



Parks & Recreation



DEER PARK PARKS AND RECREATION YOUTH BASKETBALL LEAGUE RULE KNOWLEDGE

University Interscholastic League (UIL) rules apply with the exception of the City of Deer Park provisions as well as guidelines from the Texas Amateur Athletic Federation (TAAF).

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Youth Basketball Rules & Regulations

General Information

Any rule not specifically covered by Deer Park Parks and Recreation Department will be governed in accordance with the Texas High School Federation rule book.

The following rules and regulations have been formulated and adopted by the City of Deer Park Parks and Recreation Department Athletic Division. Due to the age of the participants, there will be modified basketball rules directly specified below.

Classification

These teams in the youth basketball league 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.

Age Divisions

Winter League

Boys Division

8U
10U
12U

Girls Division

8U
10U
12U

Summer League

Co-Ed Division

8U
10U
12U

Teams and League Information

Game Format

All games will be played in a 5v5 format.

Each team will be made up of no more than ten (10) players and no less than seven (7) players. For LEAGUE STANDING PURPOSES, you are allowed to have three absent players from your **original** roster to play the game. If any fewer than that, the game shall be declared a forfeit. The game shall STILL BE PLAYED and a coach may pick up players from other teams to field a team. If you pick up players, those games do not count in the standings.

Things to Know

- Youngest Player being 7 as of September 1, 2025.
- Players can play up a level but they cannot play younger than their age.
- There shall be ONLY TWO (2) PEOPLE (Coach and Assistant Coach) allowed on the bench in addition to the players.
- Only background checked coaches allowed on the bench.
- Coaches must have city-issued coaching badges at all games. This informs the scorekeepers that you are allowed to be on the bench.

Playing Time: Unit's "A" And "B"

- "A" Unit will always contain five (5) players. "A" Unit will play the entire first quarter and the first three (3) minutes of the third quarter.
- "B" Unit may have less than five (5) players. "B" Unit will play the entire second quarter and the last three (3) minutes of the third quarter. Unit B, if less than five (5) players, will use players from unit A to play the quarter.
- Teams may not SUBSTITUTE in the 2nd and 3rd quarters. Unit A players will fill in to complete Unit B. Subs from Unit A may play ONLY 1 QUARTER with Unit B. (i.e. if you choose a player from Unit A to play with Unit B during the 2nd Quarter, they cannot play the first three minutes with Unit B in the 3rd Quarter. However, they will always play with their Unit A)
- If a player is too sick to play with his unit at the designated time, he may not play later in the game unless the opposing coach agrees to let him back in the game. Then he must take his original unit place.
- Late arrivals are ALWAYS on the "B" Unit. They may play when the "B" Unit plays. If the "B" Unit is on the court, the coach may pull the A Unit sub and put in the late arrival(s).

1 ST QUARTER 6 MINUTES	2 ND QUARTER 6 MINUTES	3 RD QUARTER 3 MIN---3 MIN	4 TH QUARTER 6 MINUTES
“A” UNIT	“B” UNIT	“A” UNIT = 3 MIN. “B” UNIT = 3 MIN.	ANY FIVE PLAYERS

Equipment & Court Specification

8U Division

Topic	Rule
Size of Ball	Size 6 (28.5)
Height of Basket	8'
Free Throw Distance	11'
Lane Violations	5 seconds

10U Division

Topic	Rule
Size of Ball	Size 6 (28.5)
Height of Basket	10'
Free Throw Distance	15'
Lane Violations	5 seconds

12U Division

Topic	Rule
Size of Ball	Size 7 (29.5)
Height of Basket	10'
Free Throw Distance	15'
Lane Violations	3 seconds

Game Play

- There shall be a COACH OF RECORD 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.
 - **Only one coach is allowed to stand. This is so the scorekeepers have a clear view of the court and the referees know which coach to address.**
- DEFENSE: Any defense is legal: man-to-man, zone, double-team, etc.
- DEFENSIVE REBOUND

- Once the ball has been controlled in the backcourt by the defense after a shot or a stolen pass and there is no immediate attempt to advance the ball (passing or dribbling), the team **NOW ON DEFENSE** must retreat to their side of mid-court. When the defensive player gets control of the ball after a shot or stolen pass, the player must hold the ball in the air (no longer in a crouch), this is to signal other players to retreat to their side. This rule is only in effect if your division cannot full-court press.
 - Teams that attempt an immediate advancement by dribbling or passing are subject to being pressured and having the ball stolen.
 - Offensive team may not advance the ball with no pressure until all defensive players have passed mid-court.
- **DEFENSIVE TAKE AWAY (OTHER THAN A REBOUND)**: Steals from the dribbler and stolen passes will be treated in the same manner as a defensive rebound. If no immediate attempt to advance is made, the **NEW DEFENSE** must back off. If there **IS** an immediate attempt to advance by passing or dribbling, the ball may be pressured. This rule is only in effect if your division cannot full-court press.
- **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.
- **FULL COURT PRESS**:
 - 8U Division will not be allowed to full-court press at any time during the game.
 - 10U Division may play full-court defense during the last two (2) minutes of each half and at all times during any overtime period(s).
 - 12U Division may play full-court defense at any time unless if the team is 10 points ahead
 - For all age divisions: ***No full-court press is allowed if a team is ahead by 10 points or more.***
 - **Violation:** Each team shall be issued one warning per half, in which the whistle is blown and the offended team brings the ball and play on their offensive front court at the mid-court opposite the scorer's table and team benches. Additional violations shall result in a technical foul.
- **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 and the end of each quarter. After five fouls in the quarter, teams will enter the "bonus" and shoot two free throws.
- **PERSONAL FOULS**: A player who commits five personal fouls throughout the game is disqualified for the remainder of the game.

- **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.
- **OVERTIME PERIODS:** If the score is tied at the end of regulation play, the following overtime rules will apply:
 - 8U and 10U will play two (2) minute overtime period.
 - 12U will play a three (3) minute overtime period.
 - 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.
- **THREE POINT SHOT:** Counts for all leagues
- **TIME OUTS:** Teams are allowed two (2) time outs per half and 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
- **POSSESSION ARROW**
 - 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.
 - The arrow will have to change directions at halftime because the teams switch goals.
 - This change of direction (except at half time) will occur when the ball BECOMES LIVE.
 - During the third quarter break, the ball goes to the team that has had the ball at the sound of the buzzer at the point of interruption.
- **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.

- **JERSEYS**: At the games, you will be either black or white. Based on what the schedule dictates, the white jersey is HOME, and the darker jersey is AWAY. You will need to wear a tee shirt underneath.
- **BENCH PLACEMENT**: From the scorekeeper's vantage point (sitting at the table, looking at the court). The home team will be on the left; the Visitor team will be on the right.

The Clock

- An official game shall consist of four (4) six-minute quarters with a running clock with the following exceptions:
 - 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.
 - The clock will stop on all shooting fouls and will be handled the same as in regulation basketball.
 - The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
- Time Outs: the clock will stop on any OFFICIALS time out.
- **3RD QUARTER CLOCK**
 - The 3rd quarter is divided into two (2), three (3) minute periods.
 - Each three (3) minute period will be ended with a buzzer. The team in possession @ the end of the first 3 minutes will get the ball back at the point of interruption.
 - Teams are allowed enough time to change units only. If a team does not report to the court immediately, they may be charged with a time-out.
- **POINT SPREAD RULE**: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for timeouts and free throws.
- Half-time will be five (5) minutes long. NO ONE IS ALLOWED ON THE COURT DURING HALF TIME.

Tie-Breaker

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

- Step #2: Greatest margin of victory between tied teams [with a 10-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, the winner from group A and the 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.



Youth Basketball Play Conduct Guidelines

Conduct Guidelines

The following “Youth Basketball Player Conduct Guidelines” have been adopted by the Deer Park Parks and Recreation Department. These rules of conduct will be strictly enforced in the Youth Basketball league.

It is the coaches' responsibilities to ensure all their players know and adhere to these rules. All Youth Basketball Player Conduct Guidelines are enforced before, during and after the game.

Behavior Expectations

The rules below apply to parent/guardians, spectators, coaches and players.

Zero Tolerance Policy

Unsportsmanlike or abusive behavior by spectators, coaches, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the actions (see below).

- Any violation of the Zero Tolerance Policy will warrant a minimum one game suspension from all DPPARD leagues or tournaments, including participation as a spectator, for any sporting events sponsored by DPPARD.
- The jurisdiction of game officials does not end until they have vacated the game site and surrounding areas. An individual does not have the right to abuse a game official because the official contest has concluded. Ejections or other game penalties may still be given at or beyond the conclusion of the contest and shall be considered in all aspects of a participant's conduct.
- The suspension period does not include postponed games.
- Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited and police being called.
- After an incident is reported, the Athletic Division will review the situation, collect all necessary information and make a decision on any disciplinary action.

Ejection Policy and Disciplinary Action

A participant, spectator or coach in the City of Deer Park Parks and Recreation program that violates the Zero Tolerance Policy and is ejected or suspended from any facility, program, contest, or activity for the following acts of unsportsmanlike or misconduct, shall be subjected to the following disciplinary procedure:

- Hitting, striking, pushing or any contact of a DPPARD employee, official/umpire, participant or spectator.
 - Disciplinary Action: Suspension from DPPARD facilities and/or programs for a minimum of one year.

- Threatening physical harm or the use of any intimidation towards DPPARD employee, official/umpire, participant, or spectator.
 - Disciplinary Action: Suspension from DPPARD facilities and/or programs for a minimum of one month.
- Verbally abusing DPPARD employee, official/umpire, participant, or spectator.
 - Disciplinary Action: Suspension from DPPARD facilities and/or programs for a minimum of one week.
- Acting in a way which would cause equipment or facility damage, and/or injury to a person.
 - Disciplinary Action: Suspension from DPPARD facilities and/or programs for a minimum of one month.
- Personal conduct situations that are not covered by the provisions stated in the above items will be dealt with in an appropriate manner by the Athletic Supervisor.

Request for reinstatement

- DPPARD supervisory staff shall review the incident and such actions will determine if the participant suspended must apply for reinstatement before returning to DPPARD sporting events. The suspended individual is required to wait until the suspension period has elapsed before a request for reinstatement will be accepted.

Sportsmanship

Good sportsmanship is required. It is expected that all team personnel (coaches, assistant coaches, players) and spectators will conform to sportsmanlike behavior at all times. Violations such as the following will not be tolerated and will result in immediate ejections from the game and premises by staff or officials:

- Verbal or physical abuse towards officials, game day staff, coaches, participants, or spectators.
- Foul, profane or obscene language or gestures.
- Violations of Coaches' and/or Parent's Code of Ethics.
- "Parent rushing the court" for whatever the reason will result in immediate ejection.
- Negative behavior & poor sportsmanship will not be tolerated. Those that fail to promote a healthy playing environment for all participants will be asked to leave.



Parks & Recreation

Responsibilities, Practice and Conduct

Coaches Duties At The Game

- 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.
- See that all practice balls are put away before the game begins.
- **Remind parents/guests that they MAY NOT bring food, drink or tobacco into the gym. This is not only a City rule but also a DPISD District Wide Rule. Please assist us. We are visitors at the schools. If we are unable to comply, we will no longer have a league.**
- 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.
- See that his/her players DO NOT SIT AT THE ENDS OF THE COURT while a game is in progress.
- Keep comments directed to the players and not to the officials. Constant negative commenting to the officials can only set a bad example to the players.
- Discipline any player who is guilty of questioning the calls of an official, especially if it is a FLAGRANT technical foul.

Conduct

- 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.
- Coaches are responsible for keeping their fans under control. Teams may be given technical fouls for their fans' continuous harassment of officials. Continued harassment can result in a forfeiture of the game, removal of offending parent AND his/her child from the gym and possible disciplinary action against both.
- 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, ask the referees in a respectful manner. Any league or administration questions, please contact Debra Culp at dculp@deerparktx.org or Bonnie Freeman at bfreeman@deerparktx.org

- Any coach who gets two (2) technical fouls total for the entire season will:
- 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.
- 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.
- Fans who are abusive to officials may be asked to leave the gym and may be barred from further attendance.

Practice

- The league will be providing two (2) practice time slots per week at a DPISD school.
- All teams should not exceed two practices per week.
- Any team that practices more than their allotted times per week will be subject to forfeiting the next game.
- Each practice session shall not exceed: One hour for all divisions
- 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.
- You must be off the court when your hour is up. Please do not make the next team wait, thereby cutting into their time. If you must meet with them after practice, please go outside.
- If you would like to change your practice day OR TIME, please call Bonnie Freeman at 281.478.2064 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.
- Gyms must be kept clean. Coaches are responsible for cleaning up after their team finishes. **APPOINT A PARENT** to help you.
- Coaches are responsible for informing parents of all gym rules.
- Coaches should make sure that their players are not bouncing balls or in any other way disturbing the practice session that is in progress.

Coaches Duties

- Coaches must have a parent meeting
 - Discuss all practice and game rules and regulations
 - Discuss plans for game shorts, socks, etc.
 - Arrange for practice VOLUNTEERS to help keep players in the gym and out of the hallways. You cannot 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.
 - Inform parents that they are not allowed to bring food or tobacco into ANY GYM, whether it is practice or a game. Bottle water only will be permitted.
 - Make an 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.
 - 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.
 - Only bottled water will be allowed in the facilities.
- 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.
- Coaches cannot just pick up a player when someone quits.
- Coaches are responsible for informing all parents on his/her team about these rules.

Schedules

- All scheduling considerations **MUST BE DONE BEFORE SCHEDULES ARE MADE.** Once the schedules are made, we WILL NOT RESCHEDULE GAMES.
- We realize that events will occur that may conflict. In these cases, the player will just have to make a choice.
- Additional rules regarding restrictions on games will be sent directly to all participants.

Miscellaneous

- ADDING PLAYERS: We can take up to ten (10) players per team. If, after the draft, you have less than ten (10) players, we may add additional players off the waiting list.

- COACHES: We have many coaches who are, like the players, “drafted” into our program. Some are “volunteered” by loved ones. We are aware that a lot of them are not “basketball-oriented.” We are here to offer as much help as possible. Your phone calls seeking assistance or clarification are always welcome. Do not hesitate to call us.
- TO DROP A PLAYER: Call the P&R office to report any player who quits. We must have this information.
- UNIFORMS: The city provides jerseys only. Anything else your team wants is up to you and your parents.
- These Rules and Regulations shall take precedence in any case of conflicting language, forms, or printed material.
- AWARDS: The first in each division will receive awards.
- REFUNDS: Players will not receive a full refund after practices begin. It may be considered to receive a partial refund to offset the jersey cost. The player will also receive the jersey from the league, which you paid for.

Draft & Misc. Rules

- Deer Park Athletic Staff will conduct a blind draft for all age divisions.
 - The Head Coach and Assistant Coach’s children will be placed on their respective teams before the draft.
 - If the Head Coach and/or the Assistant do not have an athlete to place, they will be eligible to draft five (5) players on draft night.
 - Each coach will draft up to five (5) players only on draft night. The remaining five (5) players are blind drafted.
 - A serpentine draft will occur on draft night. We will start with least to greatest and back from greatest to least.
 - If you begin with three (3) athletes already placed on your team, regardless of the draft spot, you will be skipped in the first round.
- NO TRADES, NO EXCEPTIONS! NO TRANSPORTATION ISSUES! NO CONFLICTS WITH OTHER SPORTS! Let’s play basketball, and teach skills and fundamentals so that our children have a positive experience without manipulation.
- No parent or child has been told by Parks and Recreation that they will be on a certain team despite what you may hear UNLESS they are a child of a coach or an asst. coach’s child.

- Siblings will be drafted to the same team. When you draft one, you get the other UNLESS they are in different age divisions.
- 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.

Debra Culp, Athletics Supervisor

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