

SPAR Girls/Boys YOUTH BASKETBALL RULES

SECTION I ADMINISTRATIVE PROCEDURES

ENTRY INFORMATION:

1. Entry fee: \$10.00 per child. Make checks payable to City of Shreveport. Upon verification of birth date, an I.D. card must be obtained from the SPAR Athletic Department. It is MANDATORY that each child shows his/her I.D. card to the proper SPAR personnel before participating in each and every game.
NOTE: ID Cards are issued for a three (3) year period. If lost prior to expiration date, a \$5.00 replacement fee will be charged.
2. A parental permission slip and birth certificate (if not on file at the SPAR Athletics Office) for each child under the age of 18 must accompany each participant. The roster will not be certified and the child will not be allowed to participate until these requirements are met. A child will not be allowed to play if the permission slip has not been signed and turned in.
NOTE: *If a child's age is questioned, his parents(s)/guardians(s) must provide either a second form of proof of birth (i.e., school locator card) or a certified original copy of the child's birth certificate before the child will be allowed to participate. If a child's birth certificate is on file with the SPAR Athletics Office or appears to have been altered, a certified original copy of the child's birth certificate must be submitted before the child will be allowed to participate.*
3. Please print or type rosters and put names in alphabetical order. Rosters are limited to 12 players per team. Players cannot be added to the roster after designated date given by the athletic office.
4. Rosters and permission slips must be turned in to the SPAR Athletic Office no later than 4:30 p.m., a week prior to the first game.
5. League play will begin the first week of June (unless changed by the athletic office).
6. Volunteer Head Coach(s) is responsible for denoting/requesting any "BYE" date(s) and reason their team is unable to participate. After the schedules have been made, games will no be postponed, except in an extreme emergency
NOTE: Request(s) are not guaranteed.
7. Comments and complaints from Head Coaches by appointments only.

AGE REQUIREMENTS:

6-Under – cannot be 7 before December 31, Current Year
8-Under – cannot be 9 before December 31, Current Year
10-Under – cannot be 11 before December 31, Current Year
12-Under – cannot be 13 before December 31, Current Year
14-Under – cannot be 15 before December 31, Current Year
16-Under – cannot be 17 before December 31, Current Year
18-Under – cannot be 19 before December 31, Current Year

1. A child may **NOT** drop down and play in a lower age level. A child may play up one age level.
2. It is the coaches' responsibility not to put players on the roster who are not of proper age.

PLAYER RESTRICTIONS:

1. **A player cannot be or have been on another school basketball roster and participate in the SPAR league.**
2. A player cannot play on **more than one team in a single season.**

ROSTER INFORMATION:

1. A player **cannot** be added to a roster at game time. Additions must be made at the SPAR Athletic Office no later than 4:30 p.m. on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** *Only the coach may add a player.* Deletions must also be made at the SPAR Athletic Office.
2. Players may **change** teams anytime prior to the first week of games. This request for change may be made by either the player or his/her parent(s) / guardian(s). The player, his/her parent(s) / guardian(s) and the new coach must come to the SPAR Athletic Office to make the change.
3. If a player is guilty of playing for another SPAR team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. A team is found guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited.

PLAYER EQUIPMENT:

1. It is **MANDATORY** that all players wear rubber sole basketball or running shoes. Bare feet are **NOT** permissible.
2. For player identification, it is **MANDATORY** that all players wear jerseys of the same solid color. All jerseys must be numbered, preferably on front and back. Players on the same team shall not wear identical numbers.
3. Jewelry of any kind including hard/plastic hair accessories, earrings, necklaces, watches, rings, etc., **CANNOT** be worn.
4. Jerseys must be tucked into the shorts the entire game (**technical foul will be given for jersey not tucked in**).
5. Shorts will be worn on the waist **PROPERLY. NO SAGGING shorts; technical foul for short pulled down below the waist.** Officials will enforce this.

COACHES' RESPONSIBILITIES:

1. Each coach must have a SPAR certified team roster and player SPAR ID in his/her possession at all games. If he/she does not have players SPAR ID, the game will be declared a forfeit. If played, the officials will call the game. ***A player without an SPAR ID at the game will not be allowed to participate.***
2. Any coach found guilty of **playing an ineligible player** will be suspended from coaching for the remainder of the season plus the entire following year in all SPAR Athletic Programs. All games in which an ineligible player participates will automatically be forfeited.
3. It will be the duty of the team's coach to help assist in keeping all parents and spectators in their proper place. If a coaching change is made during the season, the SPAR Athletic Office must be notified at once.
4. Any coach or player ejected from a game for any reason must meet with the SPAR Youth Sports Coordinator or Superintendent before participating in the next game. Disciplinary action, to include possible game suspension, will be determined following this meeting. If a player or coach is ejected twice during the course of the season, he/she will be suspended for the remainder of the season.
5. Any player or coach ejected from a game for fighting may subject the entire team to disqualification from league play for the remainder of the season.

6. Any inappropriate behavior by coaches or players will be suspended indefinitely from coaching or playing in any SPAR Athletic program.

APPEAL PROCEDURES:

1. Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior. Additionally, head coaches may appeal any decision based on an authorized protest.
2. There are four levels in the appeal process which must be followed in sequence:
 - a. First Level: Meet with SPAR Division Manager, Superintendent of Athletics and Youth Sports Administrator.
 - b. Second Level: Meet with SPAR Assistant Director.
 - c. Third Level: Meet with SPAR Director.
 - d. Final Appeal: Meet with SPAR Council.

PROTEST PROCEDURES:

1. If a game is being protested, the coach must notify the referee and submit the protest in writing to the SPAR Athletics Office within 24 hours after the game has been played (not later than Monday at 5:00 p.m. for games played on weekends). **\$25.00** must accompany the protest. If the protest is upheld, the \$25.00 will be refunded.
2. The only grounds for lodging a protest are player eligibility and misapplication of a SPAR rule. This protest must be lodged with the referee **prior to** the end of the game. The head referee will notify the SPAR Youth Sports Coordinator of any problems or pending protests when submitting the game scores.
3. **Videos will only be used to determine disciplinary action on players, spectators and coaches in the event of a fight; it will not be used to over turn officials judgment calls.**

LEAGUE STANDINGS:

1. Certificates will be awarded to each participant at the end of regular season play, **by request**. 1st and 2nd place team trophies will be awarded after post season tournament.
2. If a team forfeits two (2) consecutive or three (3) total games, the team will be dropped from the schedule. Entry fees will **NOT** be refunded.
3. Standings will be posted weekly on the SPAR Athletics web page: www.myspar.org

SECTION II PLAYING RULES

GAME REGULATIONS:

1. National Federation High School rules will govern league play.
2. Teams must have five (5) players to start the game.
3. Each team is allowed four (4) time outs per game to be called by either the head coach or a player on the court
4. **Duration of game:**
 - (a) 6-Under: **Score will not be kept.**
 - (1) 7 minute quarters-running clock
 - (2) The clock will stop for time outs and all shooting fouls.
 - (3) The clock will stop in accordance with National Federation Rules the last two minutes of the **game.**

(b) 8-Under and below:

- (1) 7 minute quarters-running clock. Each overtime period will be **2** minutes.
- (2) The clock will stop for time outs and all shooting fouls.
- (3) The clock will stop in accordance with National Federation Rules the last two minutes of the **game.**

NOTE 1: The following rule will apply for 8-Under and below:

Players will shoot free throws from a line 9' from the basket

Teams will play a maximum of two (2) overtime periods (*exception; 6-Under*). If the game remains tied after these two periods, there will be a "shoot-out" from the free throw line.

The "shoot-out" will be administered as follows:

Each team will select five (5) players who have participated in the tied game. Each coach will select the sequence of shooters for his/her team. The visitors will send a player to the free throw line to attempt the first shot; the home team will follow with their first player. Shooters will alternate accordingly throughout the five selected. If still tied after the first five (5) shooters, each team will select additional players to shoot, alternating until the tie is broken.

If the opposing teams have a different number of players who participated in the tied game, the original sequence of shooters will be repeated following the last shooter from the team with the fewer number of participating players.

A coin toss will be used to decide the basket to be used for the "shoot-out".

EXAMPLE 1: Following the first five (5) shooters from each team, Team "A" scores three (3) baskets and Team "B" scores two (2) baskets. Team A is declared the winner.

EXAMPLE 2: Following the first five (5) shooters from each team, both Team "A" and Team "B" score three (3) free throws. The 6th shooter from each team also scores a basket. Team "A's" 7th shooter misses while Team "B's" 7th shooter scores. Team "B" is declared the winner.

(c) 9-Under through 14-Under Teams:

- (1) Teams will play 6 minute quarters using a regulation clock. Each overtime period will be **3** minutes. Teams will play as many overtimes as necessary to determine a winner.

(d) 16-Under and 18-Under Teams:

- (1) 18 minute halves-running clock. Each overtime period will be **3** minutes. Teams will play as many overtimes as necessary to determine a winner.
- (2) The clock will stop for time outs and all shooting fouls.
- (3) The clock will stop in accordance with National Federation Rules the last two minutes of the **game**.

5. Five (5) minute rest for half-time.

6. The team line-up must be given to the scorekeeper at least 10 minutes before scheduled game time. A technical foul will be administered if this is not done.

7. If a team does not show up at scheduled game time with at least five (5) players, the game will be forfeited. **EXCEPTION:** There will be a 10 minute grace period for the 1st. game each day/night **ONLY**, including Saturday mornings.

8. ***Between games, teams will be allowed five (5) minutes to warm up. Once teams begin their warm up, the score keeper will start the clock to monitor the time.***

9. **Age Specific Rules:**

(a) Boys:

(1) 8-Under and below:

No pressing what-so-ever. Once the offensive player enters the front court, he/she will have 5 seconds to get the ball across the 28' time line. Once the ball is in that area, the time line disappears. The area between the half court line and the 28' line is a "sanctuary area". The defense **MUST** stay **BEHIND** the 28' line until the offensive player **first** crosses this line. If the offensive player then returns behind the 28' line he/she may be defended in the "sanctuary area".

(2) 9-Under through 11-Under:

No pressing until the ball passes mid-court. **EXCEPTION:** Pressing is allowed the last two minutes of the game. **CLARIFICATION:** Due to this being a unique rule for this age group, the following clarification is provided for **OFFICIALS AND COACHES**. When the offensive team brings the ball in from out of bounds or gains a rebound in its "defensive" half of the court, the defensive team must go back past the mid-court line and cannot defend or attempt to get the ball until the **player and ball** crosses the mid-court line, **unless the ball is thrown or rolled**. A ball will be brought in from out of bounds when a point is scored by the offensive team or in the case of a turnover by the offensive team due to a foul, traveling, double dribble or losing the ball out of bounds. **PENALTY:** If the defending team does not go back past half court, the referee will stop play and permit the offensive team to bring the ball in again. If a team continually disregards this rule, the referee can call a technical foul on the offending team and allow a free throw to the other team. The technical foul will be for unsportsmanlike conduct.

(3) 12-Under and above:

Once a team has obtained a 20 point lead, they must take the press off, **falling back to the top of the key**. Defensive pressure cannot be applied until the **player and ball** crosses the mid-court line. On the first offense the referee will stop play and warn the offending team/coach. If a team continually disregards this rule, the referee will call a technical foul on the offending team and award two free throws to the opposing team. The technical foul will be for unsportsmanlike conduct.

PROTEST PROCEDURES:

1. Protests of any game on grounds of player ineligibility or misapplication of SPAR rules must be presented in writing to the SPAR Athletic Office within 24 hours following the game. **\$25.00** must accompany the protest. If protest is upheld, **\$25.00** will be refunded. The only thing that can be protested is the ineligibility of a player. The protest must be made as soon as the coach determines an ineligible player is participating, but prior to the end of the game. **A player ID card and roster check will be performed by the officials prior to the start of each game.**

GENERAL INFORMATION:

1. SPAR reserves the right to make any changes that seem to be for the betterment of the league or for the protection of the players.
2. If, for unforeseen reasons, one of SPAR's game officials fails to show up by game time, the game will be played with one official, and will count in the league standings. If both officials fail to show, the gym supervisor has the option to officiate the games alone, or to cancel and reschedule at a later date.
3. **Basket Height:**
 - (a) 6&Under – 8&Under Division will use 8½ foot baskets.
 - (b) 10&Under – 18Under Division will use regulation 10 foot baskets.
4. **Official Game Balls:**
 - (a) 6-Under and 8-Under Division: Mikasa 1008/Baden 110 Junior/Youth size (27.5)
 - (b) 10-Under Division: Mikasa B1010/Baden 115 Intermediate size (28.5)
 - (c) 10-Under and above Division (Girls): Mikasa B1010/Baden 115 Intermediate size (28.5)
 - (d) 12-Under through 18-Under Division (Boys): Mikasa B1000/Baden 125 Official size (29.5)

5. **MANDATORY PARTICIPATION AND SIT OUT RULE:**

This is a recreational program with emphasis placed on having fun and learning basic skills. Therefore, the following rules will apply during all games:

- (a) 14-Under and below leagues:

- (1) Each player will play a minimum of one full quarter before any player is allowed to return to the lineup.

Example #1: A team has a roster of 12 players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: Five new players must start and play the entire quarter.

3rd Qtr: The remaining two players must play the entire quarter. The coach is now allowed to free substitute with any of the ten (10)

players who participated during the first two quarters.

4th Qtr: Free substitution is allowed.

Example #2: A team has a roster of 10 players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: The remaining five (5) players must play the entire quarter.

2nd Half: Free substitution for the remainder of the game.

Example #3: A team has fewer than ten (10) players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: Any player who did not participate during the first quarter must play the entire 2nd quarter. The remaining player/players may

come from any who participated during the first two quarter and they may be free substituted.

2nd Half: Free substitution for the remainder of the game.

- (2) Once a team attains a 20 point lead, the score will continue to be kept on the books but will no longer be displayed on the scoreboard.

(b) 16-Under and above leagues:

It is **MANDATORY** that each child in uniform participate in the equivalent of one full quarter during each game.

6. **HIV/Hepatitis B - Bleeding Player**

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. A player cannot re-enter the game until permission is granted by the referee.

NOTE: SPAR requires all coaches to be N.Y.S.C.A. (National Youth Sports Coaches Association) certified before they are allowed to coach in the SPAR program. Coaches must wear their ID badges at all games. For information concerning certification, call the SPAR ATHLETIC OFFICE at 673-7748.

SHREVEPORT PUBLIC ASSEMBLY & RECREATION

Phone: 673-7838

Fax: 673-5133

TO: SPAR Youth Basketball Coaches

FROM: Patrick Wesley, SPAR Administration



DATE: November 20, 2012

Subject: **2013 Point of Emphasis / SPAR Youth Basketball Coaches**

Head Youth Basketball Coaches and Staff:

- Make sure you communicate to parents weekly on game schedules.
- Encourage parents to be courteous and respectful to other spectators during games. Zero tolerance for inappropriate behavior or language in the stands. Please communicate this to your parents!
- Make sure you communicate to parents on getting players to respective gym sites on time for all games. Will recommend players to be at game site 30 minutes prior to official game. This will ensure games stay on time, team rosters have been submitted, and will give players a chance to properly stretch prior to getting on the court.
- I am encouraging all coaches to give all players on respective rosters adequate playing time during each game. Remember, this is a developmental youth sports league! I am sure your players/parents would embrace this commitment.
- All team jerseys shall be like or similar in color with a visible number.
- It is the sole responsibility of the head coach to ensure all players are eligible, correct names and jersey numbers have been submitted on team rosters, and each player is properly ready to play.
- All head coaches are required to attend the pre-game "captains meeting" at center court prior to the beginning of each game. The head official is required to give "brief" pre-game instructions to head coaches and captains before every game. Pre-Game topics: (Sportsmanship, jewelry, inappropriate behavior on sideline/court, taunting, timeouts, etc.).
- It is imperative that head coaches stay in their assigned coaches box/bench area during the game. I have informed officials to enforce this rule!
- Assistant coaches are not allowed to stand during the game with the exception of an official time out or half time intermission. It is the responsibility of the head coach to monitor and control his/her assistants during the game.
- Inappropriate behavior or language used on the bench or floor from a coach or player shall result in an immediate technical foul or ejection, if warranted. There is no place in this league for this type of behavior. We are counting on coaches to set examples for our youth.
- All officials have been directed to communicate with coaches in a professional manner at all times. If you have an official(s) who is not doing so, please contact the on site gym supervisor immediately after your game or contact your league coordinator.
- Fighting shall result in strict disciplinary actions and/or expulsion from the league by SPAR Administration (No exceptions!!).
- Win or Lose, coaches and players shall shake hands with opposing team.