

Town of Parker Youth Basketball: Ages 10 to 14

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to **Colorado High School Basketball Rules** if not specified within this document.

Recreational Philosophy – Youth Sports:

To provide a fun, safe learning environment for participants to experience the social and physical benefits of playing sports.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Court Supervisor:

The court supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Officials:

Their duties include:

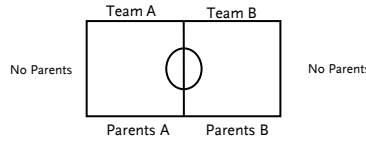
1. Pregame meeting with coaches.
2. Administering and enforcing changes of possessions.
3. Administering and enforcing free throws.
4. Calling fouls and violations.
5. Using hand signals while calling fouls and violations.
6. Educating players on the calls that were made.
7. Officiating a safe and fair game.
8. Contacting field supervisor when there are any discrepancies.
9. Administering all rules of the game.

Coaches:

1. A maximum of two (2) coaches are allowed on a team's bench at any given time.
 - a. Only one (1) coach is allowed to stand.
2. Coaches are required to coach from their team bench only.
3. Coaches may address an official for clarification of a call, but at no time may be disrespectful toward an official concerning their judgment.
4. Coaches may not yell in a disrespectful manner at their own players.
5. It is the coach's responsibility to control their team members and parents during games.
6. All coaches are required to remain on the side with their team and may not coach from *on* the court.
7. All coaches are required to remain on the side with their team and may not coach from *on* the court.

Spectators:

Spectators are asked to sit on the opposite side of the court from the coaches and team *behind the dashed lines*. ****At no point can the coach or parent be on the end line or around the court during the game.**



We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated. Officials are instructed to stop the game if this becomes a problem.

Players:

1. **Rosters:**

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division* to avoid a forfeit.
 - ii. Contact the Basketball Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 5 players/Maximum 10 players on roster

2. **Participation:**

- a. 5 v 5
- b. Substitutions: It is the coaches' responsibility to balance playing time among his/her team.

3. **Playing Time Requirements:**

- a. Each participant will play at least half of each game. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or sports supervisor.

Logistical Information

Player Uniform:

- 1. Each player must wear the assigned jersey provided by the Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
- 2. Equipment required for youth Basketball
 - a. Athletic shoes
 - b. Basketball
- 3. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
 - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.



- c. Fitness Trackers may be worn attached to shoelaces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. Basketball Sizes:
 - a. Ages 10 to 12: Intermediate – 28.5
 - b. Ages 12 to 14: Full – 29.5

Game Locations:

1. Sierra Middle School – ages 12 to 14 in the winter season.
2. Sagewood Middle School – ages 10 to 12 boys and girls in fall and winter seasons.
3. Parker Fieldhouse – ages 10 to 12 and 12 to 14 in the spring season.

Court Dimensions:

1. Full court games
2. 10-foot hoop heights

Playing Rules

Start of Play:

1. Officials will pull the coaches together for a pre-game meeting.
2. Players should be matched up on skill level and height.
3. Play will start with a jump ball according to High School Rules.
4. There should be 5 players on the court to start the game.

Duration of Games:

1. **Length of Game**
 - a. Games will be two (2) 20-minute running halves.
 - b. The clock will stop the last two minutes of the second half if there is a difference of 10 points or less, or anytime there after that the score becomes ten points or less, the clock remains a stop clock regardless if the score becomes eleven points or more.
2. **Half-time** is 3 minutes long.
3. **Time-outs**
 - a. Time Outs: two time outs per team, per half will be allowed. They will be one minute in length.
4. **Overtime Periods:** There will be no overtime periods. Games may end in a tie.

Score and Standings:

1. No standings are kept.
 - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
 - b. Score *is* displayed.
2. The scoreboard score will be shut off once a team is up by 20 points.

General Rules

Match-ups

1. Players should be matched up based on height and skill level.

Full Court Pressing

1. Full court pressing **is** allowed.
 - a. However, if one team reaches a lead of 10 points or more, that team must fall back behind the half court line before picking up his/her man.
 - b. The team losing is still allowed to press.

Free Throws

1. Free Throws are performed according to Colorado High School Basketball Rules.
2. On a free throw, players may enter the lane after the release of the shot.

Fouls

1. **Personal Fouls:** Each player will be allowed five (5) personal fouls during the game. A technical foul will be applied toward a personal foul.
2. **Technical fouls** will result in the opposing team being awarded two (2) free throws and the ball out of bound at mid-court.
3. First **Unsportsmanlike Technical foul** shall result in:
 - a. Player(s) will be removed from the game for a "cooling off" period of three (3) game minutes for the first offense.
 - i. He/she may re-enter the game by checking in at the scorer's table during a dead ball situation.
 - ii. Game minutes does not include half time.
 - b. A player given a second technical foul will automatically be ejected from the game.
 - c. If any team receives an accumulation of three (3) unsportsmanlike technical fouls, the game will be forfeited.
 - i. Any technical foul given as a result of an error in the score book will **not** apply to the three technical forfeit rule.
4. A player ejected from two (2) games due to unsportsmanlike conduct will not be allowed to play for the remainder of that season.
5. One and One shall be shot on the 7th, 8th and 9th team fouls any time during the first and second half.
 - a. On the 10th team foul and all fouls thereafter, two shots will be awarded.
6. Intentional fouling is grounds for removal from the game for up to five (5) minutes at the referee's discretion.

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one warning.
 - a. A second offense will result in then removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be



subject to further suspension.

2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Drone Policy:

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- **Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums**
- Don't fly model craft that weighs more than 55 lbs.
- Don't be careless or reckless with your model craft – you could be fined for endangering people or other aircraft