

Jefferson Parish
Department of Parks and Recreation

Basketball

Rules & Regulations



2015 - 2016



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2015 - 2016 JPRD Basketball Rule Book



These are the official rules and regulations for the 2015-2016 basketball season adopted by the Jefferson Parish Department of Parks and Recreation (JPRD), 6921 Saints Drive, Metairie, LA 70003 and 7437 Lapalco Boulevard, Marrero, LA 70072. The authorized basketball program conducted at our playgrounds will comply with these rules and regulations. They are intended to enhance a competitive balance between playgrounds, minimize risks to participants, and promote enjoyable participation and sportsmanship. Any basketball activity to include practice, clinics and games that are conducted outside the scope of these rules and regulations will not be considered as part of the authorized JPRD sports program which entitles players, coaches, and sponsors to certain rights and privileges.

JRPD has adopted the rules of various national sports coordinating bodies to govern rules not covered by JRPD. The JPRD rules and regulations will supercede these rules when applicable

The Center Supervisor is the nearest JPRD official and certainly the most informed on matters dealing with the playground athletic leagues. We strongly suggest that parents, coaches, and players contact their playground Center Supervisor in attaining help. Naturally, the administrative staff at our Recreation Headquarters stands ready to help if needed. The first step is your Center Supervisor!

2015 - 2016 RULES COMMITTEE:

C.J. Gibson, Director

Leo Webb, Assistant Director

Brad Roth, East Bank Administrator

Jay Ureta, West Bank Administrator

Seth Simpson, East Bank Area Coordinator

Gerry Constant, West Bank Area Coordinator

Tiffany Curtis, East Bank Special Program Supr.

Sue Amor, West Bank Special Program Supr.

Bobby Ledoux, East Bank Special Program Supr.

Earl Incardona, West Bank Special Program Supr.

Section
2

Dates to Remember

- Monday, November 2.....Last date for basketball registration to start
- Monday, November 9..... Practice may start for all age groups (5 to 17 year-olds)
- Tuesday, December 1..... Recommended date for first games of regular season play
for all age groups (5 to 17 year-olds)
- Saturday, December 5 Last date for games to begin (all ages)
- Tuesday, December 15..... Last date for participation on a LHSAA team
- Friday, December 11..... Intramural league schedules and rules due to **Zone Manager**
- Wednesday, December 23 Intramural league rosters due to **Zone Manager**
- Wednesday, December 23WAIVER DEADLINE
- Saturday, January 2..... Last date to conduct a clinic without special permission
- Saturday, **January 16**..... First day for playground Boys & Girls Bidy All Star practices
- Saturday, January 16..... First day of All Star practice for 12-year-old intramural boys & girls;
13-14 year old boys; and 15-17 year old intramural boys

Section
3

Rule Changes

- 7:07 Any player or coach ejected from an intramural, or inter-playground league will have to sit out the team's next played game.
- 7:07:01 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere

on the premises while his/her team is playing its next scheduled game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team's next scheduled game.

7:07:02 This rule will be in effect for non-franchised tournament play (Minors, Youth National, and 13-15 Intramural), as well as JPRD franchised tournaments that involve only JPRD teams, Eastbank or Westbank.

7:07:03 Any coach ejected in his/her last played game of the season can be subjected to disciplinary action by the Area Coordinator of Athletics.

9:03:02 No 5-year-old may be placed in a league with any players with a league age of 8 or older.

No 6-year-old may be placed in a league with any players with a league age of 9 or older

Section

4

Mandatory Insurance Program

All participants in Jefferson Parish Department of Parks and Recreation programs must enroll in the Participant Insurance program. Coaches are eligible for the same plan and may voluntarily enroll. The Participant Insurance program consists of the following:

Accident Insurance Plan

Maximum of \$15,000 coverage for all injuries arising out of participation by registrants in the activity sponsored and directly supervised by JPRD. The plan is a secondary insurance and will pay deductibles and other expenses after the primary insurance has exhausted their benefits. If there is no plan, it will pay the same as a primary.

Liability Plan

Offers \$1,000,000 coverage protecting the enrolled individuals, coaches and team arising out of bodily injury, property damage and litigation costs to defend such claims. There is a \$500 deductible per claim. The period covering this plan is **April 1, 2015 through April 1, 2016**. It is strongly recommended that all coaches enroll in this insurance policy.

Coverage includes suits arising out of:

- Injury/death of participant
- Incidental medical practice
- Non-owned auto coverage (association liability only)
- Host liquor liability (non-profit)
- Ownership use or maintenance of fields
- Consumption use of food and drink

Libel, defamation, false arrest, wrongful eviction or invasion of privacy
Injury/death of adult volunteers
All activities necessary or incidental to conduct of practices and games
Spectator injury
Cost of investigation and defense of claims, even if groundless
Property damage liability

Section

5

Eligibility

The competitive balance of our programs is maintained by strict adherence to the following eligibility criteria. Coaches and supervisory personnel must make every effort to assure that players and their parents are aware and are in compliance with these criteria. Failure to do so may result in innocent teammates being exposed to games lost due to forfeiture.

5:01 **RESIDENCY**

- 5:01:01 All participants must reside in Jefferson Parish or boundaries deemed legal by JPRD.
- 5:01:02 Participants legal residence must be recorded on the official JPRD registration form and the valid JPRD I.D. card.
- 5:01:03 Some playground districts share geographical area, and in accordance with this, the initial or original selection by the participant of a playground for participation in the youth athletic programs will become their designated or proper playground.
- 5:01:04 **WAIVERS** - Participants are allowed to participate outside of their playground district or change participation eligibility at playgrounds within a neutral zone with an approved JPRD waiver form. A player who moves to another district during regular season will be allowed to finish the season, to include playoffs, at his/her original playground.

5:02 **DUAL PARTICIPATION**

- 5:02:01 Participants may not simultaneously play JPRD and LHSAA Senior High school varsity or junior varsity sports programs. Church leagues and CYO players will be allowed to play if they meet all other requirements.
- 5:02:02 Any player who plays or suits out, and whose name appears on score sheets in any official games after DECEMBER 15 in LHSAA Senior High School varsity or junior varsity, will be ineligible to play in the JPRD 2015-2016 Basketball Program.
- 5:02:03 Dual participation is allowed in intramural or local league play (See Section 9 for detailed information)

5:02:04 Participants may not simultaneously participate at two playgrounds (i.e., play 10-year basketball at both Girard and Little Farms). Participants who violate this rule will be declared ineligible for post-season All Star play.

5:03 **ENFORCEMENT OF ELIGIBILITY RULES FOR RESIDENCY AND DUAL PARTICIPATION**

- 5:03:01 Verified violators, identified by protest as outlined in these regulations, or any other means of identification, will result in immediate expulsion from the basketball program.
- 5:03:02 Additionally, violators are subject to suspension for one calendar year plus one sport of the youth athletic program administered by JPRD.
- 5:03:03 Any challenges of the eligibility credentials of a participant will be fully investigated by JPRD prior to assessment of penalties. Participants will be required to produce certified affidavits with backup documentation to support their eligibility status.
-

5:04 **AGE PARTICIPATION**

- 5:04:01 Participants must play in their correct age classification as specified within these rules and regulations. A player may dual participate in two intramural leagues one of which must be in his/her correct age classification and a player is only eligible for all stars in his/her correct age classification.
- 5:04:02 The age determining date is September 1, 2015.
- 5:04:03 Participants correct age and birth date must be recorded on the JPRD registration form and the valid JPRD I.D. card.
-

5:05 **ENFORCEMENT OF ELIGIBILITY RULES FOR AGE PARTICIPATION**

- 5:05:01 Verification of a violator(s) (identified by protest or other means) of the age classification requirements of JPRD leagues or tournaments will result in immediate expulsion from the basketball program. The protested game will be a forfeit for the offending team (tournament or league play) and other games may be forfeited or further sanctions imposed pending a JPRD review of infractions.
- 5:05:02 Violators of the age classification requirement are subject to suspension for the remainder of the year plus one sport of the youth athletic program administered by JPRD.
-

5:06 **REGISTRATION FORM and INSURANCE FEE** - It is mandatory that all players, upon registering, submit an official signed registration form and pay the insurance fee.

- 5:06:01 Players cannot choose the class in which they will play. **Players must play in their proper age grouping.**
- 5:06:02 It is the responsibility of the Supervisor to see that these procedures regarding registration are followed.
- 5:06:03 No player is to participate in practice and/or games until the registration form and insurance fee has been received by the Center Supervisor. The Center Supervisor must submit these forms and fees to the respective Main Office, prior to the deadline established for rosters.

5:07 **I.D. CARDS** - All players competing in Parish championship play and inter-playground leagues must have a valid JPRD I.D. card. **GREEN and BLUE** will be the acceptable I.D. color for the **2015-2016** season.

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Organizational Rules

- 6:01 Registration for all basketball programs may commence while football, volleyball and cheerleading programs are in progress.
- 6:02 Practice will begin on the date listed in “Section 2: Dates to Remember”.
- 6:03 All supervisors should take extra precautions to balance the talent between all teams in their leagues.
- 6:04 In order to allow the coaches the opportunity to play all players during league games, team rosters should consist of ten (10) players. *[NOTE: A maximum of twelve (12) players per team will be allowed with special permission from the Area Coordinator of Athletics.]*
- 6:05 Local league games are to be scheduled as follows:
- 6:05:01 It is recommended that all leagues start no later than December 1 and no sooner than the date published in “Section 2: Dates to Remember”.
- 6:05:02 It is strongly suggested that Saturdays and the Christmas holidays be used for league play.
- 6:06 All intramural league schedules must include the full name of the team (i.e., Celtics vs. Knicks is acceptable, however, Team #1 vs. Team #2 or Team A vs. Team B is not acceptable).
- 6:07 During all JPRD basketball games and warm-ups prior to game, dunking is prohibited.
- Penalty:
- ◆ Technical foul – called per occurrence
 - ◆ Goal is not allowed
 - ◆ Player is ejected from the game and must sit out the next played game. Dunking during pre game will remove player from game to be played. Dunking during a game will result in removal from the current game plus the next played game.
- 6:08 All All-Star teams must be selected according to the guidelines established in the JPRD Policy Book.
- 6:09 **Team Travel Policy:**
- 6:09:01 Any intramural team that leaves the playground to play in a tournament, jamboree or exhibition must have the approval of their Center Supervisor and the Area Coordinator of Athletics.
- 6:09:02 Any playground All-Star team which travels outside Jefferson Parish must have the approval of its Center Supervisor and the Area Coordinator of Athletics.
- 6:09:03 No intramural team or playground All-Star team may travel outside of the metropolitan area, to consist of Jefferson, New Orleans, St. Charles, Plaquemines, St. Bernard and St. Tammany.
- 6:10 **NOISEMAKERS of any type are banned from gyms during all basketball games.**
- 6:11 WOODEN GOALS may be all white or have rectangular boxes. If you have a box, it must meet the following specifications:
- ◆ Boxes must be of 2-inch (2”) lines.
 - ◆ Boxes must be 18” x 24”
- 6:12 An “X” 12 inches long and 2 inches wide shall be placed on the floor out of bounds directly in front of the scorer to help substitutes locate the scorer.

- 6:13 **CLINICS** - No playground coach, supervisor, league director, All-Star coach, etc. may conduct any type of clinic, instruction session, etc. after January 2 without the approval by the Area Coordinator. Any clinic that is held after this time would be considered All-Star tryouts/practice.

PENALTIES:

6:13:01 Removal of coach(es), players, etc.

6:13:02 Team may be removed.

The Area Coordinator must approve clinics held after January 2. These clinics must conform to the following criteria:

6:13:03 All league members must be given a chance to attend.

6:13:04 No select group may be called out.

6:13:05 No team practice or concepts will be allowed.

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Responsibility of Coach

- 7:01 Managers and coaches must agree to allow the Parks and Recreation Department to conduct a background check. This check may include sex offender registries maintained by the Louisiana State Police and child abuse and criminal history records. The appointment of a volunteer is conditional upon receiving no inappropriate information on the background check.
- 7:02 Supervisors and coaches are responsible for knowing all the rules in these regulations and abiding by them where they apply.
- 7:03 All coaches are expected to set an example, especially in their behavior and sportsmanship, to their team. NO PROFANITY will be used at any time.
- 7:04 Ridicule or “razz” by coaches or members of his team about officials, the opposing team, or otherwise, will not be tolerated.
- 7:05 No coach can take his team from the basketball game during a game.
VIOLATION: Coach will be subject to dismissal by JPRD.
- 7:06 No coach in the Parks and Recreation programs will be allowed to officiate in any game that is in the same class or division as his team.
- 7:07 Any player or coach ejected from an intramural, or inter-playground league will have to sit out the team’s next played game.

7:07:01 Any coach ejected from a game/event **must leave the premises before play can be resumed** and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next scheduled game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team's next scheduled game.

7:07:02 This rule will be in effect for non-franchised tournament play (Minors, Youth National, and 13-15 Intramural), as well as JPRD franchised tournaments that involve only JPRD teams, Eastbank or Westbank.

7:07:03 Any coach ejected in his/her last played game of the season can be subjected to disciplinary action by the Area Coordinator of Athletics.

Section

8

Special Safety Rules & Procedures

- 8:01 Parks and Recreation employees, league commissioners and volunteer coaches are to be aware and monitor situations during practices and games when there is an injury that results in blood being present. They must be cognizant anytime there are blood and body fluids present, it must be treated with respect, regarding its ability to transmit infectious disease. Under circumstances in which differentiation between body fluid types is difficult or impossible, all body fluids are considered potentially infectious.
- 8:02 Before being allowed to compete, all athletes must cover wounds on their body. Practice or competitive play must be stopped and any injured player must be immediately attended to.
- 8:03 In case of injury or sickness involving blood or bodily fluids, the following procedures must be followed:
- 8:03:01 If at all possible, injured person must render first aid to themselves and cover their own wound.
 - 8:03:02 When rendering first aid, protective gloves must be worn when it is anticipated blood or bodily fluids are involved. Clean gloves must be worn for each individual treated. Do not wear the same gloves for multiple injured parties.
 - 8:03:03 An individual, who has treated an injury where blood is present or has cleaned a potentially contaminated surface, should wash their hands with soap and hot water, whether or not protective gloves have been worn.
- 8:04 Good hygiene must be practiced. Towels, uniforms, cups and water bottles must not be shared.

Emergencies

- 8:05 In case of injury, coaches must be prepared to seek immediate medical attention. The location of the telephone, particularly at their playground, must be located in advance.
- 8:06 **Reserved.**
- 8:07 All injuries, regardless of severity and site of injury, must be reported to the Center Supervisor. This information must be accurate and reported in a timely manner.
- 8:08 Coaches must have phone numbers of their players available to contact parents in emergency situations. Copies of the registration forms are provided at the start of the season for this

purpose. Registration forms have home phone numbers as well as an alternate emergency number. Parent must be immediately advised of all injuries.

- 8:09 Each Parks and Recreation playground has first aid supplies located in a designated area. Coaches must know where these supplies are located at their playground.

General:

- 8:10 WET FLOOR – Parents and players occasionally spill or drop soft drinks, ice or liquids on the playing floor during games and practices. Serious injury could result if the spills are not immediately mopped, dried and removed from the floor.
- 8:11 SWEATING OF GYM FLOOR - When the humidity is high and a warm front follows cool weather, there are occasions when a basketball gym floor will sweat from a buildup of condensation.
- 8:11:01 The standard operating procedure for reducing or preventing gym floors from accumulating condensation is:
- ◆ Do not open windows or doors.
 - ◆ Do not turn on gym fans.
 - ◆ Turn on some or all of the gym heaters as this will dry out the condensation.
- 8:11:02 The supervisor on duty must exercise good judgement and extreme caution before beginning a game or resuming a suspended contest because of unsafe floor conditions.
- 8:12 NO DUNKING OR STUFFING – Dunking a basketball during practice, a game or free play is strictly prohibited as serious injury can result (See rule 6:07). Dunking or stuffing is the driving, forcing, pushing or attempting to force a ball through the basket with the hand(s).
- 8:13 UNDERCUTTING a player who is attempting to shoot a basket under the goal is prohibited. This is dangerous and can result in serious injury.
- 8:14 Players are not allowed to chew gum during basketball games.
- 8:15 Goal Heights and Ball types to be used are as follows:

<i>League</i>	<i>Level</i>	<i>Goal Height</i>	<i>Ball Size & Type</i>
10 & under Boys & Girls	Intramurals	8½'	28" Black & Gold
10 & under Boys & Girls	Travel Bidy All-Stars	8½'	28" Black & Gold
12 & under Boys & Girls	Intramurals & All Stars	8½'	28" Black & Gold
12 & under Boys & Girls (Westbank)	Travel Bidy Leagues	10'	28" Bidy Leather
12 & under Boys(Eastbank)	Travel Bidy Leagues	9½'	28" Bidy Leather
12 & under Girls(Eastbank)	Travel Bidy Leagues	9'	28" Bidy Leather
13-17 Boys	Intramurals & All Stars	10'	Men's Leather
13-17 Girls	Intramurals & All Stars	10'	Ladies' Leather



Age Classifications

9:01 Supervisors are to use their own judgement in placing over-age players in lower age classifications because of their playing ability. All players so changed will be ineligible for competition in the Parish-wide tournaments in any division.

9:02 DUAL PARTICIPATION

9:02:01 Dual participation is allowed in intramural or local league play (i.e., a child may participate in both 9-10 and 11-12 year-old leagues)

9:02:02 He/she must play All-Stars in their correct age group provided their playground has an All-Star team in that age group. If not, he/she will be allowed to move up only one age classification.

9:02:03 Participants will be allowed to move up only one age classification in intramural leagues only, however, only the older age participant can move up (i.e., in the 9-10 league, only the 10-year-old can move up to the 11-12 league). This rule applies only to programs that have a full compliment of leagues (i.e., Youth Programs: 6-8, 9-10, 11-12; Teen Programs: 13-14, 15-17) [For example, if a program does not have enough participants, they will be allowed to combine age groups – i.e., Youth Program: 9-12 years; Teens: 13-17 years.]

9:02:04 **Reserved**

9:02:05 Participants who dual participate in the same sport will be required to pay only one (1) insurance fee per person.

9:02:06 Participants may not simultaneously participate at two playgrounds (i.e., play 10-year basketball at both Girard and Little Farms). Participants who violate this rule will be declared ineligible for post-season All Star play.

Youth Programs for Boys and Girls

9:03 NOVICE LEAGUE (Ages 5&6, 7&8)

9:03:01 Although recommended ages for this league are 5&6 and 7&8, Center Supervisors may break down the ages further if participation is sufficient. It is recommended that they do so in order to keep the younger, more inexperienced players together. [I.e., Novice League A would be composed of 5-year-olds and inexperienced 6 year-olds. Novice League B would be composed of experienced 6 year-olds and 7 year-olds.]

9:03:02 No 5-year-old may be placed in a league with any players with a league age of 8 or older.

No 6-year-old may be placed in a league with any players with a league age of 9 or older

9:03:03 There are no formal rules . . . Center Supervisors are to setup rules for this league.

The following rules are mandatory:

A. Each player must play at least one (1) full quarter in each game he is present.

B. The league must play a minimum of twelve (12) games.

9:04 **10 YEAR-OLD BIDDY (Ages 9 and 10)**

9:04:01 All centers may conduct this league using Bidy Rules with the JPRD exceptions.

9:04:02 This will be an intramural league.

9:04:03 At the conclusion of the playing season, leagues fulfilling all Parks and Recreation tournament requirements may enter one All-Star team in the championship tournaments conducted by Jefferson Parish Parks and Recreation. An East Bank/ West Bank Champion will be determined through post-season All-Star play.

9:04:04 At the conclusion of Championship play, an All-Star team will be selected from the tournaments conducted on the respective sides of the river to represent Jefferson Parish Parks & Recreation in tournaments conducted by Bidy Basketball.

[NOTE: Players on a 9-10 Bidy All-Star (playground level) team may not have played on an 11-12 Bidy team. For the purpose of this rule, any player that played in a sanctioned Bidy game (not to include pre-season tournament - - regular and post season only) is considered a member of the Bidy team.

Also, any player whose name appears on the official Bidy roster, even though he/she may not have participated in a game, shall be declared ineligible for the 9-10 Youth All Star team.

9:05 **11 and 12 YEAR-OLD BIDDY (See Special Section 12)**



9:06 **YOUTH LEAGUE (Ages 11 and 12)**

9:06:01 All centers may conduct this league using Bidy Rules with the Parks and Recreation exceptions:

9:06:02 This will be an intramural league.

9:06:03 8 ½ ' goals

9:06:04 Free throw line will be 12' 10" from backboard.

9:06:05 Five (5) fouls disqualifies a player.

9:06:06 Standard high school lane.

9:06:07 Three (3) seconds in the lane

9:06:08 Position of the offensive player and defensive players along the lane for free throws will be the same as in the **NFHS Rule Book**

9:06:09 At the conclusion of regular season play, Parks and Recreation will conduct a championship tournament to determine an East Bank/ West Bank champion in this division.

9:06:10 All centers may enter one (1) All-Star team in this age division provided they have fulfilled all Jefferson Parish Parks and Recreation requirements.

[NOTE: Players on a Youth All-Star (playground level) team may not have played on an 11-12 Bidy team. For the purpose of this rule, any player that played in a sanctioned Bidy game (not to include pre-season tournament) regular and post season only, is considered a member of the Bidy team.

Also, any player whose name appears on the official Bidy roster, even though he/she may not have participated in a game, shall be declared ineligible for the 11-12 Youth All Star team.

9:07 **TEENAGE LEAGUES**

BOYS PROGRAMS (Ages 13-14 and 15-17)



- 9:07:01 All centers may conduct these two leagues for teens.
- 9:07:02 The basic rulebook will be the National Federation of State High Schools with the Jefferson Parish Parks and Recreation exceptions.
- 9:07:03 Parks and Recreation will conduct championship tournaments to determine East Bank/ West Bank champions in these age groups.
- 9:07:04 Each playground may enter one (1) All-Star team in the 13-14 and 15-17 age groups provided they have fulfilled all tournament requirements.

GIRLS PROGRAMS (Ages 13-15 and 16-17)

- 9:07:05 There will be leagues for the respective age groupings conducted on both sides of the river.
- 9:07:06 At the conclusion of these leagues, an East Bank/ West Bank championship will be conducted on both sides of the river.
- 9:07:07 Playgrounds may enter more than one team in these divisions.
- 9:07:08 The basic playing rules will be:
- A. The National Federation of State High Schools
 - B. Jefferson Parish Parks and Recreation rules outlined in Section 9
 - C. and the following:
 - ◆ I.D. cards must be presented at each site before playing each game.
 - ◆ Quarters will be six (6) minute stop time.
 - ◆ The official ball will be the girl's high school leather ball.
- 9:07:09 Six (6) players must be present at the start of the game in the Teenage Division. Six must fulfill the mandatory quarter, except for disqualification or injury (See Section 11)

Section **10**

Basic Intramural Rules

All Jefferson Parish Parks and Recreation games must be played according to the Official National Federation of High School Athletic Association Rules, with the exception of the following rules:

10:01 COURT

- 10:01:01 Games are to be conducted either on a full court or side court.
- 10:01:02 It is required to play 5&6, and recommended to play 7&8 year-olds (boys and girls), and 9-10 Nationals on the side court.

10:02 GOALS

- 10:02:01 12 & under leagues will play on 8½' goals.
- 10:02:02 Playgrounds that have goals that go down to 8' are recommended to play at that height in the 5&6, and 7&8 (boys and girls) programs.
- 10:02:03 Teen leagues will play on 10' goals.

10:03 HEIGHT LIMIT – There will be no height limit in any league.

10:04 **CLOCK / TIME**



- 10:04:01 Quarters will consist of six (6) minutes.
- 10:04:02 The clock stops for foul shots, timeouts and substitutions; however, in the last two (2) minutes of play in the 4th and any overtime period, the clock will stop on every whistle.
- 10:04:03 Overtime period will consist of two (2) minutes.
- 10:04:04 The amount and length of timeouts allowed in a game will be determined by the Center Supervisor.

10:05 Four (4) players must be available to start a game.

10:06 Every player must play at least one (1) full quarter in every game he/she attends. Supervisors are encouraged to set up rules that allow players to play more than one quarter.

10:07 **FOULS**

- 10:07:01 Any combination of five (5) fouls (personal and technical) disqualifies a player.
- 10:07:02 Seven (7) team fouls constitute a bonus situation. *[NOTE: Technical fouls will count as team fouls.]*
- 10:08 All leagues will play three (3) second lane violation.
- 10:09 All leagues will use the standard high school lane.
- 10:10 The **NO PRESS RULE** will be in effect for the 9-10 Bidy Intramural play except for the 3rd and 4th period and the entire overtime period. *[NOTE: Local league option - Supervisors may wish to lessen or increase the amount of time a team may press.]*

NO PRESS RULE:

- 10:10:01 A team has ten (10) seconds to bring the ball across the center line.
- 10:10:02 Once a player has control of the basketball, no one can attempt to take it away or fake to take it away (hoping to make the player miss or walk for a turnover).
 - A. First time the team is warned.
 - B. After that, a technical foul is called.
- 10:10:03 The defending team may not reach over or run over the center line to guard or intercept if the player is in their own part of the court (front).
- 10:10:04 At no time may a defensive player cross the middle court line and commit a personal foul – all such fouls are technical fouls.
- 10:11 In the last minute, if the team in control calls a timeout in the back court:
 - 10:11:01 The ball will be put in play at the center line and the team may throw the ball into the back court to put it into play.
 - 10:11:02 The team has five (5) seconds to cross the line and may not call time-out again until they have advanced the ball across the middle line.
 - 10:11:03 The team may then call a timeout, however, the ball must be put in play in the front court.
 - 10:11:04 Teams may fast break at any time.

10:12 **Ejections** --- See Rule 7:07 on pages 10 and 11

Section
11

Tournament Requirements

- 11:01 These elimination tournaments will be conducted to determine East Bank/ West Bank champions in all age groupings (10-17 year-old boys and girls).
 - 11:01:01 The 5, 6, 7 and 8 year-olds will have no tournament or inter-playground play.
 - 11:01:02 Playgrounds are strongly urged to conduct leagues in prescribed age groupings. Some playgrounds, due to participation problems, may have to group in three- (3) age spans (i.e., 5&6; 7,8&9; 10,11,&12). If a playground must use these groupings, they may pick All-Stars, but only according to the two age groupings. Player must still fulfill all other league requirements in order to be eligible.
- 11:02 **No league made of different playgrounds may enter a league All-Star team. Only individual playground All-Stars will be allowed, and in such cases, only if they had a minimum of two (2) teams in an organized league.**
 - 11:02:01 A playground conducting their own league (with no outside teams) must have three (3) or more teams to participate in All-Star competition.
- 11:03 No All-Star practice may start before the date listed in “Dates to Remember”. Teams starting earlier may be subject to forfeiture of games and practice days and/or dismissal of coaching staff.
- 11:04 All leagues must be scheduled up to one playing date before All-Star practice begins. This is to include championship game, playoffs and tournaments. All leagues must play continuously through December and January.
- 11:05 Violation of the above tournament requirement rules are not protestable. Enforcement will be handled by Parks and Recreation Administration on a case by case basis.
- 11:06a For a playground or individual to be eligible for tournament play, they must have fulfilled the minimum league requirements for the amount of league games played as prescribed for the individual league.

Group	TEAM	INDIVIDUAL
	<i>Minimum Amount of Games Played</i>	<i>Minimum Amount of Games Played</i>
Intramural – 10-year-old – boys and girls	12 scheduled games	6 scheduled games
Biddy – 12-year-old – boys and girls	12 scheduled games	6 scheduled games
Intramural League – 12-yr-old boys & girls	12 scheduled games	6 scheduled games
Intramural League:		
13-14, 15-17 year-old boys	12 scheduled games	6 scheduled games

- 11:06b Scoresheets or scorebooks will be required with All-Star rosters at credentials meetings. The following information will be required on the scoresheets/scorebooks:
 - ◆ Playground name
 - ◆ Date of game
 - ◆ Player’s last name...highlighted
 - ◆ Name of team

- 11:07 If a player selected for an All Star team is injured/ill during the intramural/regular season he/she may still qualify for post season. For JPRD Playground All Star participation, if he/she receives a letter from a physician stating that the injury/illness prevented the child from playing in three of the six required league games/matches to qualify for post season All Star competition, he/she will be allowed to compete.

Players (with a physician's statement) that are unable to meet the three game requirement due to injury/illness may apply to the JPRD Director of Recreation for All Star eligibility.

In franchised leagues, the franchise's rule for participation will be followed in addition to the JPRD rule.

Section

12

Tournament Playing Rules

All Jefferson Parish Parks and Recreation games will be played according to the Official National Federation of High School Athletic Association Rules, with the exception of the following rules that will be in effect for all JPRD tournaments and inter-playground leagues.

- 12:01 Teams may consist of twelve (12) players of whom ten (10) must play one (1) unbroken quarter (not parts of quarters). This includes the teenage leagues.

12:01:01 Teams with more than ten (10) players must designate their alternate before the start of the 2nd quarter. Failure to do so will result in a technical foul.

- 12:02 In cases where a team has fewer players than the opposing team . . .

12:02:01 The coach of the team with the *greater* amount of players will be able to select "X" amount of players from the team with the *fewer* players to sit out a full quarter.

It is the responsibility of the coach with the *greater* amount of players to designate to the scorer, the uniform number of the designated player(s) on the opposing team that he/she has selected to sit out a full quarter.

The player(s) must be designated prior to the start of the game. Failure to do so will result in the rule being waived for this game.

12:02:02 The formula for determining how many players must sit out is as follows:

Take the amount of players on the team with the greatest amount of players, and then subtract the amount of players on the team with the least amount of players. The result is the number of players on the team with the fewer number of players who must sit out.

[Example: Team A has 10 players; Team B has 8 players. The coach of Team A can select two players from Team B to sit out a full quarter each.]

The team that has the greater amount of players must play all players, up to ten (10), their full quarter. The coach of the team with the least amount of players decides what quarter his/her player(s) must sit out.

- 12:03 **PLAYERS ARRIVING LATE:**

12:03:01 If any players arrive late during the first quarter, the players must play their mandatory full quarter.

- 12:03:02 Any player(s), arriving after the first quarter has been played, will not have to play their mandatory full quarter. If the coach elects to play this player a full unbroken quarter, any player(s) previously designated to sit out a quarter will no longer be required to do so.
- 12:04 If a player is injured during his mandatory playing time:
- 12:04:01 The coach of the injured player can substitute for the player from his own bench, provided the injured player returns to the game later and fulfills his mandatory unbroken quarter.
- 12:04:02 If the coach has chosen to play the substitute of his choice at the time of the injury and at the start of the 4th quarter, the injured player is still not able to return, the alternate (first choice) or, if no alternate is available, a substitute selected by the opposing coach must enter the game to fulfill the mandatory quarter of the injured player.
- 12:04:03 He may be replaced by an alternate. If the team has no alternate, the opposing coach should pick a player from the bench to fulfill the injured player's mandatory playing time obligation.
- 12:04:04 If the injured player in question has recovered and is able to return to the game, he can do so, provided upon his return he fulfills his mandatory unbroken quarter. If the injured player's term of mandatory playing time has been fulfilled by an alternate or a player selected by the opposing coach, he may return to the game and not be required to fulfill any specific playing time requirements.
- 12:04:05 If a player becomes injured and a coach is called onto the floor to check the player, this player may remain in the game if he/she is physically able to do so. **No timeout will be charged for this.** If the player is removed, refer to rules 12:04:01 through 12:04:04.
- 12:05 If a player fouls out before he fulfills his mandatory unbroken quarter, he will be considered to have played his mandatory playing time.
- 12:06 If a player leaves the gym before completing his/her required unbroken quarter and no alternate is available, the opposing Coach may select a player from the bench to fulfill the mandatory quarter of the missing player.

RULES FOR COACHES AND PLAYERS:

12:07 COACHES:

- 12:07:01 Team must have a non-player coach.
- 12:07:02 Parks and Recreation will allow three coaches for award purposes.

12:08 PLAYERS:

- 12:08:01 Eight (8) players must be available to play in all 12 & under leagues.
- 12:08:02 Six (6) players must be present at the start of the game in the Teenage Division. Six (6) must fulfill the mandatory quarter, except for disqualification or injury. (See Section 11)
- 12:08:03 There will be a 15-minute grace period for the first game only.
- 12:08:04 **DOUBLE FORFEIT** – In a situation where we experience a double forfeit (i.e., not enough players present or failure to comply with participation rule – not getting a player in), we will use the following procedure:
- A. If a winner bracket game, we will flip a coin. The winner of the toss will advance in the winner's bracket with a loss. This may necessitate a winner drawing a bye during the tournament. The loser of the coin toss will assume his normal spot in the loser's bracket.

- B. If a loser bracket game, both teams forfeit and are eliminated from tournament play.

12:09 **COURT:** All tournament games will be played on the main court. The goals (hang-on or crank-down) that are normally used at the site will be used.

12:10 **BALL:**



12:10:01 An Official Biddy approved ball will be used for all 10 through 12 year-old leagues.

12:10:02 Leather balls issued by Parks and Recreation will be the official balls in the teenage league.

12:11 **UNIFORMS:**

12:11:01 Uniform jerseys must be of matching or similar color.

12:11:02 Uniform pants must be of matching or similar color and must be basketball pants or gym shorts. If a player wears sweatpants, for either personal or medical reasons, the sweatpants must be of similar color to the uniform shorts.

12:11:03 PENALTY: Technical foul before the start of game for each player out of uniform.

12:11:04 Players arriving late who are not in uniform will be assessed a technical foul upon entering the game.

12:11:05 Compression shorts and T-shirts may be worn.

A. Compression shorts may be worn if the length is above the knee and they are of a single color similar to the predominant color of the pants

B. Team shirts, and undershirts if worn, shall be of the same solid color front and back. Undershirts shall be similar in color to the shirt and shall not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.

12:11:06 UNIFORM COLOR CONFLICT – In inter-playground and tournament play, if there is a uniform color conflict and a mutual agreement cannot be reached, the following criteria will be used:

A. The playground out of their official color will have to change.

B. If both teams are in their official colors, the home site will change.

C. If two teams are playing at a neutral site and both teams are in playground colors, a coin toss will be used to determine who changes.

12:12 **CLOCK / TIME**

12:12:01 Periods will consist of six (6) minutes (the same as intramural).

12:12:02 Overtime periods will consist of three (3) minutes in all age groups.

12:12:03 TIMEOUTS - Each team will be allowed:

- Three (3) full-length timeouts per game
- And two (2) thirty-second timeouts per game

Each team will be allowed an additional full-length timeout for each overtime period.



12:13 **FOULS:**

12:13:01 **Ejections** --- See Rule 7:07 on pages 10 and 11

A. Any player or coach directly receiving two (2) technical fouls will be ejected and must sit out the next game played.

B. A second ejection from a game may result in the coach or player being dropped from further league or tournament play.

C. If there are any mitigating circumstances, an appeal can be made to the Area Coordinator of Athletics.

- 12:13:02 Any combination of technical fouls called on any person on the team bench, will be credited to the head coach.
- 12:13:03 A head coach will be directly penalized when a player participates after being disqualified.
Penalty: Direct technical charged to head coach
- 12:13:04 After accumulating three (3) bench technicals, the head coach is ejected.
- 12:13:05 Any player or coach ejected for unsportsmanlike conduct or removed for fighting must sit out the next game played.
- 12:16 **SPORTSMANSHIP RULES -**
- 12:16:01 The game will be terminated at the discretion of the trailing team at any point after the 3rd quarter, if one team is leading by 30 or more points. (I.e., 10-run rule in baseball).
- 12:16:02 It is strongly recommended that no team press with a 30-point lead.
- 12:16:03 A team with a 30 or more point lead may not press after a made basket.
- 12:16:04 Bench Decorum – **Only one coach** will be allowed to stand within the team box or team bench area while the ball is in play.
- 12:17 **PROTESTS** – Only protests on eligibility and validity of I.D. will be allowed, and then only when submitted in writing by a Center Supervisor or Assistant Center Supervisor to the Area Coordinator of Athletics within the following time frames:
- 12:16:01 Twenty-four (24) hours after the game has been played.
- 12:16:02 In the case of holidays or weekends – on the next regular Main Office working day.
- 12:16:03 In tournament play – before the next played game.
- This rule is valid in inter-playground leagues only.
- 12:18 The referee should check and approve the score at the end of each half. The jurisdiction of the officials is terminated and the final score is approved when all officials leave the confines of the playing area.

Section
13



Biddy Basketball Program (Boys & Girls – Ages 11-12)

- 13:01 Each center shall enter a team in the Parish-wide basketball program. JPRD will be divided into two (2) leagues – the East Bank League and the West Bank League. The Biddy program enjoys a position in our basketball program that has given them special recognition. *This does not give this program the right to supercede or take over practice or game times of other programs.*

13:02 Any playground that does not field a boys or girls 12-year-old Biddy team will not be eligible for the 12-year-old Youth All-Star competition, however, this rule can be waived with special approval of the Area Coordinator of Athletics.

- 13:03 All 11 and 12 year-olds in the playground's program must be under consideration for its Biddy team.
- 13:03:01 The playground Biddy team must be comprised of the strongest and most experienced players, just as it is in the American League of other programs.

- 13:03:02 Any player who participated in the 11-12 Bidy program the year before must play Bidy and is not eligible for the Youth League All-Stars.
- 13:03:03 If there are any mitigating circumstances, an appeal can be made to the Area Coordinator of Athletics for an exception.
- 13:03:04 Center Supervisors are responsible for determining what participants will be under consideration for the Bidy team at his/her playground.
- 13:04 I.D. cards must be presented to the scorekeeper before each game.
- 13:05 RULES :
 - 13:05:01 Three (3) seconds in the lane.
 - 13:05:02 Standard high school lane will be used.
 - 13:05:03 Players alignment along the lane for free throws will be the same as in the Bidy Rule Book. (See page 14 in the Bidy Rule Book)
 - 13:05:04 Three (3) minute overtime periods.
 - 13:05:05 10' goals will be used in the Bidy Leagues, for 11 & 12-year-old boys and girls (Westbank)
 - 9 ½ ' goals will be used in the Bidy Leagues for 11 & 12-year-old boys and 9' for girls (Eastbank)
- 13:06 The Bidy League will follow the mandatory playing time rule for players contained in these rules and regulations found in 12:01 through 12:06.



Jefferson Parish Government

John F. Young, Jr. PARISH PRESIDENT

Christopher L. Roberts Councilman-At-Large, Division A

Elton M. Lagasse Councilman-At-Large, Division B

Ricky J. Templet.....District 1

Paul D. Johnston.....District 2

Mark D. Spears, Jr.....District 3

E. ‘Ben’ Zahn, IIIDistrict 4

Cynthia Lee-Sheng.....District 5

AMERICANS WITH DISABILITIES

The Americans with Disabilities Act (ADA) provides protection for disabled individuals with respect to employment, public accommodations, public services and telecommunication. JPRD advised the public, its employees and job applicants that it does not discriminate on the basis of disability status in admission or access to, treatment or employment in, its programs, services or facilities. All programs and facilities are open to all citizens regardless of race, sex, color, religion, national origin or disability. If you are a person with a disability and would like more information and/or special accommodations for our programs or facilities, please give us a call at 731-4600.

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