

**a) Program Inclusions (What You Get")**

For the registration fee, each participant in the Youth Basketball League shall receive the following:

- 1) Uniforms & Equipment
  - A) One (1) GPARD-issued game jersey top.
  - B) Access to game and practice balls provided by GPARD.
  - C) Use of GPARD and GISD gym facilities for scheduled practices and games.
- 2) Games & Season Format
  - A) Round Robin style league + single elimination with consolation tournament.
  - B) Guaranteed six (6) regular-season games, and two post-season games
  - C) GPARD-assigned referees for all league games.
  - D) GPARD-maintained scorekeepers and official game clock/scorebook at all games.
- 3) Practice Opportunities
  - A) Assigned practice time slots (one to two per week, depending on season phase).
  - B) GPARD staff coordination of practice facility access and scheduling.
- 4) Coaching & Training
  - A) Volunteer coaches background-checked and approved by GPARD.
  - B) GPARD-provided preseason coach orientation and league rules training.
  - C) Support from GPARD athletic staff throughout the season.
- 5) Safety Oversight
  - A) On-site GPARD staff or officials to enforce safety rules and league policies.

**b) Parent/Guardian Responsibilities (Not Included in Registration Fee)**

- 1) Basketball shorts, athletic shoes, and personal practice gear.
- 2) Transportation to and from practices and games.
- 3) Replacement of lost or damaged jerseys not caused by GPARD error.

- 4) Adherence to Codes of Conduct and volunteer participation when requested (score table, cleanup).

### **Local League Playing Rules (Game Operations)**

#### **a) Governing Rules**

- 1) All games shall be governed by Texas Amateur Athletic Federation (TAAF) and National Federation of State High School Associations (NFHS) rules, as amended.
- 2) Where these local rules conflict with TAAF or NFHS rules, the local rules shall control and supersede.
- 3) Officials appointed by GPARD shall have full authority to interpret and enforce all rules during play. Their decisions shall be final, subject only to the official protest process as defined in the By-Laws.

#### **b) League Age Cutoff**

Player eligibility shall be determined by the participant's age as of **September 1 of the** current school year. Players must provide proof of age upon request by GPARD.

#### **c) Season Format:**

- 1) Games are on Saturdays.
- 2) GPARD shall determine game dates, times, and locations.
- 3) Games canceled due to inclement weather or unforeseen facility issues will be rescheduled. If rescheduling is not possible, the game shall be recorded as "canceled" with no impact on standings.

#### **d) Practice Structure:**

- 1) GPARD shall assign all practice times, dates, and facilities.
- 2) No outside basketball's.
- 3) Teams shall practice only at their assigned facility, date, and time.
- 4) Coaches, players, and parents shall not schedule or conduct unauthorized practices at GPARD or GISD facilities.
- 5) Players are expected to attend practices regularly.
- 6) Coaches must notify GPARD of repeated unexcused absences.
- 7) Players may not be benched or disciplined by coaches for missed practices without GPARD approval.
- 8) All practices shall begin and end on time.
- 9) Only rostered players and approved coaches may participate in practices.
- 10) Parents and spectators may observe from designated areas but shall not participate in coaching or drills.

- 11) Coaches shall ensure all drills are age-appropriate and conducted in a safe manner.
- 12) Jewelry and unsafe accessories are prohibited at practices, consistent with game safety rules.
- 13) Coaches must immediately report any injuries occurring during practice to GPARD.

e) **Game Structure**

- 1) Game time is Forfeit time
- 2) **Pre-Game.**
  - A) The Scorekeeper will put the number of minutes until the next scheduled game time on the clock and let it run.
  - B) Teams will be allowed to use GPARD balls only to warm up.
  - C) Officials will help gather balls and they will be stored at the score table.
  - D) No outside balls will be allowed in any gym.
- 3) **Intermissions.**
  - A) (1) minute between quarters.
- 4) **Quarters.**
  - A) 5U and 7U shall play four (4) quarters of six (6) minutes each.
  - B) 9U, 11U, and 13U shall play four (4) quarters of eight (8) minutes each.
- 5) **Game clock.**
  - A) The game clock shall begin upon the official's signal.
  - B) Shall run continuously except:
    - (i) During the final two (2) minutes of each half
    - (ii) Time-outs
    - (iii) Free throws
    - (iv) Injuries
    - (v) Other stoppages as directed by officials.
  - C) **Halftime.**
    - (i) Shall last five (5) minutes.
    - (ii) Warm-up of the teams in the game is allowed.
    - (iii) No other teams, kids or officials are allowed to shoot at any point during the game, timeouts or halftime.

**f) Timeouts:**

- 1) Each team shall be permitted two (2) one-minute timeouts per half.
- 2) In the event of overtime, each team shall be granted one (1) additional timeout.
- 3) Unused timeouts shall not carry over between halves or into overtime.

**g) Overtime.**

- 1) 5U divisions shall not play overtime.
- 2) 7U and 9U shall play one (1) overtime period of two (2) minutes.
- 3) 11U and 13U shall play one (1) overtime period of three (3) minutes.
- 4) If tied after the first overtime, additional periods of equal length shall be played until the winner is determined.

**h) Equipment & Court Specifications.****1) Game & Practice Balls:**

- A) Only GPARD-issued game balls shall be used during official competition.
- B) Game & Practice balls will be stored at the Score table.

**2) Ball sizes:**

- A) 5U: 27.5", 7U/9U: 28.5"
- B) 11U Girls/13U Girls: 28.5"
- C) 11U Boys/13U Boys: 29.5"

**3) Goal heights:**

- A) 5U/7U: 8'6"
- B) 9U-13U: 10'

**4) Free Throw distances:**

- A) 5U/7U/9U: 13'6"
- B) 11U/13U: 15'

**i) Substitutions & Playing Time**

- 1) Any player attending 50% of scheduled practices is to play 50% of the game. Any absences or issues regarding player participation should be brought up by the coach to the supervisor prior to the start of the game.
- 2) Substitutions shall occur at the halfway point of each quarter, as signaled by the scorer's table horn.
- 3) All bench players must enter the game during substitution periods, except:
  - A) In cases of injury,

- B) Illness,
  - C) Foul disqualification, or
  - D) Disciplinary suspension approved by GPARD.
- 4) Players must be ready to check in at the scorer's table when substitutions are called.
- 5) No substitutions shall be permitted outside designated substitution times, except in the case of injury, illness, or foul disqualification.

j) **Fouls & Free Throws`**

- 1) A player shall be disqualified upon committing five (5) personal fouls.
- 2) **Bonus:**
  - A) On the seventh (7th) team foul of a half, opponents shall be awarded a one-and-one bonus.
  - B) On the tenth (10th) team foul of a half, opponents shall be awarded a double bonus (two free throws).
- 3) The game clock shall stop on all free throw attempts.
- 4) **Lane violations:**
  - A) 5U/7U/9U divisions: five (5) seconds.
  - B) 11U/13U divisions: three (3) seconds.

k) **Defensive Restrictions:**

- 1) **5U & 7U:**
  - A) Defense must begin at or inside the three-point arc.
  - B) Only man-to-man defense is permitted.
  - C) Full-court press is permitted only in the final one (1) minute of each half and overtime, unless the pressing team leads by fifteen (15) points or more.
- 2) **9U:**
  - A) Defense must begin at or inside the ten-foot volleyball line.
  - B) Only man-to-man defense is permitted.
  - C) Full-court press is permitted only in the final two (2) minutes of each half and overtime, unless the pressing team leads by fifteen (15) points or more.
- 3) **11U & 13U:**
  - A) Defense may begin at half court.
  - B) Zone and man-to-man defenses are permitted.

- C) Full-court press is permitted in the final two (2) minutes of each half and during all overtime periods, unless the pressing team leads by fifteen (15) points or more.

- 4) Penalty for Illegal Pressing:

- A) First violation: warning issued.
- B) Subsequent violations: technical foul charged to the team bench.

- l) **Mercy Rule:**

- 1) When a team leads by fifteen (15) points or more during the final two (2) minutes of either half, the game clock shall remain running, stopping only for time-outs and free throws.
- 2) In recreational divisions, coaches are prohibited from deliberately allowing their team to win by more than twenty (20) points.
- 3) Violations of this rule shall result in formal warning upon first occurrence; repeated violations may result in suspension of coaching privileges as determined by GPARD.

- m) **Team Duties:**

- 1) Both teams shall be responsible for cleaning their bench areas immediately after each game.
- 2) A maximum of two (2) coaches shall be permitted on the team bench during games.
- 3) Spectators must remain seated in designated areas opposite team benches.
- 4) No unauthorized persons, including siblings or spectators, shall be permitted on the court at any time.

- n) **Player Safety & Restrictions**

- 1) Players wearing casts, splints, or braces containing hard materials shall not participate unless cleared in writing by a licensed physician and approved by GPARD.
- 2) Jewelry, watches, and decorative accessories are strictly prohibited during games and practices.
- 3) Headwear with hard brims (caps, visors) shall not be permitted. Soft headbands and religious head coverings are permitted if securely worn.
- 4) Adaptive equipment or medical aids may be used only upon prior review and approval by GPARD.

- o) **Shorthanded Rule (Recreation Divisions)**

- 1) Shorthanded:
  - A) A team must have at least four (4) eligible players present and ready to play at the scheduled game time.

- B) If a team has four (4) players, the game shall begin and be considered official.
- C) The fifth player, if arriving late, may enter the game immediately upon completion of the check-in process.
- 2) Shorthanded forfeit:
  - A) If a team has fewer than four (4) eligible players at the scheduled start time, the game shall be declared a forfeit.
  - B) The result shall be recorded in the standings as a win for the opposing team and a loss for the team unable to field four (4) players.
  - C) If a team is reduced to fewer than four (4) players during play due to injury, illness, or disqualification, the game shall continue so long as the team has at least three (3) eligible players.
  - D) If a team is reduced to two (2) or fewer players, the game shall be declared a forfeit.
  - E) When a game is declared a forfeit due to insufficient players, GPARD staff or officials shall make every effort to allow a continuation game or scrimmage to be played.
    - (i) Available players may be reassigned between both benches to create balanced teams.
    - (ii) Officials may continue to referee the scrimmage, or the game may be conducted under coach supervision if officials are not available.
    - (iii) Such continuation games or scrimmages are for recreational purposes only and shall not affect league standings.
- 3) TAAF Division III - Returning Player Rule:
  - A) Each team shall have a maximum roster size of 8.
  - B) No team shall retain more than four (4) returning players from its previous year's roster.
  - C) A returning player is defined as a participant who appeared on the team's official end-of-season roster from the prior season and has registered with GPARD for the current season prior to the draft.
  - D) GPARD will assign the players back to a roster in the order they register.
    - (i) Staff shall verify eligibility using official roster records.

- (ii) Any player over the 4 that registers before the deadline shall not count as a returning player or return to that team and must enter the general draft pool.
  - E) If a returning head coach's child was also rostered the previous year, that child shall count toward the four (4) returning players.
  - F) A returning assistant coach's child may be placed on the team if identified and approved prior to the draft, and such placement shall count toward the four (4) returning players.
  - G) All players not designated and verified as returning shall be placed into the draft pool.
  - H) Sibling players eligible for the same team would go back to the draft if not registered in time to make 2 of the 4.
  - I) GPARD reserves the right to make roster adjustments post-draft to preserve competitive balance.
- p) **Postseason Play**
- A) Following the regular season, all teams shall participate in a single-elimination tournament.
  - B) Tournament seeding shall be determined by regular-season standings using the following order of tiebreakers:
    - (i) Win percentage
    - (ii) Head-to-head result
    - (iii) Fewest points allowed
    - (iv) Most points scored
    - (v) Coin toss administered by GPARD.
  - C) Tournament schedules shall be set and distributed by GPARD staff.
  - D) GPARD does not sponsor or fund entry into TAAF Regional or State tournaments.
  - E) Teams wishing to participate in postseason play beyond GPARD may do so independently.
  - F) GPARD approval is required for roster certification for any TAAF postseason tournament.
  - G) Only players who were rostered with GPARD during the current season shall be eligible for GPARD approval for postseason play.

**Appendix A – Coach’s Quick Reference Guide****a) Minimum Players / Shorthanded Rule**

- 1) Games may begin with four (4) players and are considered official.
- 2) If a team has fewer than four (4) players at game time → Forfeit (standings).
- 3) After forfeit, kids may be split for a continuation scrimmage (not counted in standings).

**b) Returning Players Rule**

- 1) Maximum of four (4) returning players from prior season per team.
- 2) Head coach’s child is automatically placed on roster (counts toward four if returning).
- 3) Assistant coach’s child may be placed with prior approval (counts toward four).
- 4) All others must enter the draft pool.

**c) Playing Time / Substitutions**

- 1) Any player attending 50% of scheduled practices is to play 50% of the game.
- 2) Substitutions occur at halfway point of each quarter.
- 3) All bench players must enter unless injured, ill, or fouled out.

**d) Defensive Restrictions**

- 1) 5U/7U: Man-to-man only. Press last 1 min if not leading by 15+.
- 2) 9U: Man-to-man only. Press last 2 min if not leading by 15+.
- 3) 11U/13U: Zone or man. Press last 2 min if not leading by 15+.

**e) Mercy Rule**

- 1) If ahead by 15+ in final 2 min → running clock.
- 2) No team may deliberately win by more than 20 points in Recreational divisions.

**Appendix B – Division Quick Reference Chart**

<b>Division</b>	<b>Quarter Length</b>	<b>Subs</b>	<b>Goal Height</b>	<b>Ball Size</b>	<b>Free Throw Distance</b>	<b>Defense</b>	<b>Pressing Rules</b>
5U	4 × 6 minutes	3 min	8'6"	27.5"	13'6"	Man-to-man only	Last 1 min each half & OT if not leading by 15+
7U	4 × 6 minutes	3 min	8'6"	28.5"	13'6"	Man-to-man only	Last 1 min each half & OT if not leading by 15+
9U	4 × 8 minutes	4 min	10'	28.5"	13'6"	Man-to-man only	Last 2 min each half & OT if not leading by 15+
11U Girls	4 × 8 minutes	4 min	10'	28.5"	15'	Zone or man-to-man	Last 2 min each half & OT if not leading by 15+
11U Boys	4 × 8 minutes	4 min	10'	29.5"	15'	Zone or man-to-man	Last 2 min each half & OT if not leading by 15+
13U Girls	4 × 8 minutes	4 min	10'	28.5"	15'	Zone or man-to-man	Last 2 min each half & OT if not leading by 15+
13U Boys	4 × 8 minutes	4 min	10'	29.5"	15'	Zone or man-to-man	Last 2 min each half & OT if not leading by 15+

**Appendix C – Codes of Conduct****a) Player Code of Conduct**

- 1) Players shall treat coaches, officials, teammates, and opponents with respect at all times.
- 2) The use of profanity, taunting, fighting, or unsportsmanlike behavior is prohibited.
- 3) Players must attend practices and games unless excused by the coach in advance.
- 4) Any player ejected from a game shall serve an automatic one-game suspension.
- 5) A second ejection in the same season shall result in removal from the league for the remainder of the season with no refund.

**b) Coach Code of Conduct**

- 1) Coaches shall serve as positive role models and must always encourage sportsmanship.
- 2) Coaches shall comply with all minimum playing time requirements and substitution rules.
- 3) Harassment of officials, players, or spectators is prohibited and shall result in disciplinary action.
- 4) Coaches shall not consume alcohol, use drugs, or use tobacco products while on GPARD property.
- 5) A coach ejected from a game shall serve an automatic one-game suspension. A second ejection shall result in dismissal from the league.
- 6) Coaches are responsible for the conduct of their team, players, and all spectators affiliated with their team.

**c) Parent & Spectator Code of Conduct**

- 1) Spectators must remain in designated seating areas and are prohibited from entering the court.
- 2) Yelling at, arguing with, or verbally abusing officials, coaches, or players is prohibited.
- 3) Spectators must always follow the instructions of officials and GPARD staff.
- 4) A spectator ejected from a game must leave the facility immediately and shall not return until the next scheduled game.
- 5) A second ejection by the same individual during the same season shall result in suspension from all GPARD youth sports events for the remainder of that season.

**Appendix D – Definitions**

*For the purposes of these rules, the following terms shall have the meanings indicated:*

**Eligible Player** – A child who has completed registration, paid all required fees, and is officially rostered with GPARD for the current season.

**Returning Player** – A player who was listed on a team’s official end-of-season roster in the immediate prior season and has registered for the current season prior to the draft.

**Draft Pool** – The group of all registered players not designated as returning players or otherwise pre-assigned under these rules.

**Roster** – The official list of players assigned to a team by GPARD after completion of the draft process.

**Official Game** – A game conducted under these rules that counts toward standings. Scrimmages and continuation games after a forfeit do not qualify as official games.

**Forfeit** – The awarding of a game to one team due to the opposing team’s failure to meet eligibility, roster, or player minimum requirements.

**Scrimmage** – A non-official game played after a forfeit or cancellation, often with players reassigned between teams, that does not affect standings.

**Suspension** – A temporary removal from participation in practices, games, or coaching duties as a disciplinary measure.

**Ejection** – The immediate removal of a coach, player, or spectator from a game by an official or GPARD staff.

**Practice** – A team activity scheduled and approved by GPARD for the purpose of training, instruction, and preparation for games. Only rostered players and approved coaches may participate.

**Game Clock** – The official timing device used by the scorekeeper to measure game duration, as governed by these rules.

**Bonus / Double Bonus** – Free throw penalty situations that apply upon a team’s seventh (bonus) and tenth (double bonus) fouls in a half.

**Man-to-Man Defense** – A defensive strategy where each player is assigned a specific opponent to guard.

**Zone Defense** – A defensive strategy where each player is responsible for guarding an area of the court rather than a specific opponent.

**Appendix E – Protest & Appeals Process****a) Scope of Protest**

- 1) Protests may be filed only for misapplication or misinterpretation of rules.
- 2) Judgment calls made by officials (e.g., fouls, violations, possession) shall not be subject to protest.

**b) Procedure During Game**

- 1) The head coach must notify the lead official immediately of the intent to protest.
- 2) The official score sheet shall be marked “UNDER PROTEST.”
- 3) Play shall resume without further delay.

**c) Protest Submission (Written)**

- 1) The protesting coach must submit a written protest to the GPARD Athletic Supervisor by email within **24 hours** of the game’s conclusion.
- 2) The protest shall include:
  - A) Date, time, and location of the game.
  - B) Teams involved.
  - C) Specific rule alleged to have been misapplied.
  - D) Description of the situation.
  - E) Signature of the head coach.

**d) Review & Decision**

- 1) The GPARD Athletic Supervisor shall review the protest and may gather statements from officials, scorekeepers, or staff.
- 2) A written ruling shall be issued within **72 hours** of protest submission.
- 3) All decisions rendered by GPARD shall be final and binding.