

DYB League Rules

General Info for each Division

Listed below are the specific rules that pertain to play in the League. We ask all coaches and parents to remember two key points:

First, this league is designed primarily for the purpose of helping all of the players improve their skills through participation in both practices and under game conditions. Coaches should design their game so as to afford all players on the team the opportunity to adequately participate.

Second, it would be impossible to operate this league without the use of the gyms from the Denton Independent School District. All of us must treat these facilities with the utmost respect at all times. We expect each of you to be responsible for the cleanliness of the gyms you use.

I. GENERAL INFORMATION:

- The number of registered players will determine the number of teams per league & number of players per team.
- A player must play in his/her age group. However, a player may "play up" in the next higher age group with board approval.
- Coaches children are allowed as protected players for their team.
- All players must wear basketball or tennis shoes on the courts.
- Forfeit time for games is 5 minutes after the scheduled start time.
- A team may play with only 4 players. A forfeit will be called if a team does not have at least 4 players present and ready to play by 5 minutes after the scheduled start time.
- 50% play rule will still be enforced throughout the season. Blatant violations of this rule will result in the following penalties:
 - 1st Violation – Coach will be warned
 - 2nd Violation – Coach will only be allowed to substitute at the end of each quarter
 - 3rd Violation – Coach will be suspended from the next game

II. GAME PROCEDURES:

A. Home Team:

- One team will be designated in the schedule as the **Home Team**.
- Home team wears **white or light colored** jerseys.
- Home team sits on scorekeeper's **Left**.
- Home team provides game ball.
- Home team warms up for pre-game & shoots in the first half at the basket to the scorekeeper's **right**.

B. Visiting Team

- One team will be designated in the schedule as the **Visiting Team**.
- Visiting team wears **dark colored** jerseys.
- Visiting team sits on scorekeeper's **Right**.
- Visiting team warms up for pre-game & shoots in the first half at the basket to the scorekeeper's **left**.

III. PRE-GAME PROCEDURES

- Player names & numbers must be in the scorebook by the time 2:00 remains on the warm-up clock.
- Always have your team in the gym early & ready to play on time. Remember that Forfeit Time is 5 minutes after scheduled game time.

III. POST-GAME PROCEDURES

- Scorekeeper will record the score of the game on the Game Stat sheet provided at the official's table. League standings will be maintained from this source. Standings will be posted as soon as possible on the league website.
- Have your team vacate the bench area quickly so as to allow the next team to come in.
- Remember to carefully check that the bench area is free of any trash.
- Decisions of game officials are final – **There will be no protests!**

IV. POST-SEASON TOURNAMENT PROCEDURES

- During the post-season tournament in each age division league, the clock will stop during all free throws.
- Parents will continue to manage the scorebook and run the clock during the tournament.
- 50% play rule will still enforced during the tournament. Blatant violations of this rule during the post-season tournament will result in the immediate suspension of the Head Coach from their next game.

6u Division

Rules & Procedures

General Information-

- Regulation Play: 6 minute quarters with a running clock (except for last 2 minutes of 2nd & 4th quarter).
- Half time: 3 minutes
- Between Quarter: 1 minute
- Overtime: 3 minute (only one overtime, with a running clock except for last 2 minutes of OT)
- Defense: Man to Man (Each player will guard their like colored arm band on the opposing team)
- Basketball Size: Junior or Youth Size (27.5")
- Goal: 8'-0" height
- Free Throw Lane: Lane shall be 12 feet wide
- Free throw line: 10 feet from backboard.
- Time-outs: Two 30 second time-outs for each half.
- Game Score: Game scores will not be kept. This is to help promote sportsmanship & focus on skill development
- Each player must play a minimum of 50% of each game.
A commissioner or board member must be notified if extenuating circumstances appear.

Rules of Play-

* UIL rules will apply to 6u play with these following exceptions:

1. Man-to-man defense will be played at all times. Zone defenses are not allowed.
2. Defensive players should stay within arms reach of the player that they are guarding.
At no time can two defenders be guarding one offensive player at the same time.
3. Double-teaming is illegal. However, help defense is encouraged in the following instances:
 - a. In The Lane Area – If a defender is in the lane, and the player being guarded is within arm's reach, the defender is allowed to provide help by double-teaming. The intent of this exception is not to encourage a defender to remain near the lane at all times ("soft zone") and double-team the ball each time it enters the lane. The intent is to teach a player "already in the lane" to play help defense.
 - b. During Fast Breaks – When an offensive player has beaten their defender, another defensive player may help. Upon stopping the fast break, defenders should return to guarding their assigned player.
4. At the beginning of each quarter, both coaches should line up players across from each other.
 - a. Red and Yellow wristbands should be used for the two most skilled players on the court at that time. Both teams should pair the highest skilled players against one another.
 - b. All other players should be matched to a player on the opposing team by wristband color.
 - c. Players must stay with their wristband color match when playing defense.
Wristband colors are used to help the players find the man they are to guard during the game. Although "help" defense is allowed, players will be reminded to stick with the like color wristband they have been matched with. This matching is to assist the children who are less experienced in the intricacies of basketball, as well as provide a level of safety in order to keep too many players from going after the man with the ball. The referees have the authority to oversee the color matching and can call back players from double teaming if they find it to be a safety hazard.
5. Full-court pressing is not allowed at any time.
6. If a team is ahead by 15 points, they are requested to cease fast breaks and use the clock.
The leading team should slow the ball down and pass the ball 3-5 times before looking to shoot.
7. Referees will explain all violations. When possible, referees will verbally advise players of potential violations before the violation occurs.
8. Substitutions must only take place at the end of each quarter unless an injury occurs. This is to lessen confusion for the players trying to find the new player to guard as well as to not slow down play due to the exchanging of wristbands.

A league commissioner or a board member will interpret all questions, regarding rules. Their decision is final.