



Copperas Cove Parks & Recreation Youth Basketball Playing Rules

All games will be played by the National High School Federation rules and Texas Amateur Athletic Federation (T.A.A.F.) rules, with the Parks & Recreation optioning to accept the recent changes made by NHSF and TAAF. The rules as set forth in this outline shall be strictly adhered to and supersede rules from all other sources in the specific areas with which they are concerned. In the best interest of the league, rules of play could be modified over the course of the season.

Team & Rosters

Age as of September 1st, 2016

6U (5-6 yrs old):	5 v 5 (10 player roster)
8U (7-8 yrs old):	5 v 5 (10 player roster)
10U (9-10 yrs old):	5 v 5 (10 player roster)
12U (11-12 yrs old):	5 v 5 (10 player roster)
14U (13-14 yrs old):	5 v 5 (10 player roster)

**Boys &
Girls
Divisions**

1. Each team is allowed a maximum of ten (10) players, unless the Department deems it necessary to add players.
2. The Parks & Recreation Department is responsible for all teams. All **adds and drops** must be organized and approved by the Parks and Recreation Department.
3. Completed applications with parent/guardian signatures are due by the registration deadline.
4. If you are actively engaged in coaching at any practices/games, you must fill out a Team Member Packet and have an approved background check through the Department prior to your involvement as a coach.

Equipment & Uniforms

1. All players on each team must wear the uniforms provided by the Parks and Recreation Department. No modifications can be made to these uniforms. (names on back of jersey are ok)
2. Players must wear shoes designed for indoor wood court surfaces. NO "turf shoes" or other black-soled shoes will be allowed. Players may not play barefooted or in stocking feet. No muddy shoes will be permitted.
3. All player uniform bottoms (such as shorts) shall have **NO POCKETS**. Bottoms with pockets will only be allowed if the pockets are stitched up to prevent injury.
4. **No jewelry** may be worn at any time during the game, unless medical alerts, which shall be taped down.
5. Wristbands and headbands must be worn on the wrist or on the head above the ears.
6. Referees may ban any equipment that they deem as unsafe or illegal.



7. All players wearing eyeglasses must have a **retainer band attached** to glasses during play.
8. No gum chewing on/or around basketball court.

Player Participation Rule

The following applies to every player that has made half (1/2) of all scheduled team practices within the last seven (7) days. This will be strictly enforced and non-compliance with the players' participation rule could result in forfeiture of game. **Players who have not participated in game will wear pennies while on sideline until they have been put into the game each half.**

6U & 8U

1. Each player must play half of every game. 1 full quarter in the first half and 1 full quarter in the second half. During the first half, there will be no substitutions. During the second half, substitutions may be made at the half way point of each quarter. The score keeper at the table will keep track of all player participation/substitutions.
 - a. If your team's roster exceeds 10 players, you may substitute those extra players during each quarter at the halfway point.

10U & 12U

1. Each player must play at least 1 1/2 quarters of each game. The player participation must come from both the 1st and 2nd half. (i.e., Player A can play half of the 1st quarter and all of the 3rd or 4th quarter; or all of the 1st quarter and 1/2 of the 3rd or 4th quarter)
2. Substitutions are allowed as followed:
 - 1st and 2nd quarters are "closed" substitutions. The five players who start the quarter finish the quarter. The only allowed substitution during this time will be because of injury, or a player being physically unable to perform.
 - 3rd and 4th quarters are "open" substitutions. Coaches can substitute players at dead balls, keeping in mind each player must play 1 1/2 quarters.
 - Any team with 11 players on the bench is allowed "open" substitution all 4 quarters.
3. CCPRD scorekeeper will keep track of Player Participation in the scorebook.

Please remember that this is a Parks and Recreation league. Our goal is for this to be an introduction to sport for all players. We recommend that each player be actively participating in both halves of each game, but do not require it.

Please note: If teams have players not attending at least half (1/2) of scheduled practices



and/or missing games, they must **notify the Recreation Specialist** within 24 hours of the game. If the Recreation Specialist is not officially notified, the player will be expected to play as stated above. Player participation issues will be handled on a case-by-case basis to determine player participation eligibility.

Playing Rules (All Divisions)

1. Teams will be allowed a (10) minute warm up prior to start of game, if games are on time.
2. Teams will warm-up on the goals opposite their team bench.
3. A line up must be turned into the Official Scorekeeper (10) minutes prior to game time. Line-ups must include **last name, first name, and jersey number**.
4. The pre-game warm-up and half-time intermission periods may be cut short by the league official present if games are running behind posted schedule.
5. An official game shall consist of :

6U Div	Four (4) six (6) minute quarters
8U Div	Four (4) eight (8) minute quarters
10U Div	Four (4) eight (8) minute quarters
12U Div	Four (4) eight (8) minute quarters
14U Div	Four (4) eight (8) minute quarters

If time allows a five (5) minute halftime will be observed.

6. **Time-outs:** Each team will receive four (4) time-outs per game. Time-outs will last for one (1) minute and will not carry over into OT.
7. Teams may start a game with four (4) players and may finish a game with four (4) or less players.
8. Basket & Ball Specifications:

Division	Age Group	Height Of Goal	Free Throw Distance	Ball Size
6U (Boys & Girls)	5 - 6	6'	No Free Throws	Youth 27.5
8U (Boys & Girls)	7- 8	8'6	12' 0"	28.5 Junior's
10U (Boys & Girls)	9 - 10	10'	15' 0"	28.5 Junior's
12U (Girls)	11-12	10'	15' 0"	28.5 Intermediate
12U (Boys)	11-12	10'	15' 0"	Official Men's



Playing Rules & Standings (6U Division)

1. **Games will be played full court 5 v 5**
2. One coach from each team will officiate the game. Both coaches are allowed on the court for guidance throughout the game
3. Each player will wear colored wrist band and guard the opposition's same color only. All wristbands will be provided by CCPRD.
4. **NO** free throws will be conducted in this division. If a shooting foul exists, then the player that attempted the shot will take the ball on an inbound along the baseline. If a foul exists and the attempted basket is made, then no penalty will be enforced and play will continue.
5. At **NO** time while a player is dribbling can a defensive player attempt to steal the ball from the offensive player. The only time a steal can take place is if a defensive player intercepts a pass in the air.
6. There will be no Full Court Press in this division at any time. Defensive players must let the Offensive player cross half court before defending them.
7. The clock will run continuously stopping only for time-outs. The coaches may use their discretion to stop the clock for injury, ball retrieval, etc.
8. Staff will run the time clock and keep score, but score will not be recorded for the league.
9. No standings are kept in this division.

Playing Rules & Standings (8U, 10U, 12U, and 14U Divisions)

1. The clock will run continuously for the first 3 quarters, stopping only for free throws and time-outs. In the 4th quarter the clock will run continuously like the previous quarters except for the last 2 minutes which will stop for all whistles. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
2. **Sportsmanship Rule:** If a team is ahead by more than 15 points during the last quarter they cannot run full court press in the last two (2) minutes
3. All players who have not yet been entered into the game will wear a colored penny on the bench. **Pennies will be provided during each game.**
4. **Point Spread Rule:** If one team is ahead by fifteen (15) or more points during the last minute of the fourth quarter, the clock will remain a running clock, except for time-outs and free throws.
5. A "five (5) second" lane violation rule will be in effect.
6. The ten (10) second rule for offensive teams to advance the ball past half court will be in effect during all games.
7. Three (3) point shot: will be in effect for 10U-14U. (3 point shot for 8U is N/A)
8. Protests: There is no formal protest of an official's call or lack of call. The officials' decision is final during any competition game.
9. The one-and-one bonus will be in effect on the seventh (7th) team foul of each half. A two shot foul will be awarded after the tenth (10), team foul.
10. Mercy rule: If team is ahead by more than (20) points the clock will remain running.



11. If an illegal player (not registered with CCPARD) is found to be on the court at any time, the team will forfeit the game and the coach will be removed from the league.

Over-Time

1. If the score is tied at the end of regulation play, a two (2) minute overtime period will be played. If the tie remains after this overtime period, we will go into a sudden death round. First team to score a point wins the game.
2. One (1) additional time-out will be awarded per team in overtime. Time-outs not used during regulation will not be carried over.

Full Court Press

1. Full court press is allowed during the **last two minutes of the 2nd and 4th quarter** and any overtime period(s)
2. If a team presses prior to the last two minutes this will result in a technical foul and (2) shots. Each team will receive one (1) warning per game.

Awards

1. All participants in the 6U will receive an award.
2. 8U -12U 1st, 2nd, and 3rd will receive an award.

End of Season Tournament (8U, 10U, 12U)

1. We will have a single elimination tournament. This tournament will be held the week/weekend after the last regular season game.
 - a. All teams will participate in the end of season tournament.
 - b. Champion and runner up will receive team awards.
 - c. Seeding will be given by order of finish to regular season.

Gym Rules

1. All players, coaches, parents, and sponsors must abide by all gym and facility rules and regulations set by the Copperas cove Parks and Recreation Department and Copperas Cove Independent School District (if applicable). If you do not follow the Rules below per CCPARD and CCISD you will be removed from the facility.
 - a) No Gum
 - b) No floor marking shoes



Draft Rules

1. All players that are playing in CCPARD basketball league (8u-12u) will take part in the PAA (Player Ability Assessment) scheduled. The PAA consists of basic fundamental drills and scrimmaging. Through this assessment we will rate kids in a scale of (1-5). Any player that is not present at the PAA will be classified as a (U-Unrated). The (U) rated players will not be selected in the draft by coaches, but assigned to teams by CCPARD athletic staff. We will declare the (U) players before we start draft and talk openly about each player and communicate a grade for him/her as applicable so they can be added to draft board.
2. Any player(s) whom has been graded through CCPARD PAA in the past, that is unable to attend the 2016 PAA, will be given the grade above his/her previous grade if the player is staying in same division as last year, but if the player is moving up a division his/her PAA score from last season will stay the same. If a player is identified as a double (U), he/she will stand as a (U).
 - a. ex. (2015- Nolan Ryan PAA grade was (3), but Nolan cannot make the 2016 PAA so Nolan will be given a PAA grade of (4), because Nolan stayed in the same division as last year. U10 2015/ U10 2016
 - b. Ex. (2015- Nolan Ryan PAA grade was (3). Again Nolan cannot make the PAA, and this time Nolan is moving up to the next division. Nolan will have his PAA stay the same (3). U10 2015/ U12 2016
3. **Guarantees for the draft:** Each team will be guaranteed/protected (4) total players. The Head Coach & Assistant Coach kid(s) will count towards the (4) total guaranteed players if applicable. The order that each team drafts will be established by selection of cards. In the event that teams are trying to guarantee the same non-biological player, the CCPARD athletic staff will contact parents whom have the final say as to what team the player go's to. The selection of cards is also the order in which coaches declare their protected players.
4. **After we get all of the guaranteed players on the board and average the players ability number (1-5) we will start the draft.** Based on your average # the athletic department may have you draft a lower seed than a 5, 4, 3....
5. The draft order will be determined by a deck of cards. Once cards are picked, they are done! We will draft all 5's /4's / 3's / 2's / 1's until complete in the **snake format**.
6. PAA grades: (5=best value), (4=good value), (3=average value), (2=needs improvement), (1=lowest value).



Understand that these rules/regulations have been put into place predominantly from what the parents/coaches wanted to see from the athletic surveys. CCPARD is striving to make our “parks and recreation” leagues as impartial as possible by controlling a few of the variables, while adding validity to our PAA/Draft. CCPARD truly aims at making our youth basketball league as fair and true as possible, while maintaining and growing in our competitiveness throughout the district/state. We look forward to the PAA, followed by the draft and hope that the above answers all of your questions/concerns.