



Parks & Recreation

**City of Deer Park
Youth Basketball
Boys 14U League
Rule Knowledge**

Updated: 12/27/2024

**Texas High School Federation Rules apply except the City of Deer Park provisions as well as
guidelines from the Texas Amateur Athletic Federation.**

CITY OF DEER PARK

YOUTH BASKETBALL RULES & REGULATIONS

I. COMPETITIVE LEAGUES

- A. Each team will be made up of no more than ten (10) players and no less than five (5) players. For LEAGUE STANDING PURPOSES, you need at least five (5) players to play or your team will forfeit. If you pick up players (they are not on your original roster), those games do not count in the standings.
- B. Boys' leagues are: 14 & Under

B. Boys' leagues are: 14 & Under

- Youngest athlete being 7 as of September 1, 2024
- No athlete can be older than 14 on or before September 1, 2024
- Players can play up a level but they cannot play younger than their age.
- Proof of photo identification for eligibility must be available for review by City officials. If the documents are not available, the team is subject to removal from the competition.

II. Team Rosters

A. A maximum of ten (10) athletes and a minimum of five (5).

III. THE GAME

A. COACHES AT GAME:

1. There shall be ONLY TWO (2) PEOPLE (Coach and Assistant Coach) allowed on the bench in addition to the players.
 - a. Coaches must have city-issued coaching badges at all games. This informs the scorekeepers that you are allowed to be on the bench.
2. There shall be a HEAD COACH designated for each game. This will be the only coach who may address the officials. The other coach may only ASSIST the Coach

of Record and may NOT address the officials in any way. Violation may result in a Technical Foul and possible ejection of the assistant.

3. **Only the head coach can stand and call time-outs.**
- B. DEFENSE: Any defense is legal: man-to-man, zone, double-team, etc.
- C. FORFEIT TIME: Game time is forfeit time. If your team is late arriving and the other coach wants to play, you may do so, but the officials may adjust the time to keep us on schedule for the rest of the day.
- D. FREE THROW DISTANCE: The standard 15' line.
- E. FULL COURT PRESS:
 1. 14 & Under may play full-court defense at any time except ***No full-court press is allowed if a team is ahead by 30 points or more.***
- F. BONUS SITUATION: This occurs after the 5th team foul per quarter. After the 5th foul, the player will be shooting two. Each team will now have five fouls in each quarter and teams' fouls will reset at the end of each quarter. After five fouls in the quarter, teams will enter the "bonus" and shoot two free throws.
- G. PERSONAL FOULS: A player who commits five personal fouls throughout the game is disqualified for the remainder of the game.
- H. GAME BALLS: The game ball will be provided by one of the teams. If teams cannot agree on a ball, they will each provide a ball for one-half of the game. The referee shall flip a coin with the winner choosing which half he/she wants to provide the ball. The home team, according to the scoreboard, has no bearing on game ball selection or any other aspect of the game. Leather balls may be used only if approved by both coaches. Boys 14 & Under will use 29 1/2" size basketballs.
 - I. GOAL HEIGHTS: Competitive will use 10' goals.
 - J. LANE VIOLATIONS: We allow 3 seconds in the lane.
- K. OVERTIME PERIODS: Will be three and a half (3.5) minutes long and played under the 4th quarter rules. Timeouts may be carried over. One (1) additional time out per OT period. Play until the tie is broken.

We cannot under any circumstances end a game in a tie. We absolutely cannot end in a tie. We play as many times as necessary to determine a winner, and then we try to make up the time.

- L. **THREE POINT SHOT:** Counts for all leagues.
- M. **TIME OUTS:** Teams are allowed four (4), one (1) minute time outs per game. One (1) additional time out per overtime period is allowed. The coach can call time out. Officials are watching the court and cannot see behind them to see WHO is calling for a time-out. Coaches should instruct their players on how to call a time-out and work on this at practice
- N. **POSSESSION ARROW**
 - 1. The game begins with a jump ball. The possession arrow then points to THE BASKET (not the team) of the team who did not control the jump ball. From that point on the arrow will change on all jump ball situations and at the end of each quarter. Each overtime period requires a jump ball again.
 - 2. The arrow will have to change directions at half-time because the teams switch goals.
 - 3. The arrow is switched after the ball is in bounds.
- O. **WARM UP AT THE GAME:** Teams are assured of at least five (5) minutes of warm-up time before the start of their game. Games will not be started earlier than scheduled unless BOTH coaches agree. Warm up at the “opposite goal” from your bench to start the game. This will allow you to be shooting at the goal nearest your bench at the end of the game.

IV. THE CLOCK

- 1. An official game shall consist of four (4) six-minute quarters with a running clock with the following exceptions:
 - a. The clock will stop on all whistles during the last two (2) minutes of each half, after each successful field goal in the last minute of the second half or overtime period and the last minute of overtime.
 - b. The clock will stop on all shooting fouls and will be handled the same as in regulation basketball.
- 2. Time Outs: the clock will stop on any OFFICIALS time out.

3. The clock will stop on any official time out.
 - A. Half-time will be five (5) minutes long.



Parks & Recreation

Responsibilities, Practice and Conduct

I. COACHES DUTIES AT THE GAME

- A. Turn in his/her completed CITY OF DEER PARK LINE-UP FORM to the scorekeeper before team warm-ups are completed. Do not wait until every player shows up to make out lineups. Make it out and then, if need be, make a change or two. Use our forms, not some piece of paper.
- B. See that all practice balls are put away before the game begins.
- C. **Remind the team's parents that they MAY NOT bring food, drink, or tobacco into the gym.**
- D. See that his/her players DO NOT DRIBBLE BASKETBALLS while a game is in progress. This is not only a distraction to players, officials, and spectators; it is also a potential danger if the ball were to get loose on the court.
- E. See that his/her players DO NOT SIT AT THE ENDS OF THE COURT while a game is in progress.
- F. Keep comments directed to the players and not to the officials. Constant negative comments to the officials can only set a bad example for the players.
- G. Discipline any player who is guilty of questioning the calls of an official, especially if it is a FLAGRANT technical foul.

II. CONDUCT

- A. We insist that coaches and players refrain from harassing officials including timers and scorekeepers. If there is a problem, the COACH should call the P&R office to discuss it, NOT THE PARENTS. It is not possible to address every single parent who has a complaint. Work through the coaches, please. Please inform your parents of how to handle these problems.
- B. Coaches are responsible for keeping their fans under control. Teams may be given technical fouls for their fan's continuous harassment of officials. Continued harassment can result in a forfeiture of the game, removal of the offending parent AND his/her child from the gym, and possible disciplinary action against both.
- C. Parents ARE NOT ALLOWED to go to the scorer's table during the game. In doing so, they may cause their team to forfeit the game. Please do not interfere with the scorekeepers. If you have a question, respectfully ask the referees. For any league or administration questions, please contact Debra Culp at dculp@deerparktx.org

- D. Any coach who gets two (2) technical fouls total for the entire season will:
 - 1. Be suspended from the current game in play as well as possibly, the remainder of the league depending on the severity of the issue. Failure to leave the premises can result in forfeiture of the game and possible charges filed.
- E. Fans who are abusive to officials may be asked to leave the gym and may be barred from further attendance and subject to the Police Department being notified.
- F. Fans who are abusive to officials may be asked to leave the gym and may be barred from further attendance.

III. PRACTICE

- A. Each team is strictly limited to two (2) practice sessions per week. This includes practice games with other teams.
- B. Any team that practices more than their allotted times per week will be subject to forfeiting the next game.
- C. Each practice session shall not exceed: One hour for 14 & Under
 - 1. Please do not practice longer than your allotted time, even if no one else is scheduled after you. It is not fair to the other teams for you to be practicing longer than they do.
 - 2. You must be off the court when your hour is up. Do not make the next team wait, thereby cutting into their time. If you must meet with them after practice, please go outside.
 - 3. If you would like to change your practice day OR TIME, please call Bonnie Freeman at 281.478.2056 or contact her via email at bfreeman@deerparktx.org to do so. You may also contact Debra Culp at dculp@deerparktx.org. You cannot simply start coming at a different time just because no one is there. School officials must know who is in the gym and when. In addition, there will be times when make-up practices will be necessary and those apparent vacant slots will not be vacant.
- D. Gyms must be kept clean. Coaches are responsible for cleaning up after their team finishes. APPOINT A PARENT to help you.
- E. Coaches must inform all parents that ONLY THE BASKETBALL PLAYERS on his/her team may be dropped off at the gym or school. Unattended children, regardless of

age, are not allowed in the buildings. These facilities have been reserved for the players in this program, not for the use of those just wanting to shoot some baskets. This applies TO PARENTS ALSO. Adults are not allowed to use a vacant court. Adults are not allowed in the gym except to coach, assist the coach, or watch a child practice.

- F. Coaches are responsible for informing parents of all practice gym rules.
- G. Coaches should make sure that their players are not bouncing balls or in any other way disturbing the practice session that is in progress.

IV. COACHES DUTIES

- A. Coaches must have a parent meeting
 - 1. Discuss all practice and game rules and regulations
 - 2. Discuss plans for game shorts, socks, etc.
 - 3. Arrange for practice VOLUNTEERS to help keep players in the gym and out of the hallways. You can't be expected to be coaching basketball and take someone to the restroom or watch the door for unwanted people coming into the gym. Appoint someone.
 - 4. Inform parents that they are not allowed to bring food, drink, or tobacco into ANY GYM, whether it is practice or a game. Bottle water only.
 - 5. Attempt to learn the signals used by the officials and pass this information along to your parents. You should know all of our city rules.
 - 6. Pass out a copy of the rules to your parents so they can be more informed about our rules. This cuts down on all of the inaccurate assumptions made by spectators at the games.
- B. Coaches may NOT scout other practice sessions. Coaches should not arrive too early for practice to observe the team before him/her, nor should he/she stay after his/her practice is over.
- C. Coaches are responsible for informing all parents on his/her team about these rules.

V. SCHEDULES

- A. All scheduling considerations **MUST BE DONE BEFORE SCHEDULES ARE MADE**. Once the schedules are made we WILL NOT RESCHEDULE GAMES.
- B. We realize that events will occur that may conflict. In these cases, the player will just have to make a choice.
- C. Game schedules will be ready by the Friday one week before your first game.

VI. MISCELLANEOUS

- A. BASKETBALL SIZE: Boys 14 & Under will use a standard basketball (29 1/2") inch circumference. Any brand that is labeled "intermediate" should be comparable to the kind we use.

- B. TIE-BREAKER:

Step #1: Head-to-head competition involving tied teams. In a 3-way tie, any team that beats the other two tied teams will be declared league winner.

Step #2: Greatest margin of victory between tied teams [with an 18-point cap on all games].

Example: A beats B, 20 to 17. A gets 3 points.

B beats C, 20 to 15. B gets 5 points.

C beats A, 20 to 8. C gets 10 points.

Step #3: If step #2 eliminates one team, and the two remaining teams are still tied, revert to head-to-head competition between the two tied teams.

Step #4: Margin of victory in all league games with a 10-point cap on all games.

In essence, it does no good to beat anyone by more than 10 points.

If there are two sub-divisions in your age bracket, winner from group A and winner from group B will play each other to determine the winner of the division.

**If two teams have the same record in the same division and they have never played one another, these teams will have an end-of-season playoff game to decide the winner.

- C. UNIFORMS: The city provides jerseys. Anything else your team wants is up to you and your parents.
- D. These Rules and Regulations shall take precedence in any case of conflicting language, forms, or printed material.
- E. AWARDS: End-of-season awards will be given to first and second place in each division.

VII. DRAFT & MISC. RULES

- A. NO TRADES, NO EXCEPTIONS! Let's play basketball, and teach skills and fundamentals so that our children have a positive experience without manipulation.
- B. We have gone to a reversible team jersey with a new Deer Park Parks & Recreation Athletics Logo on it. All jerseys will be the same. At the games, you will either be blue or white. You'll need to wear a tee shirt underneath.
- C. Lastly, none of these rules will be changed after the start of the season. If there needs to be a change, we will discuss it for the following season.

Our Rules are going through some changes with the help of an advisory board to simplify our program and give the best possible experience to all involved. We appreciate your participation in the program and will continue to strive to make it fair, fun, competitive, and safe for all. We would like to thank our Advisory Board for all the recommendations and most effectively looking at problem areas with no specific agenda in mind except to make this program better for our youth.

Athletics Supervisor

Debra Culp