



Irving Parks and Recreation
IRVING YOUTH BASKETBALL LEAGUE BYLAWS

A. PLAYERS, DIVISIONS, AND ELIGIBILITY

1. The Irving Youth Basketball League is designed to serve as a recreational league emphasizing teamwork and player development.
2. League teams will be formed through a “draft” system by zip code. Players will be placed on team rosters in the order that they are received.
3. **8U** – Consists of players that are at least **7** years of age and no more than **8** years of age on the first day of games.
4. **10U** – Consists of players that are at least **9** years of age and no more than **10** years of age on the first day of games.
5. **12U** – Consists of players that are at least **11** years of age and no more than **12** years of age on the first day of games.
6. Late registrants will only be taken until all roster places are filled.
7. Falsification of information on a player’s registration form will disqualify the player.

B. PRE-GAME / PRACTICE

1. Parks & Recreation will provide each team with one sixty (60) minute practice per week.
2. Teams may only utilize Parks and Recreation facilities for practice during their allotted practice times.
3. First preference of practice times and locations will be given to volunteer coaches in the order in which they register. The remaining practice times and locations will be allotted at the coaches meeting prior to the first week of practice.

B. REQUIRED EQUIPMENT

1. All participants must wear the team jersey provided by the Parks and Recreation Department during games.
 - a. Jerseys may not be altered or embroidered in any way.
2. Athletic type shoes with non-marking soles are required.
3. Players must observe the following:
 - a. No hard or soft casts are allowed.
 - b. Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. These items may be worn but must be taped down.

D. GAME FORMAT

1. The game will consist of four eight-minute quarters with one minute between quarters, three minutes at half time.
2. Game time is forfeit time. *(If a team forfeits a game, the winning team will receive a score of 15-0)*
3. **Game Clock:**
 - a. The clock will run continuously until the last two minutes of each half. The clock will only stop on team or official time outs.
 - b. During the last two minutes of each half the clock will stop on all whistles.
 - c. If there is a fifteen (15) point difference in the score during the last two minutes of each half the clock will only stop for team and official time outs.

4. **Time Outs:**
 - a. Teams will receive four one-minute time outs per game. Time outs do not carry over into the over-time period.
5. **Over-time:**
 - a. Teams will receive a one minute intermission prior to the over-time period
 - b. One four-minute over-time period will be played
 - c. Teams will only be allowed one thirty-second time out during the overtime period
 - d. The clock will run continuously for the first three minutes of the period. The clock will only stop for team and official time outs
 - e. During the last minute of the over-time period the clock will stop on all whistles
 - f. If there is a tie at the end of the over-time period, additional one minute periods will be played until a winner is determined. *The clock will stop on all whistles*
6. **Full Court Defense (Press):**
 - a. **8U & 10U** – Full court defense (Pressing) is not allowed
 - b. **12U** – Full court defense (Pressing) is allowed unless a 15-point lead is obtained.
**The trailing team may continue to press*
7. **Lane Violations:**
 - a. A lane violation will be assessed after 5 seconds
8. **Bonus:**
 - a. On the seventh team foul of the half the opponent will go into the bonus and shoot 1-and-1 free throws.
 - b. On the tenth team foul of the half the opponent will go into the double bonus and shoot two free throws.

E. Participation

1. Teams must abide by the following minimum playing time rules:
 - a. During the first quarter of every game there will be no substitutions allowed.
 - b. During the second quarter any remaining players must start the second quarter and play the entire quarter
 - c. During the second quarter, if a team has less than 10 players on their roster then the coach may substitute only for those players who already played the entire first quarter
 - d. During the second half, a coach may freely substitute players
 - e. Every player must play in the second half

H. COACHES

1. All coaches will be required to pass a background check.
2. Teams will only be allowed to have two coaches on their roster, a head coach and an assistant coach.
3. During games only the two coaches and the players will be allowed to sit on the bench.
4. Coaches will only be allowed to stand in the area directly in front of their team's bench. Only one coach will be allowed to stand at a time.
5. Coaches are responsible for their team and parent's conduct on and off of the court.
6. In the event of misconduct by a coach, player or spectator the official will give one warning to the head coach. If the misconduct continues the official will give the head coach a technical foul. If a third incident occurs, the official will call the game in favor of the opposing team.

I. SPORTSMANSHIP & CONDUCT DURING A GAME

1. **Technical foul:**
 - a. Two technical fouls on a coach or player will result in that person being ejected from the game and the facility. This will also result in a one game suspension.
 - b. Coaches or players who accumulate five technical fouls throughout the season will be removed from the league and will not be refunded.

J. EQUIPMENT AND COURTS

| Leagues | Court | Ball Size | Goal | Free Throw |
|---------|-------|---------------------|------|------------|
| 8U | Full | Intermediate – 28.5 | 10' | 13'6" |
| 10U | Full | Intermediate – 28.5 | 10' | 13'6" |
| 12U | Full | Official – 29.5 | 10' | 15'0" |

K. TIE BREAKING PROCEDURES

1. Ties will be broken for playoff seeding in the following order:
 - a. Head-to-Head competition
 - b. Defensive points allowed in the head to head games
 - c. Defensive points allowed for all league games
 - d. Point differential
 - e. Coin Flip

** No additional games will be played to break ties*

L. LEAGUE GAMES/PLAYOFFS

A seven (7) game season will be played to determine the seed of each team entering into a single elimination tournament to determine each Division City Champion.

M. GOVERNING BODIES

1. NFHS and TAAF rules will apply when not noted within the Irving Youth Basketball League By-Laws.
2. **ANY AND ALL DISPUTES IN LEAGUE PLAY WILL BE RESOLVED BY IRVING PARKS AND RECREATION.**