



SFPAL/SF Rec & Park **BASKETBALL**

Rules and League Policies 2007

Welcome and thank you for joining the SFPAL/SF Rec & Park Youth Basketball League 2007. The San Francisco Recreation and Park Department along with the San Francisco Police Activities League partner to provide this 3rd through 8th grade basketball league. SFPAL will serve as lead agency.

Below is a list of League Policies and Rules. By participating in the SFPAL/SF Rec & Park Youth Basketball League you consent to abide by the rules and specific league policies as listed:

Remember these rules and policies are put into place for two purposes:

1. For the protection of all participants (players, officials, etc..) When you fail to abide by these rules and policies you put everyone at risk. These rules are in place for the children. When you break them, YOU, not the league enforcing these rules, compromise the safety and participation of the youth, as well as the integrity of the play for all.
2. Previous inappropriate behavior (usually by a coach or spectator) has led us to include in writing the following league policies.

Rules and League Policies 2007

All games will be played under current official high school federation rules except those listed here.

1. REQUIREMENTS OF PARTICIPATION

1.1 Paperwork

All teams must have the following paperwork in and completed by the dates listed in section 2.1.

- Completed Online Roster (as listed in section 2.5)
- SFPAL *Waiver of Liability* forms for ALL players
- Coach Registration Form, for each coach listed on roster
- Team Ranking and Bye Request form

1.2 Residence

All players must reside and/or attend school in San Francisco.

1.3 Age

The league divisions are determined by grade. These grades are listed below:

- 3rd Grade
- 4th Grade
- 5th Grade
- 6th, 7th, 8th Grade – Middle School Division

The 2007 SFPAL/SF Rec. & Park Youth Basketball League will consist of teams from the 3rd, 4th, 5th, and middle school grades (6th, 7th and 8th Grades). Boys and girls in the elementary school divisions (3rd, 4th, & 5th grades) may play for a team one grade higher than the one in which they are enrolled, but they may not play for a team below their actual grade. Participants must be at least in the 2nd grade. Boys and girls in the middle school division (6th, 7th, & 8th grades) may play for a team one grade higher than the one in which they are enrolled, but they may not play for a team below their actual grade. For

liability purposes, 5th graders will not be allowed to play up from the elementary school division into the 6th grade middle school division. We will not enroll a team of mixed 5th and 6th graders. High school students are not eligible. Players must reside in San Francisco or go to school in San Francisco.

1.4 SFPAL Coach Background Check

SECTION 11105.3 of the California Penal Code allows agencies such as SFPAL who have volunteer coaches supervising children to request criminal histories through the Department of Justice. Since the safety of our children is a top priority, SFPAL will pay for fingerprinting cost for all coaches prior to the start of each season. You must use an SFPAL fingerprint form. **Fingerprinting is mandatory.** If you have been fingerprinted for SFPAL, please check with SFPAL regarding your status. **PLEASE NOTE:** If you have been fingerprinted with an agency other than SFPAL, they will not share their information with us. You must get fingerprinted specifically for SFPAL. If you have not been fingerprinted with us or you want to check on your status, please call the SFPAL office at 415-401-4666.

1.5 T-Shirts

1.5(1) All players participating in the SFPAL/SF Rec & Park Youth Basketball League 2007 ***MUST WEAR the “official”SFPAL/SF Rec & Park T-Shirt on the exterior during all regulation games—no exceptions!*** If a player’s t-shirt becomes lost or destroyed, additional t-shirts may be purchased at the SFPAL office for \$10.00. Please call ahead to ensure that we have your color/size on hand.

1.5(2) Failure to wear SFPAL/SF Rec & Park shirts will result in a forfeiture. Any protest regarding this rule must be made before the game and the game will not be played. No protests will be considered after the fact.

1.5(3) In the rare circumstance that a team has only 5 players and one, and only one, player forgets his or her T-shirt, the game can be played under protest. In this case the coach must call the SFPAL office the following work day to explain the situation and to indicate the rostered player who played without his/her T-shirt. **THIS EXCEPTION CAN ONLY HAPPEN ONCE PER TEAM PER SEASON.** This rule is in place to ensure that every effort will be afforded to allow a game to continue.

2. DATES AND SCHEDULING

2.1 Registration

SFPAL will begin accepting completed team registration on Wednesday, September 5th, 2007 at 10 AM. You must complete your team’s online roster **BEFORE** coming into the SFPAL office. All entries will be numbered in the order they are received at the SFPAL office. Teams will be registered on a first come first serve basis based on gym availability. It is in your best interest to turn in your completed registration as early as possible.

Registration will conclude on Wednesday, September 12th, 2007 at 3:00 PM. After this time teams will be waitlisted and accepted based on space in each division.

2.2 Add/Drop

Assuming roster availability, a player may be added or dropped to a roster no later than Monday, October 29th at 3PM. The cost to add additional player(s) to your to your roster after your registration date will be \$15 per add regardless if you drop a player to add a new one. You **MUST** call the SFPAL office to make an appointment to Add a player—walk-ins will not be accepted.

2.3 Schedule

2.3(1) The SFPAL/SF Rec and Park Youth Basketball League **will start Monday, October 1st, 2007** and will conclude November 29th, 2007. All games will be played on weekday evenings and Saturdays. Sundays will be used only in extreme situations. If you have playing conflicts with other leagues, do not enter to play in the SFPAL/SF Rec and Park Youth Basketball League. No scheduling changes will be

made once the season starts. A Post Season League Tournament play will immediately follow the playing league. All teams enrolled in the SFPAL/SF Rec & Park Youth Basketball League for the 2007 Season will be eligible to participate in Post Season League Tournament play. However, any team enrolled in another league/or any team that has the majority of it's players enrolled in another league will not be included in the tournament play. If you have more than one team, make sure your other coach listed can make all games. We can not guarantee any scheduling accomodations, such as back to back games, games at the same gym or any other type of special scheduling. Only those who help or allow SFPAL to use their gym will be given priority in terms of scheduling.

2.3(2) Failure to turn in completed registration paperwork (as listed in section 1.1) will result in your team not being included in the League schedule.

2.3(3) No rescheduling will be allowed. If you forfeit twice, your team will be dropped from the league and may jeopardize your team from being allowed to enroll in following seasons. If you need a bye date, please write it down on your team's bye request form and we will do our best to accomodate you.

2.4 Fees

2.4(1) Team Fee

The league will charge a team fee of \$180 per team. When registering please provide just ONE CHECK totaling \$230. This amount includes \$180 for the team fee as well as \$50 for a forfeit fee deposit as per rule 2.4(2). (In other words, have checks from parents made out to you – and then you write us only one check for the total. If this is impossible, please let us know.) Checks can be made payable to "SFPAL". Cash is also accepted. Any adds you make to your roster after your registration appointment will cost an additional \$15 per add.

San Francisco Rec & Park Directors that are creating teams please contact Tim Figueras at (415) 831-6318.

2.4(2) Forfeit Fee

Due to the large amount of forfeits last season (and previous season) the league is now requiring a \$50 forfeit fee deposit per team. Should your team not forfeit any games you will receive this deposit back. **Please include this amount in your registration check.**

2.4(3) Refund

Payment is due upon registration. You may request a 50% refund from time of registration to Friday 3:00PM September 14th. After 3:00PM on Friday, September 14th, no refunds of any portion will be given.

2.5 Roster

2.5(1) All rosters must be filed ONLINE (have the minimum number of players) prior to **Wednesday, September 12th, 2007, 3:00PM**. All participants must be listed on the team roster. (Excluding Adds, see rule 2.2). The online roster site will be closed on Wednesday September 12th, 2007 at 3:00p.m. unless there is still room available.

2.5(2) If there is duplication of a team name, the team who completes registration first will be afforded the name on their roster, the preceeding teams with the same name will be asked to change the name or the league will make the change for them.

2.5(3) Each team is required to have a minimum of 10 players and a maximum of 15 players.

2.5(4) Players can only participate on one team. No player may be listed on two (or more) rosters. A player may be dropped and added to another team within the add drop period.

2.5(5) The deadline for adding players is Monday, October 29th at 3PM. No player may be added to the roster after this date. Players may be added to the roster by calling the SFPAL office **Monday through Thursday, 10 AM to 4 PM and making an appointment to add the player onto the official roster. Walk-ins will not be accepted.** Adding players through the scorer, timer, or official before a game will not be acceptable. A Waiver of Liability must be completed, signed and received at the SFPAL office before a player can participate in a game. We do not accept faxed waivers. When a player is added a new roster will be issued to the coach.

2.5(6) All rosters must be completely filled out; no player initials will be accepted. If there is a discrepancy or problem, you will be required to submit further documentation.

2.5 (7) All players must either live or attend school in San Francisco. If there is a discrepancy or problem, you will be required to submit proof of residency and/or school enrollment. If the player does not meet the criteria as listed, he/she will be dropped from the team roster immediately and be ineligible to play in the League.

2.5(8) Any team using an ineligible player forfeits that game and any other game in which the ineligible player participated. Any coach who deliberately places an ineligible player on his/her team will be suspended for a minimum of one year and the team will be ejected from the league for the rest of the season. League officers may impose more severe sanctions.

2.5(9) Any coach who allows a youth to participate without first filling out an SFPAL Waiver of Liability and submitting it to the SFPAL office will be immediately disqualified from the league –regardless of how many teams the coach may be coaching.

2.6 No Shows

Teams that do not show up for a game will be assessed a forfeiture fee of \$50. A second forfeit will eliminate your team from the league. In a situation where both teams claim the other wanted the forfeit, both teams will be assessed a forfeiture fee of \$30 each. Failure to pay your forfeit fee may result in suspension from the league.

2.7 Due to liability issues no “friendly” games will be allowed.

2.8 Officiating

2.8(1) If an SFPAL designated official does not show up for a game, the coaches may attempt to agree on a substitute official (preferably a site staff member); In this case the game will be official. If the game is not played, the league will do its best to reschedule.

2.8(2) Each gym will have a timekeeper and scorekeeper designated by the gym director who will serve as official scorers and timers. The scorebook will be retained by the gym director.

2.8(3) In the event that a scorekeeper is not available, a team may be asked to provide one. The scorekeeper must sit at the designated scorer table and not on the bench nor in the stands with the spectators.

2.8(4) All teams will be required to submit to the official scorekeeper a player list with the jersey number and last name of each player. Anyone not participating in that game must be crossed out.

2.9 Coaching, Conduct, and Inappropriate Behavior

2.9(1) Your team will not be included in the schedule unless you have complied with our fingerprinting requirement (as listed in section 1.3). All coaches and assistants must be fingerprinted. Anyone who directs children during practice and games, whether he/she is called a trainer, assistant or team manager, must be fingerprinted.

2.9(2) There must be at least 2 background checked coaches listed on the roster. A coach may only be listed on two rosters. It is in the best interest of your team to have more than two coaches. Only the coaches listed on the official roster may coach for the team regardless if the substitute coach is a rostered/official coach for another team in the league. If for whatever reason, a rostered, background checked adult on your team's roster cannot make one game; please call the SFPAL office at least 2 business days before your scheduled game. We will work with you to get a properly sanctioned adult to attend your game. This option is only available once per team. While the safety of our children is always our first concern we also want to ensure that our participants can play as many games as possible.

2.9(3) Only those listed on the team roster who have been fingerprinted are official SFPAL coaches and will be allowed to coach. All teams must have a head coach 18 years or over. Any coaching changes during the season must be immediately reported to SFPAL.

2.9(4) Only fingerprinted coaches and rostered players are allowed on the bench. Be advised that the coach is responsible for the team and his/her parents, fans, supporters, and will be the only one representing the team. Coaches are mentors to our participants. Because of this, the behavioral expectations are higher for coaches than our youth participants and any deviation from good conduct and appropriate behavior will not be taken lightly.

2.9(5) Coaching from the bench, giving direction to one's own team on strategy and position, by an authorized coach is permitted provided:

- A. No coach, substitute, player, or spectator is to be anywhere but at his/her bench area during the game.
- B. No spectators/non-authorized coaches should be providing coaching instructions to players during the game. All Spectators must remain in the spectator area. It is the responsibility of the coach to ensure that any non-rostered adult remain in the spectator area.
- C. No coach, player, or spectator is to make derogatory, insulting, abusive or offensive remarks or gestures to the officials, players/coaches or other spectators before, during or after the game.
- D. No coach, substitute, or player is to use profanity.
- E. No coach, substitute, player, or spectator is to incite, in any manner, disruptive behavior of any kind.
- F. It will be the responsibility of both team's coaches to see that their fans behave in a proper and respectful manner.

2.9(6) All officials are to report coaches who harass them. Coaches are required to cooperate with officials in keeping games and fans under control. Coaches/players/parents/fans may not belittle, disagree, dispute or abuse the officials by language or conduct before, during and after a game. Coaches are responsible for the behavior of the parents/fan/spectators. Referees will have the right to stop the game and render a forfeit for misbehavior.

2.9(7) Any team receiving two technical fouls for unsportsmanlike conduct in a game shall forfeit that game. However, the official may cancel a game at any time with or without calling technical fouls, and declare a forfeit by the offending team. Technical fouls for other than unsportsmanlike conduct do not automatically result in a forfeit. If a player is ejected from a game he/she will be suspended for one (1)

additional game. Coach and adult unsportsmanlike conduct will be treated on a case by case basis at the discretion of the league – this may include expulsion or suspension from the league.

2.9(8) At any time if you feel the game is getting dangerous or “out of control” you, as a coach, have the right to pull your players and stop the game. If this occurs the game will not be restarted, and your team will receive a forfeit. You must call the SFPAL office the following business day to report the incident. Trust your instincts, never put the outcome/score of a game ahead of the safety of your players.

2.9(9) The league has the right to disqualify teams that are repeatedly violating any behavioral rules.

2.10 Protests

2.10(1) An official’s decision is final. Protests may only concern a point of rule or the eligibility of a player. In matters of judgement, an official’s decision is final. Protests must be made to the official and the official scorekeeper verbally at the time of the alleged infraction or the protest will not be considered, except in the case of a player’s eligibility.

2.10(2) All protest must be filed in writing with the SFPAL within 3 business days from the date of the game accompanied by a protest fee of \$30.00. If the protest is upheld, the fee will be refunded. If it is denied, the fee will be kept.

2.11 Post Season League Tournament Play

2.11(1) Post Season League Tournament games will be included on the schedules. The league will determine seedings for tournament play.

2.11(2) Tie breakers that determine which teams move up in standings (*For post season league tournament play only*):

- A. Head to head play
- B. Records against other common opponents in descending order
- C. Point differential up to 5 points
- D. Coin toss

Taking into account all of the policies listed above, all games will be played under current official high school federation rules except those listed here.

3 SFPAL/SF Rec and Park Youth Basketball League Game Rules

3.1 Game Time and Periods

3.1(1) In the 3rd through 5th grade elementary school divisions each quarter will be 6-minutes.
In the Middle School division each quarter will be 7-minutes.

3.1(2) The clock will stop for time outs, substitutions, and free throws.

3.1(3)

A. During the last 10 seconds of the 1st three quarters, the clock will stop on each whistle. During the final 2 minutes of the 4th quarter, the clock will stop on each whistle.

B. In the event that a team is leading by 20 points or more, during the last two minutes of the game the clock will stop only at the last 10 seconds. Should the score fall below the 20 point differential at any time during these last 2 minutes, Rule 3.1(3) A. will again be in effect and the clock will stop at each whistle.

3.1(4) Clock is off during the second round of overtime.

3.1(5) Game time is forfeit time. There is no waiting period. All games will start as scheduled unless there is a delay from the previous game. Late teams will forfeit the game. In the event both teams do not show up for a scheduled game, both teams will be assessed a loss. No protests will be accepted from a team that is late regardless of the excuse. If the game is played, there will be no protest regarding this game. If you are protesting a game regarding this rule, tell the referee and don't play the game. **NO FRIENDLY GAMES.**

3.2 Time-Outs

3.2(1) Timeouts will be 45 seconds.

3.2(2) Each team will be awarded 5 time outs per regular play.

3.2(3) In the event of overtime, each team will receive one additional time-out per overtime period.

3.2(4) Unused time-outs can be carried over into overtime play.

3.3 No Press

3.3(1) Press line is the half court line

3.3(2) For 3rd through 5th grade divisions, there will be NO PRESS until the last 30 seconds of the game.

3.3(3) For the Middle School division, the NO PRESS rule will be in effect when a team leads by 10 or more points.

3.4 Equipment Regulations

3.4(1) In the 3rd through 5th grade divisions and all Girls divisions the games will be played using a standard women's sized basketball. Co-Ed Middle School division games will use a standard men's sized basketball. If not available, the game will be played using a standard men's sized basketball.

Coaches/Teams are encouraged to bring to games a regulation ball which could be used as a game ball.

3.5 Scoring

3.5(1) A 3-point shot will be allowed for Middle School division games.

3.5(2) If the score is tied after regulation time has elapsed, there will be a one 3-minute overtime period. If a tie still remains after the end of the first overtime period, a second overtime period will follow. In the second overtime period, the first team to score 2 points wins the game. As listed in rule 3.1(4) clock is off during second overtime period.

3.5(3) Running up the score: SFPAL and SF Rec & Park do their best to place teams in division that will be competitive, challenging and fun for all players. If your team consistently runs up the score the league will review your record and may move your team to a stonger or older division. Running up a score, is unacceptable, sets a bad example, goes against our practice of promoting positive youth development and advocates poor sportsmanship—just don't do it.

QUICK REFERENCE:

Ways a game may be forfeited:

- Players not in SFPAL/SF Rec & Park t-shirt
- Team arrives late
- Inappropriate behavior by coach, player or spectator
- Harassing the referee or other game officials