



STEPHENVILLE PARKS & REC

YOUTH BASKETBALL RULES

The City of Stephenville Parks and Recreation reserves the right to change and implement new rules at any time. We are committed to provide the best programs possible to ensure the best environment for the players, coaches, and their respective families. We're looking forward to a fantastic season at Stephenville Parks and Recreation!

<i>Division</i>	<i>Game Length</i>	<i>Goal Height</i>	<i>Ball Size</i>	<i>Free Throw Distance</i>
Pre/K	(4) 6min quarters	8'0	27.5	10'
1st/2nd	(4) 6min quarters	8'6"	28.5	13'6"
3rd/4th	(4) 8min quarters	10'	28.5	13'6"
5th/6th	(4) 8min quarters	10'	28.5 - girls / 29.5 - boys	15'

GRADE: The divisions shall be based on the player's current Fall grade year. Outside teams must provide proof of enrollment from the school registrar. You may only play where you go to school.

UNIFORMS: Team (top/jersey) will be supplied by SPARD for drafted teams, as stated upon registration. Participant sizes are ordered based on the size indicated during the registration process. Pre-k/K will wear color-coordinating sweat bands to assist in guarding the appropriate player. All team shorts must be the same color. Pockets are acceptable. 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.**

No more than one player can wear any one jersey number while on the bench or in the game.



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SHORTHAND RULE: Teams will be permitted to play with 4 players in regular season play. In the event a team has 3 or less, the game will be declared a forfeit.

PARTICIPATION: is mandatory for those players who have attended half the scheduled practices in a week. If a player misses practice for the week but attends the game, they are only required to play one half of a single quarter.

Game Rules

All teams should strive for improvement always; however, should a coach find himself or herself in a situation where their team is clearly dominant, an effort should be made to keep the score reasonable*.

Reasonable is defined as not beating anyone in a Recreational League more than 20 points

PRACTICES/SCHEDULES: All workouts, activity areas, and times will be assigned by Stephenville Parks and Recreation Department and should be abided by throughout the season. Various practice facilities are being utilized through a partnership with Stephenville ISD. Some gyms are posted NO food or drink, please abide by these rules. Only players participating in the scheduled game or practice will be allowed on the court. Outside teams will not be assigned practice times.

FREE-THROWS: Teams will reach the bonus and receive two free throws starting with the fifth foul of a quarter. However, a team's foul total resets to zero after every quarter.

GAME CLOCK: The clock is a running clock and stops only for time-outs, free throws, and the last (2) minutes in each half when it will stop on every whistle. If a team is ahead twenty (20) points or more during the last (2) minutes of each half, the clock will remain a running clock, stopping for timeouts only. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc. Each team is granted two (2) timeouts per half, and they do not carry over if not used.

MERCY RULE: When a team is up by 20 or more at halftime. 2nd half is running clock. This does not revert if lead becomes less than 20 points.



<i>Division</i>	<i>Timeouts</i>	<i>Lane</i>	<i>Fouls</i>
Pre-K/K	This will be a fundamental league		
1st/2nd	2 (30 sec) per half	5 seconds	5
3rd/4th	2 (30 sec) per half	5 seconds	5
5th/6th	2 (30 sec) per half	3 seconds	5

OVERTIME: If the score is tied at the end of the regulation play in the 1st-6th divisions, a two (2) minute overtime will commence. The clock will stop on each whistle by the officials. Sudden death is in effect after the first overtime ends. Next point wins.

SUBSTITUTIONS: At the halfway mark of each quarter the scorer's table will sound the horn for substitutions which everyone on the bench must enter the game at that time. This is not a time out; substitutions should be made quickly. The clock will stop for 15 seconds. No substitutions may be made at any other time. Exception to this rule will be sickness, injury, and/or fouls out. (Example: if there are three players on the bench, these players will play the remainder of the quarter and will not be eligible to be substituted; however, the other 2 players on the court from the previous half-quarter may be substituted as needed.)

6a. This is a 1 to 1 substitution; all starters must substitute with one person on the bench at the half-way point of each quarter. However, the start of the 4th quarter, it's free subs.

6b. In the instance that a team has more or less than the amount of players on the bench. The coach may only substitute the remaining players on the bench in the last half of the quarter until all players have entered the game.

6c. If a player was unable to substitute within this time frame the player must start the following quarter.



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There will be a 1-minute break between quarters and a 2-minute half time for all games.

DEFENSE:

- Pre-k/K & 1st/2nd- must retreat to their end and be inside the 3-point line until ball crosses half court. Man-to-man defense only. No pressing.
- 3rd/4th & 5th/6th defense must retreat to their end but may pick-up the offense ball handler once the ball crosses the half-court line. May play either man-to-man or zone defense. Pressing is allowed during the last 2 mins of the 2nd & 4th quarter.

SPECTATORS: All Stephenville Parks and Recreation visitors/spectators must adhere to the following Spectator Code of Conduct:

- Please keep in mind most participants are involved in our league for enjoyment.
- Accept and respect all referee decisions as being fair and called with the utmost knowledge of basketball.
- Always remain positive, mature, and professional in your support for players.
- No spectator may display or portray any act of violence, profanity, disrespect, or any inappropriate conduct.
- Respect ALL opponents, officials, staff, and spectators.
- Encourage players to obey, respect, and accept official calls and decisions.
- Demonstrate appropriate social behaviors and interactions.
- Respects the rights, dignity, worth, and well-being of all participants/spectators regardless of gender, race, age, ability, or religion.
- Treat the facilities, property, and equipment with appreciation.

Failure to comply with any of the above listed points may result in the suspension of future Parks and Recreation leagues.