



City of Doral- 2022

Youth Basketball League

Rules & Regulations Booklet



League Organization

The City of Doral's Youth Basketball League (YBL) is a co-ed league. Both boys and girls will play together in all age divisions with the exception of the all-girls age division.

Teams will be divided into the following age divisions: 5-6, 7-8, 9-10, 11-12, 13-14, & 15-17.

A player's date of birth shall be proven with an original version of his/her birth certificate, passport, or identification card. A duplicate copy must be turned in at the time of registration so that the league may have it on record. The age cut-off date will vary per season. The date will be used to determine which age division participants will play for. The cut-off date is listed on the registration form.

****The League Coordinator has the authority to override age eligibility.***

The Youth Basketball League will be administered by the Parks and Recreation Department. There will be a League Coordinator, Supervisor, and Managers on duty to help administer games and practices.

Evaluation of Players

Process*

In order for staff to rate players, each player present on the day of evaluations will showcase their talents individually. The players will be given a simple obstacle course to complete at first. Later, players will be participating in a scrimmage between other players their age and will be given a score based on their performance on a variety of factors.

The staff will then take a minute to process the scores while the next player is prepared. All other players not currently performing are welcome to watch and/or warm up on the adjacent courts. Each player's height will be provided to coaches for all players *ages 9* and above prior to them engaging in the evaluation course.

****Evaluation process is subject to change depending on age division.***

Ratings

Staff and coaches will both participate in the evaluation of players. Coaches will be given a form for note-taking in which they are welcome to take any notes that may be helpful towards the drafting of their team. Staff will use a number scale from 1 – 5 (5 being the highest) in order to rate players. Although coaches may record any notes or information on a player, that information will be considered unofficial. Official ratings will be determined *by a panel of judges chosen by the City of Doral only*. Players participating in the Youth Basketball League will undergo an evaluation so that players may briefly showcase their talents to both staff and coaches involved in the evaluation process. Players will be rated based on their overall score by conducting scrimmages between the participants.

Eligibility

Only registered players will be allowed to be evaluated. All players being evaluated must do so in the appropriate age division. Individuals placed on the waiting list will have the opportunity to be evaluated after all registered players have been evaluated.

Draft(when applicable at Commissioners discretion)

Process

All coaches will be given a master list of players. This list will consist of all player's names, height and average score. Coaches will choose a number out of a hat/bag. The hat/bag will contain numbers 1 – 4 (If the division contains 4 teams), 1 – 6 (If the division contains 6 teams), or 1 – 8 (If the division contains 8 teams). The numbers chosen represent what pick the coach has received in the draft. (Ex: choosing number 3 means the coach has the 3rd pick in the draft.) Once the order of the draft is determined, the draft will officially begin. When a player is chosen, the coach to whom the player will play for, will then highlight the player's name on his/her master list. The selection process will be administered in a "Snake" format. This is a format in which the draft order will be as follows:

- Round 1: Pick #1, Pick #2, Pick #3, Pick #4
- Round 2: Pick #4, Pick #3, Pick #2, Pick #1
- Round 3: Pick #1, Pick #2, Pick #3, Pick #4

Once the draft is completed, all master lists (with players highlighted) must be turned in to league staff so that rosters may be developed.

Frozen Players

The only players that will be considered “frozen” are those players whom are in immediate relation to the coach in his/her age division. (Ex: son, daughter, grandson, nephew, etc.) All other players are eligible for drafting. If an age division contains 1 or more frozen players, there will be 2 separate draft lotteries. The first lottery will be used to “even out the playing field.” The second lottery will be the actual draft for that age division.

Immediate family members of assistant coaches will also be frozen. Teams are allowed a maximum of one assistant coach per team.

If a coach does not have a child participating in the age division that he/she is coaching, he/she may not freeze any other player.

General Rules

All coaches MUST be present on Draft Day. Should any coach have prior engagements on Draft Day, he/she is welcome to have a substitute coach present. Should a coach fail to attend this event or fail to find a substitute to attend, he/she will be replaced by a staff and will forfeit the chance to choose their own team.

Non-Rated Players

All players MUST be rated in order to participate in the Youth Basketball League. Players will have more than one opportunity to be evaluated. Make-up dates will be available. Non-rated players cannot be drafted onto a team without first being evaluated. Once non-rated players have been evaluated, drafting will continue in the order originally determined.

****The League Coordinator has the authority to allow non-rated players to be drafted during the second lottery, or actual draft.***

Clinics

Rules & Regulations

This is an important clinic for both, first time coaches and coaches with experience. It gives the league a chance to ensure that all coaches are aware of the rules and regulations governed by our league. This clinic teaches the basic rules of basketball, along with league rules enforced off the court.

Coaches

It is the duty of the coach to schedule practices, notify parents and players of scheduled practices, notify players and parents of game times, and notify players and parents of any cancellation, postponement, or rescheduled games. We also hold the coaches accountable to let the park staff know if they will be canceling their reserved spot on the courts at Morgan Levy Park.

Coaches are to notify the League Coordinator / Supervisor of any problems, situations, conflicts, or disputes in regards to the league, team, players, and/or parents.

Coaches are responsible for the behavior of their players and parents at all times.

Coaches are responsible for making any conflicts involving players, parents, or game schedules aware to the League Coordinator.

Coaches shall not demand the removal or the scheduling of a particular official. If a coach has any conflicts with any game official, that problem should be directed toward the League Coordinator.

All coaches will be issued uniform shirts at the start of the season. Coaches must also wear their issued uniform shirt during game time.

Any behavior deemed unruly, unfair, and/or not in the best interest of the players at any time during the season may result in disciplinary action up to and including removal from the league.

Suspensions to coaches may be appealed if a written request is sent to the League Coordinator no later than 24 hours after the suspension has been issued. Upon appeal, the Parks & Recreation Department will review all facts of the incident and either uphold or revise the details of the suspension.

I hereby pledge to live up to my certification as a City of Doral volunteer coach by following the City of Doral Coaches' Code of Ethics:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development of the age group.
- I will do my best to provide a safe playing situation for my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events / park facilities.
- I will not attempt to benefit financially by selling or promoting any items and/or services.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a City of Doral youth sports coach, and that the game is for children and not adults.

Teams

Teams must have four players minimum in order to start an official game. Teams are allowed to end a game with no less than two players.

Equipment

Players must wear sneakers during all games and practices. Jewelry, hair clips, piercings, sunglasses, hats, etc. will not be permitted during game time. Head and wrist bands must be worn properly.

Ball size will vary from different age divisions. The following is a list of ball sizes along with the corresponding age division:

Intermediate size (27.5") = 5-6 & 7-8

Junior size (28.5") = 9-10 & All-Girls

Official size (29.5") = 11-12, 13-14, & 15-17

Rim height will also vary from different age divisions. The following is a list of rim heights alone with the corresponding age division:

7 ½ Feet = 5-6

8 ½ Feet = 7-8

9 Feet = 9-10 & All- Girls

10 Feet = Ages 11 & Up

Uniforms

All players will be issued a uniform which will consist of a jersey and shorts. Players are required to be in full uniform during game time. Any player not in uniform will not be eligible to play. If there are any conflicts with the uniform, the League Coordinator or Park Manager must be notified immediately. If the League Supervisor/Park Manager deems it so, the player will be excused and be eligible for play.

Parents/Spectators

All parents and/or spectators will be given a designated viewing area.

Parents and/or spectators are not permitted near the player bench and scorer's table. All parents/spectators breaking this rule will be asked to leave and return to the designated viewing area.

Negative shouting, taunting, or any loud outburst directed at players, coaches, or officials will not be tolerated.

Any parent or spectator found in violation of these rules in a manner deemed disruptive or harmful to the game or its participants shall be subject to removal from the facility.

Practices

In order for a team to hold practice at one of our facilities, the coach must reserve the court with a league staff member in advance. There will only be one hour allotted for practice, unless space is available beyond the given hour.

Games

Length of games depends on the age division in question. The following is a list of the length of games for the given age divisions:

5 - 6 = Four 5 min. quarters

7 - 8 = Four 6 min. quarters

9-10, 11-12, 13-14, 15-17 = Four 8 min. quarters

Overtime periods will consist of half the time in one quarter of regulation. (For example, an overtime period for the 9 – 10 age division would be one 4 minute period since a regulation quarter in this age division consists of 8 minutes.) After the first overtime period, all overtime periods thereafter will be 2 minutes in duration.

Halftime will be 2 minutes in length.

Each team will have four timeouts per game. In the case of an overtime period, all unused timeouts will be rolled over and a timeout will be added to both teams. Timeouts will consist of one minute of stoppage of play.

All games must start promptly as scheduled. There will be a ten minute grace period for teams/players that are late. A forfeit will be assessed to any team arriving after the grace period.

The clock will not stop at any time during the game unless one of the following has occurred:

- Timeout has been called.
- Player is shooting free throws.
- Any injury.
- The last two minutes of the 4th quarter.
 - Any dead ball whistle
 - Free throws
 - Timeouts

The clock will not stop during the last two minutes of the 4th quarter if, during that time, the game is under the Mercy Rule (See Mercy Rule on Page 15).

Inclement Weather (Rain, Lightning, etc.)

It is up to the League Coordinator and/or the officials, to make the official call to stop a game due to the safety hazards caused by inclement conditions. Before Halftime - Game will be postponed and continued on a later date. Game will resume from the point of interruption with all stats (score, fouls, timeouts, possession, etc.) remaining the same.

After Halftime - Games will end as an official game.

If game is tied after 2nd half has officially begun and cannot be completed due to inclement weather, game will be postponed until later date with all stats (score, fouls, timeouts, possession, etc.) remaining the same. Players not in attendance for original game prior to stoppage are not eligible for play during the continuation of the game.

Rule on Inclement Weather does not apply during playoffs. During playoffs, if game cannot continue, game will resume from the point of interruption on later date with all stats (score, fouls, timeouts, possession, etc.) remaining the same.

Rules of Play

Fouls

- Five fouls disqualifies a player for the remainder of the game.

- On the seventh team foul, the opposing team will be awarded a “one and one.” This means that any foul made that is not in the act of shooting will consist of the opposing team shooting one free throw. If the player makes the first free throw, he/she is awarded a second free throw. If the player misses the first free throw, it is considered a live ball.
- On the tenth team foul, the opposing team will be awarded a “double bonus.” This means that any foul made that is not in the act of shooting will consist of the opposing team shooting two free throws, make or miss.
- Personal Foul: A foul that involves physical contact between opposing players. Among the most common personal fouls are blocking, charging, elbowing, hacking, and holding.
- Technical Foul: Procedural violations and misconduct that officials believe are detrimental to the game; penalized by two free-throws and possession to the non-offending team. If two technical fouls have been assessed to a player, that player is disqualified for the remainder of the game and suffers a one game suspension. Coaches and bench players are also subject to the same type of disciplinary actions. In addition, if a coach is issued a technical foul, he/she must sit on the bench for the remainder of the game.
- Intentional Foul: A Personal Foul without attempting to make a play on the ball in an effort to stop the clock.
- Flagrant Foul: Unnecessary or excessive contact against an opponent. Offending player may be subject to ejection depending on severity. If the player is ejected, that player will suffer a one game suspension.

Violations

- Double Dribble - When a player stops dribbling holds the basketball, and then starts dribbling again OR when a player dribbles the ball with two hands at the same time.

- Backcourt - When a player crosses over the midcourt line into the frontcourt and then crosses back into the backcourt. Both body and ball must cross into the frontcourt for this rule to take effect.
- Traveling - Taking more than two steps without dribbling while you have the ball OR when you stop dribbling and then move or change your pivot foot.
- Carrying / Palming - A player dribbling the ball may not bring his/her palm under the ball at any time while dribbling
- Kickball - A defensive player may not kick the ball as a means of deflecting a pass. On any kicked ball violation during the game, the offense retains possession of the ball.
- Three-Second Violation - No offensive player can be in the free-throw lane for longer than 3 seconds at a time.
- Five-Second Violation - When passing the ball inbounds after gaining possession, players have five seconds to get the inbound.
- Five-Second "Closely Guarded" Violation - When a ball handler is being defended in the frontcourt and fails to perform an act (pass, shoot, dribble, advance the ball, etc.) within five seconds.
- Lane Violation - During a free throw situation, if you enter the lane too soon, it's called a lane violation and results in a turnover or the other team gets another free throw attempt. This rule is also in effect on an inbound play.
- Ten Second Violation - When the offensive team takes ten or more seconds to move the basketball across the midcourt line into the frontcourt.
- Delay of Game – A warning given if, to the official's discretion, a player is slowing the game during an inbound or change of possession.
- Jumpball – Occurs when players from opposing teams acquire possession of the ball simultaneously. Possession is ultimately determined by game officials.

General

- All substituting players must report to the scorer's table so that he or she may be announced at the next dead ball occasion. Players substituting must be recognized and called in by the

referee. Players entering the court without being recognized will be subject to a technical foul.

- Official score sheets will be pre-printed prior to the start of games. Coaches are responsible for filling out player numbers on the score sheet prior to the start of the game.
- All teams will play eight or ten season games.
- There will be no shot clock.
- Cursing or inappropriate behavior will not be tolerated by a coach, player, or parent.
- If a player is hurt or bleeding, timeout will be called by an official and the injured player must be treated before coming back into the game. If the player is not able to play, a legal substitute will be allowed to come in. If you are down to five players and one gets hurt, the game continues.
- There will be no three point line for the following age divisions: 5-6, 7-8, & 9-10.
- Neither coaches nor players shall approach the scorer's table while the game is live. If it is the end of the quarter or a timeout has been called, a coach may then approach the scorer's table.
- Players are not allowed to physically alter their uniform in any way. (Ex: printing names on the back)
- Full court press will not be allowed in the 5-6 and 7-8 age divisions. (See rules specific to 5-6 & 7-8 age divisions on page 15). Full court press in the 9-10 age division will only be allowed during the last two minutes of the game, and will include the whole overtime period.

1st & 2nd offense – Warning

3rd offense – technical foul assessed to the bench.

These offenses will apply per half and will travel into OT when in the 2nd half.

Playing Time

Coaches must play every player in every game. The rule on playing time for each player is as follows:

All players must play one **uninterrupted*** quarter (***Enter the start of a quarter and remain until the end of the same quarter**) and must re-enter the game sometime during the remaining three quarters. If a player should arrive late to a game, playing time rule will vary depending on the arrival time of that player:

Arrives before the 1st half – Player must satisfy the playing time rule.

Arrives after the 2nd half or during halftime – Player must enter the game at least once.

If there are any health related issues that do not allow a player to stay in for the whole full uninterrupted quarter, this needs to be approved by the League Coordinator/Park Manager. At the start of the game, both the coach of the opposing team and the scorekeeper must be made aware of this player and/or the situation. A star (*) will be placed next to the players name on the score sheet as an indication that everyone is in communication of that player. ****Documentation may be required for that player, depending on the health issue he/she has.***

If a player is injured during the game. He/she will still have to attempt to fulfill the “Playing Time Rule” if they are coming back in the game. If not, they must sit out for the remainder of the game and will be ruled out as an injury.

****If a player cannot return to play in two minutes following the injury, he/she will not be able to participate for the remainder of the game.***

Protests

A protest will only be considered involving misapplication of the playing time rule.

Record of **playing time** will be kept by a designated scorekeeper. If this rule is found to be broken by any team, the guilty team will be penalized with a **forfeit upon protest** from the opposing coach within 24 hours of the scheduled game time. The official score/score sheet taken by the designated scorekeeper will be the only use of proof to determine the outcome of the protest.

Each coach will be entitled to ONE protest per season. A written protest MUST be submitted to the League Coordinator by the *Head Coach* of the protesting team within 24 hours after the game in question.

Unofficial protests will be considered throughout the season to assure that the playing time rule is being used properly. It is up to the League Coordinators discretion on what action will be taken if a team is guilty of misapplication of the rule.

Mercy Rule

Once a team has reached a 20 point lead during any part of the game, the clock will continue to run (except for timeouts) and no full court press will be allowed by the team that leads. Once the lead has been reduced to 19 or less points, no restrictions will apply.

5-6 & 7-8 Age Division Rules

Backcourt pressure is not allowed at any time.

The defending team cannot engage in defense until the offensive player with the ball physically crosses the **“Defense Line”**:

The free throw line (5-6)

|

The dotted line (7-8)

Once the offensive player with the ball has physically crossed the **“Defense Line,”** pressure can be applied to the offense and the defense does not have to remain behind the **“Defense Line”** for the remainder of the play.

The offensive player with the ball may only make an attempt to shoot when he/she crosses the "***Defense Line***" whether by passing or dribbling the ball.

(7-8 Only) Under two minutes in the 4th quarter, a defense may engage when an offensive player has passed the half court line.

The consequence of breaking this rule will result in the following:

1st & 2nd offense – Warning

3rd offense – technical foul assessed to the bench.

These offenses will apply per half.

Standings / Tie-Breakers

Standings will be distributed only during the spring season.

If there is a tie within the standings at the conclusion of the regular season, the following tie-breaker methods will be followed in this order:

- Two teams:
 - Head to head record amongst tied teams.
 - Point differential amongst tied teams.
- Three or more teams
 - Best win percentage amongst tied teams.
 - Point differential amongst tied teams.

Playoffs (Spring Season Only)

Playoffs will be single elimination.

*Players MUST have been present, as stated on the official scoresheets, for at least 6 games throughout the regular season to qualify to play in the playoffs. If they are injured, they must still be present and a note must be made on the official scoresheet to count.

In a four or eight team division, there will not be any byes awarded.

In a six team division, byes will be awarded to the first and second seeded teams.

The playoffs for each age division will consist of the first seeded team playing the last seeded team. For example:

Four Team Divisions:

1st place vs. 4th place 2nd place vs. 3rd place

Winners of each game play each other to determine champion.

Six Team Divisions

First Round

1st & 2nd place have byes

3rd place vs. 6th place

4th place vs. 5th place

After the first round of games, the lowest seeded team who won the first round will play the 1st seeded team. The other team will play the 2nd seeded team.

Second Round

1st place vs. worst seeded team 2nd place vs. remaining team

Winners of each game play each other to determine champion.