



CITY OF SEMINOLE RECREATION DEPARTMENT
YOUTH BASKETBALL LEAGUE
JUNIOR & SENIOR LEAGUE RULES

This is a **RECREATIONAL** league. Please consider the following rules and regulations in addition to our team & player eligibility guidelines to determine if this league meets your needs. A copy of this document is available online at www.quickscores.com/myseminole.

GOVERNING BODY: The Seminole Recreation Department is in charge of the league and has the final authority to make decision pertaining to all league rules and regulations.

RULES GOVERNING PLAY: League play will be governed by the most recent National Federation of State High School's Association rules with the following additions, exceptions and clarifications:

TEAM SELECTION:

- All players must be pre-registered and attend the mandatory pre-season skills evaluation.
- Players must be registered to be placed on a team.

SCHEDULE AND PLAYOFF PROCEDURES:

- Games will be played in the Seminole Recreation Center gymnasium. All warm-up time will take place on the outdoor courts.
- League will consist of 8-weeks of regular play, followed by extended weeks of playoffs.
- League Championship will be determined by season ending playoff games.
- All teams will make the playoffs; Seeded Single Elimination Style

GAME TIMES:

- Time Limit: League games consist of two 20-minute halves with a three (3) minute halftime period. Both halves will be a running time clock until the last 2 minutes of the **2nd half**. However, if a team is up by 20 points or more under 2 minutes in the 2nd half, the clock will keep running.
- Time Outs: There is a maximum of three (3) 60-second time-outs during a regulation game. Time outs will not carry over.
- Overtime: Overtime periods will consist of two (2) minutes (stopped clock) until a winner is decided. There will be a one-minute intermission before each overtime period. Each team is entitled to one additional 30-second time-out during each overtime period.

GAME PLAY:

- A regulation (29.5") basketball will be used for the Senior League and an intermediate (28.5") basketball will be used for the Junior League.
- Baskets will be 10 feet high.
- Foul shots will be taken from the regulation free throw line.
 - In the Junior League, a closer foul shot attempt is allowed to be taken at designated tape mark.
- A full court press is allowed only during the last two minutes of the game and during any overtime period.
- When the defensive team secures possession of the ball (rebound, steal, etc.) the opposing team must immediately retreat to set up for defense. There can be no defense whatsoever played in the backcourt (including intercepted passes). Infraction of this rule will result in a warning and then a technical foul will be assessed to the offending team. **This rule is not enforced during the last two minutes of the game or any overtime periods when a full court press is allowed.**
- **MERCY RULE:**
 - *Junior League:*
 - When a team leads by 15 points or more at any time in the game, the leading team must immediately retreat to set up defense inside the three-point line around their goal. There can be no defense whatsoever played beyond the 3-point line. Infraction of this rule will result in a warning and then a technical foul will be assessed to the offending team. Once the lead is reduced to 10 points or less, normal defensive game play will resume.
 - *Senior League:*
 - When a team leads by 20 points or more at any time in the game, the leading team must immediately retreat to set up defense inside the 3-point line around their goal. There can be no defense whatsoever played beyond the 3-point line. Infraction of this rule will result in a warning and then a technical foul will be assessed to the offending team. Once the lead is reduced to 10 points or less, normal defensive game play will resume.
- Teams must have a minimum of 4 players in order to play the game. In the event that a team does not have 4 or 5 players to start a game, the opposing team may donate players from their team. Donated players can only be between the two designated teams playing at that time. Any game played with donated players will count as a game of record.
- Only registered players may be allowed to play in a game of record.
- The game will begin with a jump ball.
- After the initial jump ball, all jump balls will be determined by the possession arrow.
- Personal and technical fouls will be recorded for all players. For the Junior League, players foul out of the game upon committing their 6th foul. For the Senior League players foul out after their 5th foul.
- Foul shots – two-point shot – two free throws, three-point shot – three free throws.
- Non-shooting fouls – no free throws until the seventh team foul is committed. On the seventh team foul a one-and-one situation will be assessed.
- Technical fouls – two free throws and possession of the ball.
- On a free throw attempt, players may enter the key upon shooter's release.

- Double dribble will be an enforced violation – traveling will be called at the discretion of the officials.
- There will be a three second time limit in the key area.
- Players entering the game must report to the scorer's table and wait until the official signals them into the game.
- All players must play a minimum of 50% per game unless sick or injured. If players are clearly not getting their allotted amount of playing time per game the coach will be warned. If it happens again in the game, the specific coach in question will lose their privilege of making their own voluntary substitutions and will then have mandatory team substitutions that take place every five minutes of each game for their own team for the remainder of the game.

SPORTSMANSHIP:

- All players should display good sportsmanship with fellow players, coaches, officials and Recreation staff.
- Players should be encouraged, not criticized, by their coaches.
- Game officials are in control of the game and may not be abused in any manner. Recreation staff fully supports the officials. Coaching youth basketball does not include intimidating the officials.
- Coaches should encourage parents to give positive feedback to their players and not argue with officials.
- Sportsmanship is deemed by staff.

TECHNICAL AND INTENTIONAL FOULS:

- Officials and Recreation staff may call technical fouls at any time before, during and after the game.
- **Any player fighting will be suspended for the remainder of the game and the following game. Additionally, depending on the severity of the incident, players may be suspended from league play for the remainder of the season at the discretion of the Recreation Director.**
- If a player is ejected from a game for any reason will be automatically suspended for at least their next game or longer. Repeated offenses will result in expulsion from the remainder of the league. If this occurs no refund will be granted.
- Ejected players must meet with Recreation Staff before returning to practice, games, etc.
- Unruly spectators will result in a warning to, technical foul, and finally removal from the gym.
- If a coach is a no-show or ejected from a game Recreation staff will resume duties for the remainder of the game, if a parent does not step in to coach. The coach will be subject to disciplinary action from the administration.
- Coaches who are a "No Show" must meet with Recreation Staff before returning to practice, games, etc.

RULE INTERPRETATIONS AND PROTEST

- All games will be final. There will be no appeal from decisions of the officials.

STANDINGS AND SCORES

- In the event of teams having identical records the following will be used to break ties:
 1. Win-Loss between head to head competition (*A forfeit automatically eliminates forfeiting team*).
 2. Point differential between head to head competitions (team with the greatest margin of victory).
 3. Each team's average point differential for all games played during the current season (Games won by forfeit are excluded; differentials are based on average of games played).

FACILITY GUIDELINES

- All Seminole Recreation Center facility rules will be obeyed.
- Players and spectators are allowed only in the gymnasium and restrooms.
- Smoking is not allowed in the facility.
- No use or playing of artificial noisemakers while game is in progress.
- Alcoholic beverages are not allowed on Recreation Department property.
- Recreation staff has the ability to remove any player, coach, or spectator from the Seminole Recreation Center if not abiding by all rules previously stated.

EQUIPMENT & UNIFORMS

- All players must wear the team jerseys supplied by the Recreation Department. Players must wear athletic shorts with no pockets.
- All players must have their own jersey no duplicate numbers/no exchanging shirts during the season.
- Game balls are provided as a part of the league fee. Teams may use another basketball other than the one provided if both team captains agree and the official approves the ball.
- No jewelry will be allowed to be worn by any player during the game.
- If a player/ team does not abide, a technical foul for each improper uniform will be given.