

CONDUCT RULES MUST BE SIGNED BY A PARENT OR GUARDIAN BEFORE PLAYING IN A GAME. Coaches and parents are required to sign the “conduct rules”, coaches will be given a form to give to parents at practice to sign.

DALLAS BASKETBALL RULES 2023-24

TIME:

5-6 Four 5 minute quarters, 27.5” ball - if we can get 6-8 foot moveable goals-- 6ft. goals

7-8 Four 6 minute quarters, 8ft. goals, 28.5” ball

9-15 Four 8 Minute quarters, 10ft. goals, 29.5” ball (28.5” for 9-10 age group)

5-15 One Minute between quarters.

5-15 2nd & 4th quarters, clock will stop for all shooting fouls. In the final 2 minutes of these quarters the clock will stop for all violations. If the violation occurs outside of 2 minutes, the clock will be stopped at 2 minutes. Clock will not stop in the 1st & 3rd quarter **except** for a time out. In the event of overtime, the clock will stop for all violations during overtime periods.

5-15 There will be a running clock (stopping only for timeouts) if the point differential becomes more than 20 points. The lead must be cut to 12 points before the clock goes back to normal. The score will be turned off for any lead greater than 30 points.

***5-6 and 7-8 If the kid throws or shoots a ball up and it hits the stationary goal from the ceiling, that is deemed OB**

FOUL SHOTS:

Ages 5-6: Use the 12 ft. line.

Ages 7-8: May select the 12 or 15 ft. line.

Ages 9-15: Will use the 15 ft. line.

Ages 5-8: Ball **MUST** hit rim before crossing into the lane.

Ages 9-15: You may cross into the lane upon release.

Ages 5-15: Each quarter, when a team commits five or more fouls, the opposing team will be awarded two free throws. Team fouls will restart at the beginning of each quarter.

THREE POINT SHOTS:

All age groups will use the regular 3 point line.

TRAVELING, DOUBLE DRIBBLE, LANE VIOLATIONS, BACKCOURT

5-6 Referee will stop play and explain the violation and give the ball back to the same team. Last 2 minutes of the 4th quarter will result in a turnover (if the game is not already decided).

7-8 All violations called will result in a turnover. There will be a 5 second lane violation.

9-15 All violations called will result in a turnover. There will be a 3 second lane violation.

Offense

5-15: Has 10 seconds to get the ball past half court. If the 10 second rule is called it will be a turnover.

Defense

5-6: Players must stay inside the 3 point line. They can **half court press the last 2 min. of the 2nd and 4th quarter.**

7-8/9-10: Players can half court press during game. They can full court press the **last 2 min. of the 2nd & 4th quarter.**

11-15: Players may press the entire game unless team has lead greater than 20 points

PLAYERS & COACHES:

- Each player must play 1 **continuous** quarter (Start to finish) unless they foul out the first quarter they have played or are injured.
- Each player must sit out 1 **continuous** quarter unless 1 team has only 7 players. Then the coach can select one player not to sit out.
- In 5-6, if one team has to play with the 7 player rule the other team may play by the same rule. If a player comes before half time every player sits a full quarter for each team.
- If a Player gets hurt in his or her first quarter and cannot return to play, it will be counted as his or her quarter.
- 5 fouls per player. Once a player fouls out, they must sit the remainder of the game. If enough players foul out that a team has less than five players, they must play shorthanded.
- If a player has received 2 technical fouls for any reason, they will be out of the game.
- Playing divisions will be determined by age on or before January 1st of the year starting season.
- A player who arrives prior to the 4th quarter may play (coach's decision).
- No trades are allowed between teams.
- If a player is bleeding, he or she must be removed from the game and is not allowed to return until the bleeding is stopped.
- All age groups can free sub during the game, but each player must play at least one full, uninterrupted quarter.
- If it becomes necessary to disassemble a team for any reason, the team with the least number of players or a team without a coach will be deleted and all remaining players re-enter the draft.
- If a player is suspended from school, they will not be allowed to play basketball.
- League director reserves the right to suspend / expel any coach or player from the league anytime necessary.

- If a player does not play for half the regular season, he/she is not eligible for the post-season tournament.
- Coaches have 2 timeouts per half for a total of 4 in a regulation game. Timeouts will not carry over from the first half.
- Coaches & Players who received 2 Technical fouls in a game will be suspended for 2 games.
- There is a 5-minute grace period for each game. A team failing to provide the required number of players must forfeit.
- If a previous game finishes before the next scheduled start time, both teams have to agree to start early. Teams do not have to start until their scheduled start time.
- **NO JEWELRY!** This includes necklaces, rings, watches, bracelets, **earrings can be covered with tape and/or Band-Aids.**)
- Hair accessories, hard plastic, metal, beads, clips or anything deemed unsafe by the officials or staff.
- No more than **two (2) coaches will be allowed on the bench.** Only the head coach will be allowed to stand during the game to instruct his players and must remain within the coach's box. Three coaches will be allowed at practice as long as they have all gone through the background checks and filled out coaches packets.
- Only the head coach may approach an official for a ruling or interpretation.
- Technical fouls count as personal fouls. If any coach on the bench receives a technical foul, all coaches will be required to sit for the remainder of the games

OVERTIME - In case of a tie game, a jump ball will begin each overtime period unless otherwise noted. There will be one (1) three-minute period of overtime play. If the game is still tied, 1-minute overtime periods will be played until a winner is decided using a regulation clock. Only one overtime period will be played at the 5-6 age group except during tournament play. One (1) time-out per overtime is allowed. Free substitutions can be made during overtime play. The clock will stop for all violations during overtime periods.

All coaches shall inform players and their parents that spectators should refrain from grandstand coaching, badgering, or harassing any member of their respective team, the opposing team, or referees, and showing conduct unbecoming of a lady or gentleman.

1st Offense: The parent / Spectator / Coach / Player will be ejected from the recreational facility or event and not authorized to return for any reason until a TWO GAME SUSPENSION is served.

2nd Offense: The Parent / Spectator / Coach / Player will be suspended from the gym for the rest of the season.

Repeat offenders or the Parent / Spectator / Coach / Player who has more than 2 offenses in any case will be banned from participating in Town of Dallas Recreation programs or events.

The Town of Dallas Recreation Department Officials and Town reserve the right to exercise their discretion when examining each offense to determine fair consequences.