vacate the court until the correct shoes are on their feet.
- e. No jewelry or hard hair adornments (anything other than elastic or rubber bands and/or headbands holding hair aware from the face) is allowed to be worn by a player at any time while on the court (neither in warmups nor in games).

### Coaches & Coaching Staff Game Dress Code

The Youth Sports Division wants their coaches to maintain and set a standard of professionalism and wear professional-looking coaching attire. Anyone should be able to distinguish a coach from the rest of the team. With that being said, regardless to gender, all coaches and staff personnel must adhere to the Coaches & Coaching Staff Dress Code:

## **Grooming**

All coaches are to be well-groomed.

## **Coaches Shirt**

All coaches will be issued a Youth Sports Division Coaches shirt. The shirt must be worn for a coach to be on the bench.

## **Coaches Pants, Shorts, Skirts**

- a. Coaches are to wear either blue or black jeans (no ragged or jeans with holes allowed), long pants/khakis (Dickies-type), dress shorts (Dickies-type) or coaching skirts.
- b. No sagging
- c. Skirts are to touch the bottom of the knees
- d. No tights or “jeggings” material allowed
- e. No abnormally tight pants, shorts or skirts
- f. No Basketball, bicycle shorts, short-shorts or running shorts

## **Shoes**

Coaches are to wear closed-toe shoes only (sneakers/tennis shoes or dress shoes). No black- or hard-soled shoes can be worn.

## **Headgear and jewelry**

1. Coaches are not to wear any head gear of any kind while coaching (i.e. skull caps, wave caps, headphones, etc.)
2. Jewelry worn must be modest and not overbearing
3. No mouth grills

## **Coach and Coaching Staff Dress Code Violations**

Each violation to the dress code will result in a coach’s Technical Foul and the coach must leave the bench area and will not be able to coach until he or she is in compliance with the dress code.

## **TEAM BENCH**

Only rostered players and **no more than** two (2) approved coaches will be allowed on the team’s bench. An adult 18+ must be present on the bench for all games.

1. **No** parents are allowed on the bench.
2. **No** parents are allowed on the court.

## GAME STRUCTURE

Division	Game Length	Time Between Periods/Halves	Extra Period	Scoring/ Fouls	Timeouts	Start of Game Possession	Defense Allowed
<b>6U (One coach can be on the court)</b>	Four 6-minute periods	1 minute/ 3 minute HT	N/A	<ul style="list-style-type: none"> <li>• NO SCORE TAKEN</li> <li>• 5 Fouls</li> </ul>	<ul style="list-style-type: none"> <li>• Two 60-second timeouts permitted per half of play</li> <li>• Unused timeouts may not carry over to the next half</li> </ul>	Coin flip. Team awarded possession starts with throw-in at half court	M2M <b>only</b> ; No Pressing; No Double-Team
<b>8U</b>	Four 6-minute periods	1 minute/ 3 minute HT	N/A	<ul style="list-style-type: none"> <li>• Free throw: 1 point</li> <li>• All field goals: 2 points</li> <li>• Field goal outside of 3-point arc: 3 points</li> <li>• 5 Fouls</li> </ul>	<ul style="list-style-type: none"> <li>• Two 60-second timeouts permitted in the first half of play. Two 60-second timeouts permitted in the second half of play</li> <li>• Unused timeouts may not carry over to the next half</li> </ul>	Jump ball	M2M <b>only</b>
<b>10U</b>	Four 8-minute periods	1 minute/ 3 minute HT	N/A	<ul style="list-style-type: none"> <li>• Free throw: 1 point</li> <li>• All field goals: 2 points</li> <li>• Field goal outside of 3-point arc: 3 points</li> </ul>	<ul style="list-style-type: none"> <li>• Two 60-second timeouts permitted in the first half of play. Two 60-second timeouts permitted in</li> </ul>	Jump Ball	Any Defense; Full Court Press allowed



				<ul style="list-style-type: none"> <li>•5 Fouls</li> </ul>	<p>the second half of play</p> <ul style="list-style-type: none"> <li>• One 60-second timeout granted for the extra period</li> <li>• Unused timeouts may not carry over to the next half or the extra period</li> </ul>		
12U	Four 8-minute periods/	1 minute	N/A	<ul style="list-style-type: none"> <li>•Free throw: 1 point</li> <li>•All field goals: 2 points</li> <li>•Field goal outside of 3-point arc: 3 points</li> <li>•5 Fouls</li> </ul>	<ul style="list-style-type: none"> <li>• Two 60-second timeouts permitted in the first half of play. Three 60-second timeouts permitted in the second half of play</li> <li>• Maximum of 2 timeouts permitted in the final 2 minutes of the fourth period</li> <li>• One 60-second timeout granted for the extra period</li> <li>• Unused timeouts may not</li> </ul>	Jump ball	Any Defense; Full Court Press allowed

					carry over to the next half or the extra period		
<b>14U</b>	Two 16-minute halves	3 minute HT	One (1) one-minute OT-only-	<ul style="list-style-type: none"> <li>•Free throw: 1 point</li> <li>•All field goals: 2 points</li> <li>•Field goal outside of 3-point arc: 3 points</li> <li>•5 Fouls</li> </ul>	<ul style="list-style-type: none"> <li>• Two 60-second timeouts permitted in the first half of play. Three 60-second timeouts permitted in the second half of play</li> <li>• Maximum of 2 timeouts permitted in the final 2 minutes of the fourth period</li> <li>• One 60-second timeout granted for each extra period</li> <li>• Unused timeouts may not carry over to the next half or into extra periods</li> </ul>	Jump ball	Any Defense; Full Court Press allowed

## GAME RULES

1. Adherence to the game scheduled will be followed as best as possible. A new game will start every hour and 5 minutes.
2. Warmups will be **5 minutes** unless games start to run over, and then, warmups will be reduced to 2.5 minutes between games. **Game time is forfeit time – no exceptions!** Teams must compensate for drive-time for any construction on their route to the facility. Teams must have a **minimum** of 5 players to start the game to avoid a team-assessed Technical Foul.
3. **Playing Time per game:** Every player must play a full quarter.

**Note:** All substitutes must check in at the Scorer's Table and wait for an official to allow them to enter the game.

4. Youth Sports Division staff will conduct roster checks before a game begins.
5. The clock will stop at all the first half of the game except for injuries and official timeouts. The second half of the game, the clock will only stop the last two (2) minutes of the 4<sup>th</sup> quarter.  
**Exception:** 6U will have a running clock the whole game.
6. The 10-second rule for offensive teams to advance the ball past half court will be in effect during all games for 8U – 14U divisions.
7. At the point in a game where either team has at least a 20-point lead, a running clock will be implemented.

## FOULS

Fouls: Player-controlled, team-controlled and technical fouls will count as team fouls to reach the bonus. A technical foul assessed to the coach also counts as one Team foul.

- a. One and One bonus: Will start with the 7th team foul
- b. Double-bonus: Will start with the 10th team foul.
- c. Coaches will be ejected from the game on the 2nd Technical Foul and all coaches fouls are assessed to the team's foul count.
- d. A player is disqualified on his/her 5<sup>th</sup> foul or his/her 2<sup>nd</sup> Technical Foul.

NOTE: A coach may choose to have a player continue playing after his/her 5<sup>th</sup> Personal Foul provided there are no longer any remaining eligible players. A player that remains in the game will be assessed a Technical Foul for his/her 5<sup>th</sup> Personal Foul. If any additional fouls are committed by the player, the offended team will be awarded, in addition to, any free throws as a result of the foul, two (2) free throws and the ball out of bounds are mid-court. Note: This **does not** apply to ejected players.

## RULE INTERPRETATION

### TIE GAMES

1. Regular season games in those specified divisions which end in a tie, will be allowed one (1) two-minute overtime (OT) period. If the OT ends in a tie, then, the game will end with that tie.

### CORRECTABLE ERRORS

1. Game officials may correct an error if a rule is inadvertently set aside and results in:
  - a. Failure to award a merited free throw
  - b. Awarding an unmerited free throw
  - c. Permitting a wrong player to attempt a free throw
  - d. Attempting a free throw at the wrong basket
  - e. Erroneously counting or canceling a score

**Note:** In order to correct any of the official's errors listed above, such error must be recognized by an official during the first dead ball after the clock has started and the error committed

### TIMER ERRORS

- A. If an obvious error by the timer has occurred because of the failure to start or stop the clock at the proper moment, the referee may correct the error only when he/she has definite information relative to the time involved.
- B. If the referee determines that the clock was not started or stopped properly, or if the clock did not run, an official's count or other official information can be used to make a correction.

### PROTEST PROCEDURES

In order for a protest to be proper and subject to a ruling by the Youth Sports Division, the following list of requirements must be met:

- A. Whenever a matter of protest arises during a game, a time-out must be called on the court. If the error is in favor of the team requesting the time-out, the time-out will not count against them. The coach of the protesting team shall immediately verbally notify the referee and the coach of the opposing team that the game is under protest. The referee shall make a note of the score sheet reflecting the rule being protested, the time remaining in the game, which quarter was being played, which team had possession and the score at the time of protest.
- B. A protest shall be considered only if it is placed in writing on **the Coaches Protest Report Form** and submitted to the Youth Sports Division **along with a \$50 protest fee (cash or money order only) within 48 hours** of the conclusion of the game with the names of the referees, the specific

Rule #, Section or Article of the official rule(s) under which the protest is being made, the decision made by the referee and all other essential facts involved with the matter protested.

- C. The protest must involve the interpretation or application of a playing rule and not involve the accuracy of the judgement of an official.
- D. The Head Referee has the authority to rule any point not specifically covered in the rule book.
- E. Highly technical protests or those, which could have little to no effect on subsequent play or the final result of the game, shall not be considered.
- F. When a protest for the misinterpretation of a playing rule is allowed, the game will be replayed from the point at which the improper decision was made, when the decisions was made, with the decision corrected.
- G. All protests will be handled by the Youth Sports Division. All ruling will be made in writing, after receiving all the pertinent information needed to make a decision.
- H. Protests that do not contain all of the required and necessary information to determine a ruling will be rejected by the Youth Sports Division.
- I. The protest fee will be refunded if a protest is decided in favor of the coach who initiated it.

### TEAM DISCIPLINARY RULINGS

- A. Players, managers or coaches ejected from the game will receive a minimum of a one-game suspension. Note: An ejected manager/coach must leave the facility/grounds immediately **and before** play resumes. Any attempt to continue coaching will result in a forfeit and possible further disciplinary action.
- B. Players guilty of fighting on the field/court **before, during and/or after games** shall receive a two-game suspension. The suspension will include the current game (if in progress), as well as, the next two game. All such matters should be promptly reported to the Youth Sport Division.
- C. Players/Managers/Coaches guilty of using profanity, either verbally or non-verbally, against other players, managers, coaches, spectators, referees/umpires, league administrators, city officials or any other person before, during or after a game or practice shall receive a warning and/or ejection from the next game. A Technical Foul will be assessed if the occurrence is during a game.
- D. Players/Managers/Coaches guilty of making threatening gestures (including gang signs) against other players, managers, coaches, spectators, referees/umpires, league administrators, city officials or any other person will result in expulsion from the league.

**Escalation Note (from any issues pertaining to A-D above):** Players/Managers/Coaches guilty of using any threatening verbal, non-verbal or physical contact in a game or during a practice against other players, managers, coaches, spectators, referees/umpires, league administrators, city officials or any other person will be removed from the league and can face a lifetime ban.

- E. Any disciplinary action taken will carry over to subsequent seasons and may affect the eligibility of their child participating in all programs/sports administered by the Youth Sports Division.
- F. The Youth Sports Division reserves the right to issue penalties different from those listed above in situations deemed necessary to address.

## **PARENT DISCIPLINARY RULINGS**

**IMPORTANT:** The expectations of parents, spectators and fans is that they will govern themselves accordingly, as well as, act and behave with professionalism while attending Youth Sports Division league events.

- A. Constant nagging, harassing, talking to and/or berating of officials will be grounds for immediate removal from the premises, along with, their child if the child is a player on any team.
- B. Parents/Spectators/Fans guilty of fighting in the stands or anywhere where a Sports Division league event is being conducted will be removed from the premises immediately, along with, their child if the child is a player on any team. Any additional disciplinary procedures will be on a case-by-case basis and administered by the Youth Sports Division.
- C. Parents/Spectators/Fans guilty of using profanity, either verbally or non-verbally, against other players, managers, coaches, spectators, referees/umpires, league administrators, city officials or any other person before, during or after a game or practice will be removed from the premises immediately, along with, their child if the child is a player on any team, not barring Technical Fouls being assessed against the team that they are there to watch/support. Any additional disciplinary procedures will be on a case-by-case basis and administered by the Sports Division.
- D. Parents/Spectators/Fans guilty of making threatening gestures (including gang signs) against other players, managers, coaches, spectators, referees/umpires, league administrators, city officials or any other person will be removed from the premises immediately, along with, their child if the child is a player on any team, not barring a season-long suspension from attending games and their player removed from their league team. Any additional disciplinary procedures will be on a case-by-case basis and administered by the Youth Sports Division.
- E. Any disciplinary action taken against a parents/spectators/fans due to behavioral problems will carry over to subsequent seasons and may affect the eligibility of their child participating in all programs/sports administered by the Youth Sports Division.
- F. The Youth Sports Division reserves the right to issue penalties different from those listed above in situations deemed necessary to address.