

League Information

MiamiBasketball's Youth Basketball League is a co-ed league. Both boys and girls are allowed to play together in all age divisions. We accept entire teams and individuals into the league.

Teams will be divided into the following age divisions:

- U7 - ages 5-7
- U9 - ages 8-9
- U11 - ages 10-11
- U13 – ages 12-13
- U16 – ages 14-16.

A player's date of birth shall be proven with an original version of his/her birth certificate, passport, or identification card. A duplicate copy must be shown before each game. The age cutoff is September 1st, following the policy for school. The date will be used to determine which age division participants will play for. The cut-off date is listed on the registration form or on the website (www.miamibasketball.net). We will make a case by case decision if a smaller or less experienced player will be allowed to play outside of his/her age division. There will be a League Coordinator, Site Supervisor, and/or Managers on duty to help administer games and practices.

Evaluation of Players (Individuals Signup Process)*

In order for staff to rate players, each player present on the day of evaluations will showcase their talents individually. The players will be given a fairly simple obstacle course, in which the player will begin dribbling in a zigzag pattern through 4 cones, proceed to a passing drill where the player must complete 3 chest passes to a staff member, and finally finish the course with 5 jump shots from different designated spots on the court. The staff will then take a minute to process the scores while the next player is prepared. All other coaches looking for additional players are welcome to watch. Player rating will be provided to coaches. If we have enough individual players sign up for one age group, then we create a team within that age group. We reserve the right to assign any individual to a particular team, if he/she sign up as an individual player. *Evaluation process is subject to change depending on age division.

Ratings (Individual Players Only)

Staff and coaches will both participate in the evaluation of players. Coaches are welcome to take any notes that may be helpful towards the drafting of their team. Staff will use a number scale from 1 – 5 (5 being the highest) in order to rate players. Although coaches may record any notes or information on a player, their evaluations will be considered unofficial. Official ratings will be determined by staff only. Players participating in the MiamiBasketball.net Youth Basketball League will undergo an evaluation, so that players may briefly showcase their talents to both staff and coaches involved in the evaluation process. Players will be rated in four different categories: shooting, passing, dribbling, and agility.

Eligibility

Only registered players will be allowed to be evaluated. All players being evaluated must do so in the appropriate age division. Individuals placed on the waiting list will have the opportunity to be evaluated after all registered players have been evaluated. Though players on the waiting list may be evaluated, this does not guarantee participation in the league.

Draft (Process if needed)

All coaches will be given a master list of players. This list will consist of all player's names, and average score. Coaches will choose a number out of a hat. The hat will contain numbers 1 – 4 (If the division contains 4 teams), 1 – 6 (If the division contains 6 teams), or 1 – 8 (If the division contains 8 teams). The numbers chosen represent what pick the coach has received in the draft. (Ex: choosing number 3 means the coach has the 3rd pick in the draft.) Once the order of the draft is determined, the draft will officially

begin. When a player is chosen, the coach to whom the player will play for, will then highlight the player's name on his/her master list. The selection process will be administered in a "Snake" format. This is a format in which the draft order will be as follows:

- Round 1: Pick #1, Pick #2, Pick #3, Pick #4
- Round 2: Pick #4, Pick #3, Pick #2, Pick #1
- Round 3: Pick #1, Pick #2, Pick #3, Pick #4
- Round 4: Pick #4, Pick #3, Pick #2, Pick #1

Once the draft is completed, all master lists (with players highlighted) must be turned in to league staff so that rosters may be developed.

Frozen Players

The only players that will be considered "frozen" are those players whom are in immediate relation to the coach in his/her age division. (Ex: son, daughter, grandson, nephew, etc.) All other players are eligible for drafting. If an age division contains 1 or more frozen players, there will be 2 separate draft lotteries. The first lottery will be used to "even out the playing field." The second lottery will be the actual draft for that age division. Immediate family members of assistant coaches will also be frozen. Teams are allowed a maximum of one assistant coach per team.

General Rules

All coaches drafting players **MUST** be present on Draft Day. Should any coach have prior engagements on Draft Day, he/she is welcome to have a substitute coach present. Should a coach fail to attend this event or fail to find a substitute to attend, he/she will be replaced by a staff and will forfeit the chance to choose their own team. Trading of draft picks will not be allowed at any time in the draft.

Non-Rated Players

All players **MUST** be rated in order to participate in the MiamiBasketball.net Youth Basketball League. Players will have more than one opportunity to be evaluated. Make-up dates will be available. Non-rated players cannot be drafted onto a team without first being evaluated. Once non-rated players have been evaluated, drafting will continue in the order originally determined.

Rules & Regulations

First Coaches Meeting

This is an important meeting for both, first time coaches and coaches with experience. It gives the league a chance to ensure that all coaches are aware of the rules and regulations governed by our league. This clinic teaches the basic rules of basketball, along with league rules enforced off the court. This is the only day allowed for schedule changes. The season schedule will be posted on the www.miamibasketball.net website. Coaches must coordinate schedule changes on this date with other coaches. After this meeting, season schedule is final and will not be changed. **All coaches must attend.**

Skills & Drills

2nd Sunday of each Month

This is a clinic that gives coaches a chance to learn basic skills and drills of basketball. Coaches will participate, as kids do, in an hour long practice complete with warm-up drills, conditioning exercises, and other simple drills that teach players fundamentals and essentials of the sport of basketball. All coaches are recommended to attend. Any player attending will be required to pay the registration fee.

Coaches

It is the duty of the coach to schedule practices, notify parents and players of scheduled practices and game times, any cancellation, postponement, or rescheduled games. Coaches are to notify the league coordinator/supervisor of any problems, situations, conflicts, or disputes in regards to the league, team, players, and/or parents. Coaches are responsible for the behavior of their players and parents at all times. Coaches are responsible for making any conflicts involving players, parents, or game schedules aware to the league coordinator. Coaches shall not demand the removal or the scheduling of a particular official. If a coach has any conflicts with any game official, that problem should be directed toward the league coordinator.

All coaches will be issued uniform shirts at the start of the season. Coaches must wear their issued uniform shirt during game time. Any behavior deemed unruly, unfair, and/or not in the best interest of the children at any time during the season may result in disciplinary action up to and including removal from the league.

I hereby pledge to live up to my certification as a MiamiBasketball.net volunteer coach by following the Coaches' Code of Ethics:

1. I will place the emotional and physical well-being of my players ahead of a personal desire to win.
2. I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
3. I will do my best to provide a safe playing situation for my players.
4. I will do my best to organize practices that are fun and challenging for all my players.
5. I will lead by example in demonstrating fair play and sportsmanship to all my players.
6. I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events/park facilities.
7. I will not attempt to benefit financially by selling or promoting any items and/or services.
8. I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
9. I will use those coaching techniques appropriate for all of the skills that I teach.
10. I will remember that I am a MiamiBasketball.net youth sports coach, and that the game is for children and not adults.

Teams

Teams must have five players minimum in order to start an official game. Teams are allowed to end a game with no less than four players.

All players who participate in post-season play must participate in 50% of regular season play. Exceptions will be made for injuries and/or illness and must be reported to the league coordinator / supervisor.

Equipment

Players must wear sneakers during all games and practices. Jewelry, hair clips, piercings, sunglasses, hats, etc. will not be permitted during game time. Head and wrist bands must be worn properly.

Ball size will vary from different age divisions. The following is a list of ball sizes along with the corresponding age division:

- Intermediate size (27") = U7 Division, ages 5-7
- Junior size (28.5") = U9 Division, ages 8-9
- Official size (29.5") = U11 Division & higher 10-11, 12-13, 14-16

Rim height will also vary from different age divisions. The following is a list of rim heights along with the corresponding age division:

8 Feet = 5-7 (free throw line will be marked)

10 Feet = 8-9 (one step inward from standard free throw line), 10-11, 12-13, 14-16

Uniforms

All players will be issued a uniform which will consist of a jersey and shorts (after draft day for individuals). Players are required to be in full uniform during game time. Any player not in uniform will not be eligible to play. If there are any conflicts with the uniform, then the league coordinator must be notified immediately. If the league supervisor deems it so, the player will be excused and be eligible for play.

Parents/Spectators

All parents and/or spectators will be given a designated viewing area.

Parents and/or spectators are not permitted near the player bench and scorer's table. All parents/spectators breaking this rule will be asked to leave and return to the designated viewing area.

Negative shouting, taunting, or any loud outburst directed at players, coaches, or officials will not be tolerated. No food is allowed in the gym. Only water and sports drinks are allowed.

Practices

In order for a team to hold practice at one of our facilities, the coach must reserve the court with a league staff member in advance (scheduling will be done at coaches meeting). There will only be one hour allotted for practice, unless space is available beyond the given hour.

Games

Length of games depends on the age division in question. The following is a list of the length of games for the given age divisions:

- U7 division, ages 5-7 = Four 10 min. quarters
- U9 division, ages 8-9 = Two 20 min. quarters
- U11 division, ages 10-11 = Two 20 min. quarters
- U13 division, ages 12-13 = Two 20 min. quarters
- U16 division, ages 14-16 = Two 20 min. quarters

Overtime periods will consist of 3 minutes for all age groups. After the first overtime period, all overtime periods thereafter will be 2 minutes in duration.

Halftime will be 3 minutes.

Each team will have 2 timeouts per half. They will not carry over except for overtime. In the case of an overtime period, all unused timeouts (max of 2) will be rolled over and a timeout will be added to both teams. Timeouts will consist of one minute of stoppage of play.

All games must start promptly as scheduled. There will be a five minute grace period for teams/players that are late. A forfeit will be assessed to any team arriving after the grace period.

The clock will not stop at any time during the game unless one of the following has occurred:

- Timeout has been called.
- Any injury.
- The last two minutes of the 4th quarter or second half.
- The last minute of overtime.

Violations

- Double Dribble - When a player stops dribbling, holds the basketball, and then starts dribbling again OR when a player dribbles the ball with two hands at the same time.

- Backcourt - When a player crosses over the midcourt line into the frontcourt and then crosses back into the backcourt. Both body and ball must cross into the frontcourt for this rule to take effect.
- Traveling - Taking more than two steps without dribbling while you have the ball OR when you stop dribbling and then move or change your pivot foot.
- Carrying / Palming - A player dribbling the ball may not bring his/her palm under the ball at any time while dribbling
- Kickball - A defensive player may not kick the ball as a means of deflecting a pass. On any kicked ball violation during the game, the offense retains possession of the ball.
- Three-Second Violation - No offensive player can be in the free-throw lane for longer than 3 seconds at a time.
- Five-Second Violation - When passing the ball inbounds after gaining possession, players have five seconds to get the ball to a teammate.
- Five-Second "Closely Guarded" Violation - When a ball handler is being defended within six feet in the frontcourt, and fails to get rid of the basketball within five seconds.
- Lane Violation - During a free throw situation, if you enter the lane too soon, it's called a lane violation and results in a turnover or the other team gets another free throw attempt. This rule is also in effect on an inbound play.
- Ten Second Violation - When the offensive team takes ten or more seconds to move the basketball across the midcourt line into the frontcourt.
- Three-Second Violation (Five-Second Ages 8-9) When an offensive player stays in the key without shooting, passing, or rebounding the ball. There is no time limit for ages 5-7, but they are encouraged to attempt to follow the five-second rule.
- Delay of Game – A warning given if, to the official's discretion, a player is slowing the game during an inbound or change of possession.
- Illegal back court guarding (Ages 5-7 and 8-9). 3rd violation in the half will result in a 1 shot technical foul. Violation counts reset after each half, but not in overtime.

General

- All substituting players must report to the scorer's table so that he or she may be announced at the next dead ball occasion. Players substituting must be recognized and called in by the referee. Players entering the court without being recognized will be subject to a technical foul.
- There will only be one assistant coach allowed on the player bench per team on game days. All assistant coaches must be seated while the game is in progress. Only one coach is allowed to be standing to give instruction during the game.
- All teams will play eight regular season games. (Depending on the season)
- There will be no shot clock.
- Cursing or inappropriate behavior will not be tolerated by a coach, player, or parent.
- If a player is hurt or bleeding, timeout will be called by an official and the injured player must be treated before coming back into the game. If the player is not able to play, a legal substitute will be allowed to come in. If you are down to five players and one gets hurt, the game continues.
- There will be no three point line for the following age divisions: 5-7
- The 8-9, 10-11, 12-13, and 14 – 16 age divisions will have a three point line.
- Neither coaches nor players shall approach the scorer's table while the game is live. If it is the end of the quarter or a timeout has been called, a coach may then approach the scorer's table.
- Players are not allowed to physically alter their uniform in any way. (Ex: printing names on the back)

- Full court press will not be allowed in the 5-7 age divisions. (See rules specific to 5-7 age divisions). Full court press in the 8-9 age division will only be allowed during the last two minutes of the 1st half and last two minutes of the game by the losing team only. If the score is tied, then neither team is allowed to full court press. The losing team will also be allowed to full court press the last 2 minutes during overtime.
- Final standings will be available on our website at the conclusion of the season.
- We will use standard high school rules (except for timeouts).
- Only the team that calls a timeout has the option to advance the ball to half court.

Playing Time

Coaches must play every player in every game. The rule on playing time for each player is as follows: All players must play one ***uninterrupted** quarter and must re-enter the game sometime during the remaining three quarters (ages 5-7 individual teams only). If a player should arrive late to a game, playing time rule will vary depending on the arrival time of that player:

Arrives before the 1st half – Player must satisfy the playing time rule.

Arrives after the 2nd half – Player must enter the game at least once.

Record of the playing time will be kept by a designated scorekeeper. If this rule is found to be broken by any team, the guilty team will be penalized with a **forfeit upon protest** from the opposing coach within 24 hours of the scheduled game time.

***Enter the start of a quarter and remain until the end of the same quarter.**

Mercy Rule

Once a team has reached a 20 point lead during any part of the game, the clock will continue to run (except for timeouts) and no full court press will be allowed by the team that leads. Defensive pressure can start at the 3 point line, not half court. Once the lead has been reduced to 19 or less points, no restrictions will apply.

Division Rules U7 & U9

U7 defense rules

1. Zone defense can be played sideline to sideline but must be below free throw line.
2. At no time when playing man to man can a player be double teamed.
3. If there is a rule infraction from the previous mentioned list, then the play will be stopped and the offended team will inbound the ball.
4. Half court press is allowed in last 2 minutes of the game by losing team. Press can be picked up at half court.

Please keep in mind of the following; there will be four 10 minute quarters with a running clock. The clock will only stop in the last minute of the 4th quarter, and in the last 30 seconds of quarters 1-3 for free throws

The losing team for 8-9 ages can full court press the last two minutes of the 1st half and last two minutes of the game if they are down. This rule applies to overtime situations as well.

Stationary Zone - Defense cannot defend until the offensive player crosses mid court:

Once the offensive player has crossed the line, pressure can be applied to the offense and the defense does not have to remain stationary for the remainder of the play.

The consequence of breaking this rule will result in the following:

1st & 2nd offense – Warning

3rd offense – technical foul assessed to the bench (reset during the second half).

Once the half court line is passed, the offensive player must make an attempt to cross the free throw line whether by passing or dribbling the ball prior to attempting a shot. **(5-6 Only)**

Playoffs

Playoffs will be single elimination.

In a four or eight team division, there will not be any byes awarded.

In a six team division, byes will be awarded to the first and second seeded teams.

The playoffs for each age division will consist of the first seeded team playing the last seeded team. For example:

Four Team Divisions:

1st place vs. 4th place

2nd place vs. 3rd place

Winners of each game play each other to determine champion.

Six Team Divisions

First Round

1st & 2nd place have byes

3rd place vs. 6th place

4th place vs. 5th place

After the first round of games, the worst seeded team who won the first round will play the 1st seeded team. The other team will play the 2nd seeded team.

Second Round

1st place vs. worst seeded team

2nd place vs. remaining team

Winners of each game play each other to determine champion.

Eight Team Divisions

1st Place vs. 8th Place

2nd Place vs. 7th Place

3rd Place vs. 6th Place

Please respect our kids, officials, staff members, our community, and most of all yourself! Thanks for your support!