



# **League Rules & Guidelines**



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## 1. Mission Statement

It is the goal of our youth basketball program to represent the Treasure Coast with pride, honor, and dignity by always displaying good sportsmanship and respect towards our opponents, coaches, players, and parents. And to provide a safe and healthy environment that enables participants to learn and apply the principals of teamwork, discipline, dedication and sportsmanship while emphasizing the importance of education.

## 2. General Requirements

It is understood that the rules herein are in addition to the Official Playing Rules governed by the Florida High School Athletic Association Basketball rules.

All rules contained herein are subject to interpretation and/or change, upon the recommendation of the League Director at any time.

### 2.1. Parents and Patrons Code of Ethics

I hereby pledge to provide positive support, care and encouragement for children participating in youth sports at all TC Basketball, Inc. (TCBI) league/conference functions, including all games, practices or events where student athletes are present by following this Code of Ethics.

- I will refrain from coaching my child or other players during games and practices unless I am one of the official coaches of the team.
- I will not question or confront coaches during the game, or immediately after the game, about concerns I may have about game-time decisions related to my child; I will wait a reasonable amount of time before contacting a coach to discuss such concerns.
- I will be respectful of the program and will not use abusive or profane language or gestures nor induce physical violence towards any official, player, coach, parent, or board member at any time.
- I will support a sports environment that is free from alcohol, tobacco, and illegal substances and I will refrain from their use at TCBI events.
- I will be respectful of the officials and their authority during games and will not protest an official's game decision in an aggressive manner. I will encourage my player to do the same.



- I will not run out on the court if my player is injured as the officials will determine when the game stops and any injured player can be attended to. Only then will the **Coach** be asked to come to the player. For official rules see the official's handbook **NFHS Basketball Rules 2016-17 section 8 of page 45.**
- If a parent becomes verbally abusive to any team players, coaches or officials, a technical foul will be assessed to the coach of that respected team. **That parent and player will be asked to leave the gym.**
- **If a parent is ejected for any of these items mentioned above, you will be suspended from the gym for the remainder of the season.**
- **Anyone threatening a coach, player, official, spectators or league directors will be banned from the gym for 1 year.**
- **If a second violation occurs parent will be banned for life.**
  
- I will not criticize my child's teammates or coaches at any time, whether to my child or to others, and will treat my child's teammates and coaches with respect and encouragement at all times.
- **I will not text in a group or separately my opinions, strategies or complaints. I will only respond with attendance for scheduled practices.**
- I will do my share of parental tasks that may be required for my child's team (e.g., keeping the scorebook and clock).
- I understand there is no guarantee that any requests such as, but not limited to, the following may be accommodated: requesting a particular coach, playing on a team with a friend, practicing at any specific location and/or gym, practice day/night or time, game location and/or time of games.
- **An Adult will be present with your player for practices and games.**
- I agree to read the league rules, including draft procedures, playing time etc. and understanding that the League Director reserves the right to edit or change the rules, or explanation of the rules, at any time.
- I have read, understand and will abide by the Parent Code of Conduct. I understand that if I break or ignore the rules as outlined above, I may be subject to disciplinary action up to and including expulsion from TCBI events.



**Special Note:** Coaches Responsibilities

- All coaches (head and assistant) must undergo a criminal background check each year through Protect Youth Sports, which will be arranged by the League Director.
- Coaches will be of good moral character and able to deal with children, assistant coaches, parents, game officials and league administrators in a positive and professional manner.
- Coaches are responsible for the selection of his/her team.
- Head coaches are responsible for holding practices prior to the beginning of the season.
- Coaches are responsible for ensuring that there shall be a minimum of one (1) mandatory practice per week during the season.
- Coaches are responsible for appointing an approved representative to replace him/her if he/she is unable to be present. If the fill in coach is not approved with a background check and coaches class completed it will result in a forfeit of the game.
- Coaches are responsible to ensure that his/her assistant coach or designated replacement act in accordance with these rules.
- A head coach shall have the responsibility to notify the League Director of any chronic absenteeism and/or discipline problem before taking any action.
- No mechanical devices to amplify a coach's voice are to be used at any time.
- A coach's tone of voice should be informative and not harassing or intimidating at any time.
- Coaches will agree to meet with the League Director and opposing coach at any time to discuss any issues.
- **Coaches are required to wear proper attire during practices and games. Coaches should wear a coach's shirt, provided by the League, during games. Acceptable alternate shirts are allowed but discouraged. No Political shirts, negative language or imaging of ANY KIND. NO FLIP FLOPS OR SLIDES.**
- All coaches should review the TCBI Basketball Rules prior to the start of each season.
- It is the coach's responsibility to make parents aware of the League rules, and that their conduct is as much an apart of the game as is the game itself.



## 2.2. In Case of Emergency

### Injury:

- Call 911 (if needed).
- Do not move injured person, stabilize and move everyone away from the individual(s).
- Notify or have someone notify parents and league officials. Coaches should have copies of emergency information with them at all times.
- Do not treat any injuries unless life threatening and CPR is needed (if you don't know CPR find someone who does).
- It is more important to treat an injured person than to complete a game though we will make every effort to do so.

### Weather:

- If a team is practicing outside and lightening is seen the practice must be canceled to insure the safety of the players.
- Keep children calm and informed; remember if the adults are nervous the children are too.

### Altercations:

- Adults – if a fight occurs between adults do not attempt to break up the fight and call 911 to report it. Move everyone out of harm's way away from the fight area.
- Children – stop the fight if possible and restrain with care. If the fight cannot be stopped, call 911 and move everyone away from the area.
- Involved participants in the altercation will receive suspensions based on the Coach's report of the incident and according to league policy.
- Coaches will issue a written report of the incident to league officials and include any police or injury report.

## 2.3. Miscellaneous

- No tobacco products, food or beverages of any kind (except for the players) will be permitted in the gymnasium.
- Parents are not guaranteed a request for a specific coach when signing up their child.
- Prior to the start of the season, all coaches, Advisory Board, League Director's, and referees must meet in a general meeting of questions and answers pertaining to the program.
- Any persons under the influence of alcohol/drugs or the use of alcohol/drugs in any form by players or adults are not permitted during games or practices.



- All spectators must view the game from the bleachers. No basketballs may be brought into the gymnasium on game or practice nights/days except league issued balls.
- Spectators are NOT permitted on the bench for any reason unless their player has an injury.

### 3. League Overview

#### 3.1. Registration:

All participants must register to play. During registration dates of birth (if requested by League Director) of participants shall be certified by birth certificates only - complimentary hospital certificates, passport, or alien registration card will not be accepted. Late registrants will be assigned to a waiting list and placed on a team when possible and according to their rating by the League Directors and League Assistants.

#### 3.2. League Organization

Teams will be divided into the following age groupings based on availability after the registration process is completed.

#### Boys Divisions:

Division	Ages	Restrictions
<b>Instructional</b>	6 - 7	<ul style="list-style-type: none"><li>• Players should not turn 8 during the current season of registration</li><li>• Baskets will be set at 8.5ft</li><li>• Basketballs will be size 28.5in</li></ul>
<b>Pee Wee</b>	8 - 9	<ul style="list-style-type: none"><li>• Players should not turn 10 during the current season of registration</li><li>• Baskets will be set at 10ft</li><li>• Basketballs will be size 28.5in</li></ul>
<b>Lower</b>	10 - 11	<ul style="list-style-type: none"><li>• Players should not turn 12 during the current season of registration</li><li>• Baskets will be set at 10ft</li></ul>





		<ul style="list-style-type: none"> <li>• Basketballs will be size 28.5in</li> </ul>
<b>Middle</b>	12 - 13	<ul style="list-style-type: none"> <li>• Players should not turn 14 during the current season of registration</li> <li>• Baskets will be set at 10ft</li> <li>• Basketballs will be regulation size</li> </ul>
<b>JV</b>	14 - 15	<ul style="list-style-type: none"> <li>• Players should not turn 16 during the current season of registration</li> <li>• Baskets will be set at 10ft</li> <li>• Basketballs will be regulation size</li> </ul>
<b>Varsity</b>	16 - 18	<ul style="list-style-type: none"> <li>• Players are students during the current season of registration</li> <li>• Baskets will be set at 10ft</li> <li>• Basketballs will be regulation size</li> </ul>

**\*\*Instructional Division\*\*** Due to the average ability of players at this age, there will be leniency of fouls in order to teach and prepare players for Pee Wee Division.

**In order to give the opposing team a chance of effective play in the front court, meeting/trapping will not be permitted in the Instructional Division. Defensive strategies should be enforced in the vicinity of the 3 point line.**

Girls Divisions: Ages could change due to player's skill level League Director reserves the right to adjust any requirements based on number of registered players.

Division	Ages	Restrictions
<b>Lower</b>	8 - 10	<ul style="list-style-type: none"> <li>• Players should not turn 11 during the current season of registration</li> <li>• Baskets will be set at 10ft</li> <li>• Basketball size 28.5in</li> </ul>
<b>Middle</b>	11 - 14	<ul style="list-style-type: none"> <li>• Players should not turn 15 during the current season of registration</li> <li>• Baskets will be set at 10ft, Basketball size 28.5in</li> </ul>



### Team Formation:

- A Division must have a minimum of 28 players to be formed, but may have more teams and players based on the availability of players.
- Each team should have at least seven (7) players on a team. The league will attempt to have eight (8) players on all teams when possible. A maximum of nine (9) players per team will be allowed.
- League Director reserves the right to adjust any requirements based on amount of registered players.
- Requests from Parents to have their child/children “Play Up” to higher division based on talent will be considered.
- Playing down to gain an advantage will not be accepted. League Director will have final decision of such requests.

### 3.3. Selection of Players

Ratings: League Director, League Assistants and Coaches of their respective division will rate Players in each respective division. Players will be rated by using an A, B or C rating processes with “A” being excellent. This will be based on their ability to perform and every attempt will be made during the Draft Process (see below) to make teams of an equal level of ability.

Replacement of Players: If a team loses one or more players from its roster during the current season through illness, injury, change of address or any justifiable reason, said team may request another player through the League Director within three (3) days or less. At the discretion of the League Director, a replacement player will be assigned and considered an active member of the team. This player will be of the same caliber rating as his/her predecessor, as to keep the balance of the team intact. The coach cannot refuse players. The playing ability of the individual will not be considered a justifiable reason for replacement. Failure to follow this rule may result in the suspension of the Coach and/or forfeiture of the game(s). Once assigned a player they eligible to play in all subsequent games. No player shall be recruited or otherwise added to the waiting list after 50% of the regular scheduled games have been played.

### 3.4. Draft Process

- Draft order will be determined by blind draw.



- Coaches in each division and the league director must reach a consensus of each player's rating. The league director will make the final decision on any disputes of a player's rating.
- Draft picks will be taken in this order: players will be taken in their rated order, A, B or C. First round first pick through last pick then reverse order for second round, reverse for third round until all players in their rating have been picked. Then progress to the next ratings of players.
- Each team will be allowed one (1) protected pick for the head coach. These protected picks will be used as the team's first pick in each appropriate rated category. Assistant coaches can be determined after the draft is complete. **\*Assistants must complete background check and coaches class as well.** Pairing up for the sole purpose of getting two (2) particular players on a team with no involvement will not be accepted.
- All brothers/sisters assigned to the same team must be drafted as a pair and will be counted as consecutive picks. That is third and fourth, fifth and sixth, etc. If the siblings are rated in different categories the lowest rated player will be taken as the team's next pick in the lower round.
- It will be the determination of each coach to honor requests from players to be on the same team for rides or other purposes. Coaches will be made aware of the request prior to the draft. This situation will not be used for the reason of stacking a team. The League Director will have the final say in these requests.
- To be eligible for the draft a player must have attended the tryout or be approved by a unanimous consensus to be added to the draft due to the player's prior experience. All other players will be placed on a team by blind draw in the remaining draft order.
- Each team will be allowed two (2) minutes per round for each selection. If a player is not selected within two minutes that team will lose their pick for that round, and will be made up at the end of the draft.
- After all available players have been selected or placed coaches will have ten minutes to make trades that will be beneficial to the player. All trades must be accepted by both coaches involved, and a player may be traded only once. League Director has the final decision to approve or deny all requests.
- All rosters will be final after the draft. Any teams with open spots will have players added by ratings on a first come basis or by the existing waiting list. They will be added to teams in the original draft order. League Director has the final decision to approve or deny the request.
- All participants that sign up and are on the waiting list will be asked to attend the draft and be rated. These participants will then be placed in their specific groupings (i.e. A, B or C). When a team loses a player for whatever reason a



participant of the same player ability will replace him. No coach may bring a player in from the outside that he has recruited. The player must come from the waiting list only.

### 3.5. Playoffs

- Divisions with nine (9) or less teams, the top four (4) teams in each division will advance to playoffs.
- Divisions with 10 or more teams, the top six (6) will advance with the first and second seeds having a first round bye.

## 4. Game Play

### 4.1. Coaches

- Coaches are responsible for the team's actions, including parents and fans, and to represent the team in communications with the referee and opposing team.
- Only the head coach and one assistant can coach from the half sideline assigned to their team. During play FHSAA rules state only one coach may stand during live ball play.
- Coaches are responsible to keep his/her coaches and team in the appropriate area throughout the game. Coaches must remain inside the coach's box. All coaches and assistant coaches must remain on the same side of the court that the team is on. All coaches must remain on the team's half of the sideline (left hand side of scorer's table is for the home team).
- Coaches must ensure that parent's, or designee, at the score table must refrain from comments to officials, players and opposing team coach or team members at all times.
- A coach who removes his/her team from the court without the consent of the game official shall receive a forfeit and will be subject to disciplinary action.
- It is the responsibility of the coach and the player to make sure they are properly dressed for all games, with the team jersey on and shirttails tucked in.
- If a team has three (3) or less players in attendance, it will be an automatic 15-0 forfeit. If a team has only four players, the opposing team has the right to play per FHSSA rules (5 on 4 is accepted).
  
- **It is not up to the Coach whether or not to show up with only 3 players. This is mandatory! Those players as well as the opposing team deserve a game even if it is a forfeit. We will take players from the other team to play out a scrimmage.**



- If a team has multiple players that foul out, they will continue to play with the remaining players. Per FHSSA rules, a team can continue to play until only one player is eligible where they cannot inbound a pass to themselves.
- Coaches are to remain positive towards their players never to yell at or touch a player.
- Practice participation will determine game play time.

## 4.2 Officials

- Officials shall have complete authority over the game, players, coaches and spectators
- Officials may expel any player, coach or spectator for indecent language, unsportsmanlike conduct, or any infraction of rules
- Refusal of expelled player, coach or spectator to leave the "GYMNASIUM" will constitute a forfeit

NOTE: Officials are instructed to discuss any matter in question ONLY with the Head Coach. Coaches SHALL NOT demand the removal or the scheduling of a particular referee/official.

## 4.3 Supplemental Playing Rules

### Game Duration:

- Length of games will be four (4) quarters, eight (8) minutes per quarter.
- Instructional Division will be two 16-minute halves with a continuous running clock until the last 3 minutes of each half.

### Overtime:

- There will be one (1) overtime period if the game ends in a tie.
- Overtime will be two (2) minutes in duration.
- If overtime results in a tie, a second overtime will be added to the clock. If that ends in a tie the game will move to sudden death. No time will be added to the clock. The game will resume with a jump ball at half court, and then the first team to score wins.
- In Playoffs and Championship the game will go on until one team wins. There will be no sudden death.



### **Game Clock:**

- For all divisions except Instructional the game clock will continue to run for the first five (5) minutes of each quarter unless a timeout is called. The final three (3) minutes of each quarter the clock will stop at all dead balls.
- For Pee Wee division, once a team is leading by 20 or more, the clock will run for the rest of the game except in time outs or injury.
- For Lower division and up a 25 point lead will result in a running clock.

### **Timeouts:**

- Each team will be allotted three (3) full timeouts (60 sec.) and two (2) 30-second timeouts per game, to be used at any time during the game.
- Timeouts not used during the regular game are carried over to the overtime periods. Each team will receive one (1) additional full timeout for overtime.
- Instructional division is allowed 4 full time outs per game.

### **Substitutions**

- For all divisions, unlimited substitution of players will be allowed during dead balls throughout the game.
- Clock will continue to run during substitution of players during the first (5) minutes of each quarter.
- Players must be at half court ready to check in.

### **Mandatory Playing Time:**

- Each player needs to play a fair amount of time. This league is for child development, and this aspect is important so that all children receive playing time.
- If a child has not attended practices, the parent and coach must bring this to the League Director's attention before the start of a game and all should be in agreement that the child's playing time will be altered.

### **Pressing:**

- Instructional division will not be permitted to full court press.
- Pee Wee and Lower Girls Divisions may press in the last 3 minutes of each quarter if the lead is less than 15. If trailing team cuts lead to 10, leading team may press again.
- Boys Lower, Middle and Upper Divisions may press at any time up if the lead is less than 20. If trailing team cuts lead to 10, leading team may press again.



### Violations:

- Backcourt violations will be enforced in all divisions.
- Offensive 3-second rule will apply from Pee Wee division and up.
- 5-second rules (inbound and closely guarded) apply from Pee Wee division and up.

### Uniform Technical

- Coaches must promote player responsibilities by reminding players they MUST be game ready by wearing the PROPER JERSEY on game day.
- If a player from a particular team does not have the proper jersey, the game will start with a Uniform Technical, which results in two (2) shots and possession of the ball.
- If said player does not have a shirt of team color, he/she will be unable to play that game.

### Player/Coach Conduct:

- Technical fouls will be assessed as deemed necessary by officials.
- Any player or coach assessed 2 technical fouls during the course of play will be ejected from that game and suspended for the following game. Any player or coach assessed a technical foul in 2 consecutive weeks will be suspended for a game. The second time (in another game) a player or coach receives a technical foul in a game they will be suspended from league for 2 games. If a fourth technical foul is assessed, the player or coach will be suspended for the rest of the season.
- Any player or coach using foul language on the court (to include the bench area) will be immediately assessed a technical foul. If a second offense and technical is called, player will be ejected and suspended the following game.
- Fighting will result in immediate ejection and a minimum 3 game suspension, and the League Director will determine if further action is necessary. This also includes biting or scratching. Technical fouls will be also assessed.
- A coach suspended from a game will not be permitted on the bench during the suspension and must refrain from any coaching responsibilities including practices until the following game.
- A player suspended from a game must serve his/her suspension on the bench, not in uniform, or suspension will not be lifted.
- Any coach or player who has been suspended or replaced for a season will be permitted to attend games as a spectator. Standard spectator behavior and expectations will be enforced (see Code of Ethics).



- Coaches are to be held responsible for their team parent's conduct. If a parent becomes verbally abusive to team players or officials, a warning will be issued. If a second infraction is called, it will result in a technical foul. If a second technical foul is assessed that parent will be asked to leave the gymnasium.
- Any player or Coach assessed with an Obscene/Vulgar related technical foul will be immediately ejected from the game and suspended for 6 months. A second offense will result in Ban from the league. This behavior is unacceptable and WILL NOT be tolerated.

General sportsmanship is expected by all players, coaches and spectators.

#### **Foul Limits:**

- Each player is allowed 5 fouls per game. Middle and Upper Divisions will follow FHSAA guidelines (5 fouls per game) and the below stated policy for less than 5 players.

#### **Jewelry and more:**

- No jewelry can be worn during games including a necklace, bracelet or earrings.
- If your ears are newly pierced you can only wear plastic posts during the game. These can be purchased when piercing your ears. Otherwise the earrings must come out to play.
- Hair beads cannot be worn in the player's hair during a game and are not suggested for practice either.
- Headbands that tie in the back cannot be worn during a game or practice.