

PLAY **LAWTON**

YOUTH BASKETBALL **RULE BOOK**

Rev. 12/2023
2024 EDITION

PURPOSE

This program is designed to give children an opportunity to play sports under good adult supervision. The primary goal of youth sports programs is to build good character and values through sport, winning is secondary.

ADMINISTRATIVE ORGANIZATION

Every team in the program should designate a Manager who serves as an organizer and contact person for that team. Their primary responsibility is to obtain competent coaches.

All persons accepting responsibility in this program must strive to teach good sportsmanship, good health habits, and good citizenship. They should exercise the type of behavior that will set a good example for players and follow the rules and regulations. Embarrassment of any player or team must be avoided. Abuse of players will not be tolerated. All coaches should strive to practice and play all players on their team. The participants should be exposed to all game conditions, regardless of wins or losses.

Play Lawton does not issue cash refunds. We do not consider refunds unless a program or event is canceled and is not rescheduled.

COACHES

We want to take the opportunity to thank all of you fine coaches for the many hours you work with our youth. Without you, the sports programs could not possibly function so successfully.

We appreciate that you are helping to build good character traits in the children you coach. Thank you for being patient and considerate with the players, while at the same time maintaining control of your team.

We hope at the end of the season, you may evaluate your work by answering, "Yes" to the following question: "Did I build good character in the players on my team?"

Thank you,
Play Lawton

COACHING GUIDELINES

I agree as coach or assistant coach to comply at all times with the provisions listed below:

1. **To read the “2024 Youth Basketball Rule Book” and comply with all rules and regulations contained within.**
2. To never make abusive or insulting remarks to or about officials of the game, officials of the programs, or opposing coaches and players.
3. To hold regularly scheduled practices and that my assistants or I will be there on time
4. Not to use profanity around players or consume alcoholic beverages before or during any meeting with the players.
5. At all times I will set a good example of sportsmanship for my players, keeping in mind that the primary goal of this program is to build character. I will make the maximum effort to keep my spectators, parents and fans from harassing the game officials. I will congratulate the opponents and have my players do the same.
6. I will play all players who practice regularly and with maximum effort, as the situation permits.
7. I will never take my team off the court until the game is finished.
8. Reasons for Ejection:
 - Using profanity, insulting or vulgar language or gestures;
 - Attempting to influence a decision by an official;
 - Disrespectfully addressing an official;
 - Indicating objections to an Official's decision;
 - Using a mechanical device to attract attention;
 - Holding an unauthorized conference;
 - Failure of a team to be ready to play;
 - Failure of the head coach, following verification, to have his/her player(s) wear legal and/or required equipment;
 - Be on the playing field except as a substitute or replaced player;
 - Be outside the designated area (i.e., team/coaches box, bench or dugout);

I understand that the penalty for violation of any of the above is automatic suspension from coaching until reinstated.

GAME DISMISSAL/EJECTION

When a coach, manager, player or parent is dismissed or ejected from a game, said individual may be subject to additional discipline based on a number of factors to be reviewed by the league director. An individual who is dismissed from a game may be penalized, by sitting out the next game, suspended for the remainder of the season or may not be reinstated to participate in Play Lawton youth sports programs.

If a player or coach is playing (coaching) in two different age divisions and is suspended in one age division; the player or coach cannot play (coach) games in the second age division due to being on suspension. While on suspension, the suspended party may not participate in scheduled Play Lawton activities per the suspension letter, until the suspension has been served and the suspended party is reinstated.

Play Lawton will not discuss suspensions with anyone other than the suspended party. Play Lawton will notify the party of suspension status via email and may or may not contact the suspended party via phone.

MISCONDUCT

Play lawton reserves the right to suspend any player, coach, manager and/or fan for misconduct of any kind.

Examples of misconduct include, but are not limited to:

- Fighting
- Profanity
- Obscene gesture
- Disrespectfully addressing an official
- Objecting to an official's decision
- Improper contact with an official
- Illegal player

NOTE: If a player or coach is playing (coaching) in two different age divisions and is suspended in one age division; the player or coach cannot play (coach) games in the second age division due to being on suspension. While on suspension, the suspended party may not participate in scheduled Play Lawton activities per the suspension letter, until the suspension has been served and the suspended party is reinstated.

Misconduct reports will be filed with the League Director. Game Officials, Play Lawton Staff, Tournament Officials, or Site Officials may eject a player, coach, manager or fan from the game or game site, as he or she deems necessary. All other player ejection penalties will be imposed at the discretion of the League Director. The League Director and/or General Manager are responsible for deciding the level of penalty imposed in cases of misconduct.

ASSAULT ON AN OFFICIAL

Oklahoma Statutes

Title 21. Crimes and Punishments

§21-650.1. Athletic contests - Assault and battery upon referee, umpire, etc.

Universal Citation: 21 OK Stat § 21-650.1 (2016)

Every person who, without justifiable or excusable cause and with intent to do bodily harm, commits any assault, battery, assault and battery upon the person of a referee, umpire, timekeeper, coach, official, or any person having authority in connection with any amateur or professional athletic contest is guilty of a misdemeanor and is punishable by imprisonment in the county jail not exceeding one (1) year or by a fine not exceeding One Thousand Dollars (\$1,000.00), or by both such fine and imprisonment.

USE OF LAW ENFORCEMENT

Play Lawton will utilize Law Enforcement as a last resort measure when enforcing game dismissals/ejection or site dismissal/ejections. We expect that when a player, coach, manager and/or fan are asked to leave the site, they do so on their own accord. If a party who is asked to leave refuses to do so under their own power, law enforcement may be called to remove said individual(s).

PLAYER ELIGIBILITY

6U DIVISION

Players who are 4 - 6 years of age on 01/01/24 are eligible. Players who turn 7 prior to 01/01/24 are not eligible for this division, with exception. **Grade Level Exception (GLE)** - Players who are in K or 1st Grade and turned 7 between 08/01/23 - 12/31/23 are eligible for this division.

8U DIVISION

Players who are 6 - 8 years of age on 01/01/24 are eligible. Players who turn 9 prior to 01/01/24 are not eligible for this division, with exception. **Grade Level Exception (GLE)** - Players who are in 2nd or 3rd Grade and turned 9 between 08/01/23 - 12/31/23 are eligible for this division.

10U DIVISION

Players who are 8 - 10 years of age on 01/01/24 are eligible. Players who turn 11 prior to 01/01/24 are not eligible for this division, with exception. **Grade Level Exception (GLE)** - Players who are in 4th or 5th Grade and turned 11 between 08/01/23 - 12/31/23 are eligible for this division.

12U DIVISION

Players who are 10 - 12 years of age on 01/01/24 are eligible. Players who turn 13 prior to 01/01/24 are not eligible for this division, with exception. **Grade Level Exception (GLE)** - Players who are in 6th or 7th Grade and turned 13 between 08/01/23 - 12/31/23 are eligible for this division.

14U DIVISION

Players who are 12 - 14 years of age on 01/01/24 are eligible. Players who turn 15 prior to 01/01/24 are not eligible for this division, with exception. **Grade Level Exception (GLE)** - Players who are in 8th or 9th Grade and turned 15 between 08/01/23 - 12/31/23 are eligible for this division.

Exceptions may be made at the discretion of the League Director. Proof must be provided in order for a player to qualify for the Grade Level Exception (GLE). **Maximum of two (2) GLE allowed per team.**

RECREATION LEAGUE PLAYER ELIGIBILITY

A player must meet the age requirement for their age division. A player cannot be over the division age before the age cutoff date. Parents should consider a player's skill level of play when registering.

Recreational Leagues are for players who are learning the game and developing their skills. Recreational leagues will play seven (7) regular season games and a postseason championship tournament for top teams.

COMPETITIVE LEAGUE PLAYER ELIGIBILITY

A player must meet the age requirement for their age division. A player cannot be over the division age before the age cutoff date. Parents should consider a player's skill level of play when registering.

Competitive Leagues are for players who are more skilled or have more experience. Competitive leagues will play seven (7) regular season games and a postseason championship tournament for top teams.

PLAYER ELIGIBILITY VERIFICATION

Birth Certificates or Report Cards may be required to verify player eligibility if questions or concerns arise. Birth certificates made from affidavits are not acceptable unless approved by the League Director. Report cards must be from the current school year. Documents may be required on protest of eligibility. Parents should be prepared to present verification documents if requested. The player is not eligible to play until they can be verified by supporting documentation.

Protesting an Illegal Player

Only the **Head Coach** or **Team Manager** may protest the eligibility of any player on an opposing team at any time. The protest must be filed, in writing (email), with the League Director within **seven (7) days** after the supposed illegal player participated in a game. If the protest is deemed valid, it will be reviewed by the League Director. Players suspected of being ineligible will be unable to participate until their eligibility has been verified.

USING AN ILLEGAL PLAYER

Any coach found using illegal players on their team is subject to suspension from coaching the remainder of the season. If the infraction accrues and/or is discovered at the end of the regular season or playoffs; the suspension may carry to the next coached sport. In addition to being suspended, the coach may also be placed on probation by the Play Lawton Management until the end of the athletic season at which time a decision will be made as to whether the coach may continue to coach in Play Lawton youth sports programs. It is the coach's responsibility to ensure all players are registered appropriately and to communicate any potential issues with Play Lawton staff.

PLAYER MOVE UP

Players at the top of their division (10yr old in 10U or 12yr old in 12U) may play up a division. The parents or legal guardian must contact the League Director for approval prior to participating in any league games. The League Director may move players up a division to maintain competitive balance.

ROSTERS

All players must be registered, paid, have a waiver signed, and be on the DaySmart Roster prior to game start. Exceptions may be made at the discretion of the League Director. Players who do not meet the requirements will not play. **ALL ROSTERS WILL BE LOCKED AFTER THE SECOND WEEK OF PLAY.**

Playoff Rosters - players must play in a minimum of two (2) regular season games AND meet all previous roster requirements to be eligible to play in playoffs. Exceptions may be made at the discretion of the League Director.

FREE AGENT REQUEST

Free agents will be placed on to rosters when team registration is finished. If a free agent has a specific team request they can submit it to the League Director via email or by registration note in DaySmart.

MAXIMUM TEAM SIZE

Fifteen (15) players per team, although recommended team size is no more than twelve (12) players. Exceptions will be made at the discretion of the League Director

COACHES

- Coaches are expected to adhere to the coaching guidelines and code of conduct outlined above.
- Coaches and Team Managers are responsible for the conduct of their players and parents.

PARENTS/SPECTATORS

The following punishments will be handed down if a parent/spectator/fan is thrown out of the game for misconduct (defined under 'Misconduct'):

- **FIRST STRIKE:** If a parent/spectator/fan is removed from a game for misconduct, the TEAM will receive a warning which lasts the entire season, including playoffs.
- **SECOND STRIKE:** If a parent/spectator/fan is removed from a game for misconduct, after the team has already received their first strike, the TEAM will immediately forfeit the game they are playing, resulting in a score of 24-0 for the team not forfeiting.
- **THIRD STRIKE:** If a parent/spectator/fan is removed from a game for misconduct, after the team has already received their first and second strikes, the TEAM will forfeit their remaining games for the season, and will not be eligible for playoffs, regardless of record.

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ALL Misconduct will be reviewed by the League Director

BOTTOM LINE:

As a parent/spectator/fan who is passionate about the sport, your child, and/or your team. It is your right to feel emotion, for example, happiness of your team scoring a point or frustration with a call that didn't go your way. However, it is also your RESPONSIBILITY, to conduct yourself in a way that is appropriate and aligns with the purpose as stated above. Misconduct of any kind will not be tolerated.

OFFICIALS

The referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game. The game officials shall assume authority for the contest.

The game officials' authority extends through the referee's declaration of the end of the game including overtime. The game officials retain clerical authority over the game through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the game officials had jurisdiction. Play Lawton may intercede in the event of unusual incidents that occur before, during or after the game officials' jurisdiction has ended or in the event that a game is terminated prior to the conclusion of regulation play. The game officials shall have the authority to make decisions for infractions of the rules. **The use of any replay or television monitoring equipment by the game officials in making any decision relating to the game is prohibited.**

INCLIMATE WEATHER

Visit www.facebook.com/playlawton to get game updates. Information on weather cancellations will be posted by 4:00 PM if Play Lawton staff has determined that games should be canceled. The League Director, Field Marshals, or game officials may terminate any game due to inclement weather. Games canceled due to weather, electrical issues or any other reason are not guaranteed to be made up. Every effort will be made to reschedule a canceled game.

YOUTH BASKETBALL REC/COMPETITIVE LEAGUE RULES

ALL DIVISIONS ARE GOVERNED BY CURRENT NFHS RULES

GENERAL

COACHES ON THE SIDELINE

A maximum of three (3) coaches are allowed on the sideline. Only one (1) coach standing at a given time if possible.

TIE GAMES/OVERTIME

There will be no overtime period for regular season games, if the score is tied at the end of regulation, the game will be recorded as a tie. This rule does not apply to playoff or championship games, for playoff overtime rules, see below per division.

TIE BREAKER ANALYSIS

If there is a tie in the standings at the end of regular season play, the following tie breaker configurations will be used to break the tie or ties:

- Winning Percentage
- Head-To-Head Record
- Head-To-Head Point Differential
- Total Point Differential
- Lowest Number of Forfeits
- Coin Toss

6U DIVISION

COURT & EQUIPMENT

1. Teams will play on a modified court size (the width of the basketball court instead of the length).
2. Net height will be 7'
3. Game ball will be **SIZE 5 BALL 27.5"** to be provided by the Home Team.
4. Teams will shoot free throws **5' from the end of the rim.**

GAME TIMING AND OVERVIEW

1. Teams will play two (2) twelve (12) minute halves which will consist of an eleven (11) minute running clock and the final minute will be a stop clock. The clock will only stop on a coach's timeout, official's timeout, technical foul, or injury timeout.
2. Two (2) minutes is allowed for halftime.
3. Each team is allowed two (2) 45 second timeouts per half, unused timeouts cannot be carried over to the second half.
4. **ONLY FOR PLAYOFFS:** Overtime will be **two (2) minutes** running clock at the end of regulation play. Each team will be allowed one (1) timeout for overtime. If the game is tied at the end of overtime, the game will be recorded as a tie with the exception of playoffs.

RULE MODIFICATIONS

1. There are no three (3) point shots.
2. Players CAN foul out of a game, 6 fouls and that player is out.
3. Double dribbling will be called at the sole discretion of the officials. Players who are carrying the ball with no attempt to dribble will be called for double dribble. The officials will be more lenient on this at the start of the season (coaches should still be teaching their players proper dribbling skills as the season progresses).
4. Lane violations (defensive 3 seconds) will NOT be called (coaches should still be teaching their players to understand this call).
5. **MAXIMUM OF TWO (2) DEFENDERS IN THE PAINT AT ANY POINT IN TIME.** Explanation: This rule helps eliminate the 'chase the ball' mentality which is common at this age, and prevents 'rugby under the basket'. The goal of this rule is to teach players correct defensive positioning.
6. Teams may not press, steal or swat. **Additionally, trapping and double teaming are not allowed.** Players can only have their hands in the air.
7. Fast breaks are allowed if the offensive player has a 'Clear Path' during a transition. Clear Path is defined as: no defender is ahead of the offensive player with the transition scoring opportunity.

COACHES

1. Each team is allowed one (1) coach on the court during the game to help direct players. Additional coaches may not come on the court while the ball is in play or during an inbound attempt. A coach will be warned for the first offense. The second offense will be a technical foul. The third offense will be a second technical foul and ejection from the game.
2. Teams will be charged a timeout for delayed substitutions during the running clock portion of each half. If all timeouts have been used, a technical foul will be charged to the head coach.

8U RECREATION DIVISION

COURT & EQUIPMENT

1. Teams will play **Full Court**.
2. Net height will be **10'**
3. Game ball will be **SIZE 5 BALL 27.5"** to be provided by the Home Team.
4. Teams will shoot free throws **10' from the end of the rim**.

GAME TIMING AND OVERVIEW

1. Teams will play two (2) fifteen (15) minute halves which will consist of a fourteen (14) minute running clock and the final minute will be a stop clock. The clock will only stop on a coach's timeout, official's timeout, technical foul, or injury timeout.
2. Two (2) minutes is allowed for halftime.
3. Each team is allowed two (2) 45 second timeouts per half, unused timeouts cannot be carried over to the second half.
4. **ONLY FOR PLAYOFFS:** Overtime will be **two (2) minutes** running clock at the end of regulation play. Each team will be allowed one (1) timeout for overtime. If the game is tied at the end of overtime, the game will be recorded as a tie with the exception of playoffs.

RULE MODIFICATIONS

1. Teams may press in the last two (2) minutes of each half, as well as overtime. However, teams may not press if they are up by 15 or more points. **Trapping and double teaming are not allowed.**

COACHES

1. Coaches must remain in the coaching area and off the court while the game is in play. Coaches may not come on the court while the ball is in play or during an inbound attempt. A coach will be warned for the first offense. The second offense will be a technical foul. The third offense will be a second technical foul and ejection from the game.
2. Teams will be charged a timeout for delayed substitutions during the running clock portion of each half. If all timeouts have been used, a technical foul will be charged to the head coach.

8U COMPETITIVE DIVISION

COURT & EQUIPMENT

1. Teams will play **Full Court**.
2. Net height will be **10'**
3. Game ball will be **SIZE 5 BALL 27.5"** to be provided by the Home Team.
4. Teams will shoot free throws **10' from the end of the rim.**

GAME TIMING AND OVERVIEW

1. Teams will play two (2) fifteen (15) minute halves which will consist of a fourteen (14) minute running clock and the final minute will be a stop clock. The clock will only stop on a coach's timeout, official's timeout, technical foul, or injury timeout.
2. Two (2) minutes is allowed for halftime.
3. Each team is allowed two (2) 45 second timeouts per half, unused timeouts cannot be carried over to the second half.
4. **ONLY FOR PLAYOFFS:** Overtime will be **two (2) minutes** running clock at the end of regulation play. Each team will be allowed one (1) timeout for overtime. If the game is tied at the end of overtime, the game will be recorded as a tie with the exception of playoffs.

RULE MODIFICATIONS

1. Teams are not allowed to press over half court with a 15 point or more lead. The first violation will be a warning, the second violation will be a technical foul assessed to the bench.

COACHES

1. Coaches must remain in the coaching area and off the court while the game is in play. Coaches may not come on the court while the ball is in play or during an inbound attempt. A coach will be warned for the first offense. The second offense will be a technical foul. The third offense will be a second technical foul and ejection from the game.
2. Teams will be charged a timeout for delayed substitutions during the running clock portion of each half. If all timeouts have been used, a technical foul will be charged to the head coach.

10U RECREATION/COMPETITIVE DIVISION

COURT & EQUIPMENT

1. Teams will play **Full Court**.
2. Net height will be **10'**
3. Game ball will be **SIZE 6 BALL 28.5"** to be provided by the Home Team.
4. Teams will shoot free throws from the free throw line.

GAME TIMING AND OVERVIEW

1. Teams will play two (2) fifteen (15) minute halves which will consist of a fourteen (14) minute running clock and the final minute will be a stop clock. The clock will only stop on a coach's timeout, official's timeout, technical foul, or injury timeout.
2. Two (2) minutes is allowed for halftime.
3. Each team is allowed two (2) 45 second timeouts per half, unused timeouts cannot be carried over to the second half.
4. **ONLY FOR PLAYOFFS:** Overtime will be **four (4) minutes** running clock at the end of regulation play. Each team will be allowed one (1) timeout for overtime. If the game is tied at the end of overtime, the game will be recorded as a tie with the exception of playoffs.

RULE MODIFICATIONS

1. Teams are not allowed to press over half court with a 15 point or more lead. The first violation will be a warning, the second violation will be a technical foul assessed to the bench.

COACHES

1. Coaches must remain in the coaching area and off the court while the game is in play. Coaches may not come on the court while the ball is in play or during an inbound attempt. A coach will be warned for the first offense. The second offense will be a technical foul. The third offense will be a second technical foul and ejection from the game.
2. Teams will be charged a timeout for delayed substitutions during the running clock portion of each half. If all timeouts have been used, a technical foul will be charged to the head coach.

12U&14U RECREATION/COMPETITIVE DIVISION

COURT & EQUIPMENT

1. Teams will play **Full Court**.
2. Net height will be **10'**
3. Game ball to be provided by the Home Team:
 - a. 12U Boys & Girls will use a **SIZE 6 BALL 28.5"**
 - b. 14U Boys will use a **SIZE 7 BALL 29.5"**
 - c. 14U Girls will use a **SIZE 6 BALL 28.5"**
4. Teams will shoot free throws from the free throw line.

GAME TIMING AND OVERVIEW

1. Games will consist of four (4) six (6) minute periods which will consist of a six (5) minute running clock and the final minute will be a stop clock. The clock will only stop on a coach's timeout, official's timeout, technical foul, or injury timeout.
2. Two (2) minutes is allowed for halftime.
3. Each team is allowed two (2) 45 second timeouts per half, unused timeouts cannot be carried over to the second half.
4. **ONLY FOR PLAYOFFS:** Overtime will be **four (4) minutes** running clock at the end of regulation play. Each team will be allowed one (1) timeout for overtime. If the game is tied at the end of overtime, the game will be recorded as a tie with the exception of playoffs.

RULE MODIFICATIONS

1. Teams are not allowed to press over half court with a 15 point or more lead. The first violation will be a warning, the second violation will be a technical foul assessed to the bench.

COACHES

3. Coaches must remain in the coaching area and off the court while the game is in play. Coaches may not come on the court while the ball is in play or during an inbound attempt. A coach will be warned for the first offense. The second offense will be a technical foul. The third offense will be a second technical foul and ejection from the game.
4. Teams will be charged a timeout for delayed substitutions during the running clock portion of each half. If all timeouts have been used, a technical foul will be charged to the head coach.

Visit DaySmart Recreation to check your team's schedule and scores.

For questions or concerns email programs@playlawton.com