



**CITY OF MEMPHIS PARKS - ATHLETICS  
YOUTH ATHLETICS  
2022-2023  
BASKETBALL PLAYING RULES**

- I. **COACHES**
- A. Coaches' certification is mandatory and should be completed prior to season beginning.
  - B. **Coaches' certifications are to be completed online at [www.nays.org](http://www.nays.org) (\$20 fee)**
- NOTE: ANY COACH NOT CERTIFIED BY November 28, 2022 WILL NOT BE ALLOWED TO COACH UNTIL CERTIFICATION IS COMPLETED.**
- II. **COACH'S ID CARD**
- A. Anyone coaching a youth team must have a coach's picture ID provided by the Youth Athletic Department.  
EXCEPTION: City of Memphis Full-Time Employees may use their city issued ID badge
  - B. Upon completion of NAYS certification, coaches may obtain an ID card. ID cards are issued at the Athletic office located at 4845 Willow Road, Monday – Friday, 9:00AM –5:00PM.
  - C. Additional adults sitting on the team bench must also have an ID card issued by the Athletic Department.
  - D. The ID card must be visible while coaching. Athletics will provide a lanyard with each card.
  - E. If coaching staff does not have ID card at game they will be allowed to coach that day and the game will be played but the score of the game will be reported as a forfeit and coach must obtain the proper card before the next scheduled league game, failure to do so will result in future games being forfeited.
- III. **SPORTSMANSHIP**
- A. PLAYERS – refer to constitution and by-laws Article V Section 5.01
  - B. COACHES – refer to constitution and by-laws Article V Section 5.04
- IV. **TEAM REGISTRATION**
- A. **FEES**
    - 1. No youth team entry fees for teams comprised of youth residing within Memphis City limits.
    - B. A team is considered registered when a complete roster has been turned in.**
  - C. A complete roster must have five (5) players' names with addresses, telephone number, age, birth date, school and **PROPER AGE VERIFICATION.** The Athletic Staff, upon roster submission, will initially review your roster to determine if it will be accepted. **Rosters that do not reflect a legitimate attempt to be completed may be rejected.** Rejected rosters must be re-submitted and are still subject to all previous deadlines and specifications.
  - D. **A team may register any date from September 12, 2022 through November 4, 2022.**
  - E. **PROPER AGE VERIFICATION**
    - 1. ACCEPTABLE FORMS OF AGE VERIFICATION**
      - i. Birth Certificate**
      - ii. State or Federal Issued Photo ID**
  - F. **ROSTER SUBMISSION**
    - 1. Deadline for rosters to be submitted (All Age Groups) is November 4, 2022, at 5:00PM
    - 2. Rosters must be hand delivered by Head Coach, Assistant Coach, or a team representative to the City of Memphis Parks Athletics Office: 4845 Willow Road, 38117
    - 3. **Any team that submits its roster after FRIDAY November 4, 2022 will be placed in a league if an opening becomes available.**
    - 4. Verification of roster eligibility will be determined with roster submission.
    - 5. Coaches will be notified of necessary corrections when roster is submitted.
    - 6. Roster corrections must be made on or before November 4, 2022. A legal team consists of five (5) legal players.
    - 7. Player's name placed on roster – See Constitution and By-Laws, Article IX Section 9.02
- V. **PROGRAM DATES**
- A. Schedules will be available for pick-up on Wednesday November 16, 2022.
  - B. Season starts Monday November 28, 2022.
  - C. The City Tournament will begin after the regular season.
    - 1. **City Tournament will be single elimination unless otherwise notified**

- D. Coaches participating in the City Tournament will be notified when brackets and tournament rules will be available for pick-up.
- E. There will be no City Tournament or league standing kept for the 6U leagues.

## VI. LEAGUE PLAYOFF

- A. The procedure for eligible teams that are tied in league standings at the end of league competition.
  - 1. Head to head competition.
  - 2. Point system
    - i. 5 points for a win
    - ii. 3 points for a loss
    - iii. 0 points for a forfeit.
  - 3. Flip a coin (only if both coaches agree)
  - 4. In case of teams still begin tied – playoff game.
  - 5. In case of a three-way tie and teams split in head to head competition, 1 point will be awarded for each win between the three teams. If tie still exist, there will be a playoff game.
  - 6. **In the event eligible teams not going to City Tournament and the next place teams are tied, the procedure will be to use step 1 and 2 above and if teams are still tied – coin toss – there will be no playoff games.**
- B. **COACHES ARE RESPONSIBLE FOR SECURING TOURNAMENT BRACKETS IF THEIR TEAM IS IN A PLAY OFF SITUATION FOR PLACEMENT IN THE CITY TOURNAMENT.**

## VII. MEMPHIS PARKS - ATHLETICS MODIFIED RULES

- A. Age Classifications
  - 1. 6 & under
  - 2. 8 & under
  - 3. 10 & under (recreational & competitive)
  - 4. 12 & under (recreational & competitive)
  - 5. 14 & under
  - 6. 16 & under
  - 7. 18 & under
- B. **Competitive Classification**
  - 1. There is no designated playing time for participants. However, Memphis Parks encourages coaches to play all players.
  - 2. Maximum of 15 players per team rosters
  - 3. No competitive leagues will be offered in 6U and 8U age divisions.
  - 4. The 18U, 16U, and 14U age groups for boys and girls may only register competitive.
- C. **Recreational Classification**
  - 1. Age groups for Recreation Classification
    - i. 6U, 8U, 10U, 12U
  - 2. Maximum number of players per team roster
    - i. 10U, 12U, 14U, 16U, 18U – 15 PLAYERS
    - ii. 6U & 8U – 10 PLAYERS
  - 3. Designated Playing Time for Recreation Classification
    - i. 10U, 12U: prior to the game starting, each player must be designated to play a minimum of **ONE COMPLETE** quarter. (Exception: unless the player becomes sick, injured or fouls out)
    - ii. 6U & 8U: prior to the game starting, each player must be designated to play a minimum of **TWO COMPLETE** quarters. (Exception: unless the player becomes sick, injured or fouls out)  
**NOTE: Coach must designate quarters in the official score book prior to the game starting.**
    - iii. Coach is responsible for reporting **immediately** to referee any player(s) who become sick or injured during his/her designated quarter. This **must** be noted in the official scorebook. **A sick or injured player who does not complete his/her designated quarter may not re-enter the game.**
    - iv. Failure to play all players the designated playing time will result in the following penalty:
      - a. **FIRST OCCURANCE** – technical foul assessed to offending team while rule is being violated and correct player must immediately enter ballgame.

- b. **SECOND OCCURANCE – 2 technical fouls will be assessed to offending team (4 free throws will be awarded) and correct player must immediately enter ball game.**
- c. **THIRD OCCURANCE – OFFENDING TEAMS WILL FORFEIT BALLGAME; correct player must immediately enter ballgame. (game will be played out) NOTE: a, b, c applies to each team NOTE: Each occurrence the opposing coach must register protest and write in score book while the rule is being violated.**
- d. 6U & 8U ONLY – technical foul assessed to the offending team while rule is being violated, correct player must immediately enter game.

#### D. 6U Rules

- 1. Will play cross-court using side goals of 8 ½ feet or drop-down goals
- 2. Will shoot free throws from a n 8-foot free throw line
- 3. No 3-point goals are awarded
- 4. Each player must play two full quarters (unless sick, injured, fouls out)
- 5. Maximum 10 players per team
- 6. Will play 4 quarters with 5-minute running clock
- 7. Free throws taken on shooting fouls only
- 8. No full court press at any time – no pressing once player gains control, defensive players must drop back to half court. A warning will be given.
- 9. 10 points or more lead no half court press –players on defense must be behind free throw line extended
- 10. 5 second lane violation
- 11. Player fouls out on 7<sup>TH</sup> personal foul
- 12. Two-time outs per team per game
- 13. Free throws at half time
  - i. Each team will shoot free throws at half time (One shot per player and one point per free throw made)
  - ii. If one team has more players than the other, some players will shoot twice; points will be added to total score.
- 14. Ball size is 28.5
- 15. No overtime
- 16. No league standings
- 17. No city tournament
- 18. All 6U divisions will be classified as recreation
- 19. For instructional purposes only, a coach may roam the sidelines of his side of half court

#### E. 8U Rules

- 1. Will play cross-court using side goals of 8 ½ feet or drop-down goals
- 2. Will shoot free throws from a 10-foot free throw line
- 3. No 3-point goals
- 4. Each player must play two full quarter (unless sick, injured, fouls out)
- 5. Maximum 10 players per team
- 6. Will play 4 quarters with 6-minute running clock
- 7. Free throws taken on shooting fouls only
- 8. No full court press at any time – no pressing once player gains control, defensive players must drop back to half court. A warning will be given.
- 9. 10 points or more lead no half court press –players on defense must be behind free throw line extended
- 10. 5 second lane violation
- 11. Player fouls out on 7<sup>TH</sup> personal foul
- 12. Two-time outs per team per game
- 13. Free throws at half time
  - i. Each team will shoot free throws at half time (One shot per player and one point per free throw made)
  - ii. If one team has more players than the other, some players will shoot twice; points will be added to total score.
- 14. Ball size is 28.5
- 15. No overtime
- 16. City tournament will be offered

17. All 8U divisions will be classified as recreation
18. For instructional purposes only, a coach may roam the sidelines of his side of half court

**F. 10U & 12U RECREATION**

1. A team in the last minute of the last quarter or any overtime CANNOT call consecutive timeouts after the clock has begun while in the backcourt. (Penalty – Throw-in from half court by opposing team.)

**G. Rules Pertaining to ALL Classification of Play:**

1. Each overtime for all age groups will be three (3) minutes.
  - i. **NO MORE THAN ONE OVERTIME MAY BE PLAYED FOR REGULAR SEASON GAMES**  
(EXCEPTION: Tot and Bantam – NO OVERTIME DURING REGULAR SEASON)
2. The alternating possession rule will be used.
3. No dunking is allowed during game or team warm-up.  
PENALTY – Technical foul charged to **head coach and player.**  
**(Will not count for coach toward ejection after 2<sup>ND</sup> technical foul)**
4. Three-point goals will be used in all age groups except 6U and 8U or if no three-point line is present.

**H. Playing Times**

1. 6U
  - i. 4 quarters of 5-minutes **running clock** (clock stops only for time out or injury)
2. 8U
  - i. 4 quarters of 6-minutes **running clock** (clock stops only for time out or injury)
3. 10U
  - i. 4 quarters of 5-minute duration
4. 12U
  - i. 4 quarters of 6-minute duration
5. 14U
  - i. 4 quarters of 6-minute duration
6. 16U
  - i. 4 quarters of 7-minute duration
7. 18U
  - i. 4 quarters of 7-minute duration

**I. Uniforms and Equipment**

1. All uniforms must be of the same base color (jersey only) jersey must have 6" numbers on back of uniform. Any whole number 0-99 may be used; no fractions or decimals.  
Note: Uniforms may not contain 0, 00, and 000 as different numbers; they are the same number.
2. Tennis shoes must be worn always.
3. Each team must furnish a basketball; the best ball will be used for the game ball. (Official's judgment)
  - i. 6U, 8U, 10U, and 12U boys will use 28.5" basketball.
  - ii. 14U, 16U, and 18U boys use regulation 30" basketball.
  - iii. Girls teams will use a 28.5" basketball.
4. The official goal for:
  - i. 6U & 8U is 8 ½ feet.
  - ii. All other age groups are 10 feet.
5. Free throw lines are:
  - i. 6U – 8 feet
  - ii. 8U – 10 feet
  - iii. All other age groups – 15 feet

**J. Pressing in Back Court**

1. **10U COMPETITIVE**
  - i. **NO PRESSING REGULATIONS**  
**Exception: See VII-J-3**
2. **6U, 8U & 10U RECREATION**
  - i. NO PRESSING IN BACKCOURT AT ANY TIME DURING GAME. This includes throw-ins, any dead ball situation, and after a rebound.  
PENALTY:

- a. 10U – technical foul on coach, two shot foul
- b. 6U & 8U – referee will tell players to back up
- c. 6U & 8U – if team is ahead by 10 or more points, players on defense must stay behind the free throw line extended.

3. **ALL AGE GROUPS**

- i. **NO TEAM CAN PRESS if ahead by 20 points or more.**

PENALTY: technical foul on coach; two free throws.

**EXCEPTIONS: 6U see VII-D-9 and 8U see VII-E-9.**

**VIII. MISCELLANEOUS**

- A. **Any coach playing a player that is officially signed with TSSAA or MIAA or any other school athletic association shall be liable for suspension. This includes 6<sup>TH</sup> graders playing on a Middle School varsity team or a B team)**
- B. THE NATIONAL FEDERATION OF HIGH SCHOOL RULES WILL GOVERN PLAY EXCEPT WHERE MODIFIED IN PLAYING RULES

**IX. IMPORTANT RULES**

- A. Squad member(s) must remain seated on the bench while clock is running except to spontaneously react to an outstanding play by a teammate and immediately return to their seat(s) or report to the scorer's table. When reporting to the scorer's table, they must sit down until beckoned on the court by an official.
- B. **Coach may stand to coach his/her team while staying within the confines of the team bench. (must stay in front of team bench, there is no "coaching box")**
- C. **After the first direct technical foul a coach receives he/she must remain seated on the bench while clock is running or is stopped except to:**
  1. Confer with bench personnel and players within the confines of the bench area during a charged time-out or the intermission between quarters and periods.
  2. Rise and stand in front of their seat to signal players to request a charged time out.
  3. Confer with personnel at the scorer's table to request a time out for a correctable error. Should a coach be incorrect, will be charged with a time out.
  4. Confer with personnel at the scorer's table to request a time out to prevent or rectify a timing or scoring error. Should a coach be incorrect, will be charged with a time out.
  5. Attend an injured player when beckoned onto court by an official.
  6. Replace or remove a disqualified player within the confines of his/her bench.
  7. Rise in front of their seats to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s) but must immediately return to their seat.
- D. Players can occupy only marked lane spaces or are required to be behind the free throw line extended during administration of a free throw.
- E. All technical fouls carry penalty of two free throws.

**X. CITY TOURNAMENT**

- A. See Constitution for further details
- B. NO City Tournament for 6U

**XI. BLOOD RULE**

- A. A player who is bleeding may be prohibited from participating further in the game until appropriate treatment can be administered (Referee's judgment). If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the referee's judgment. The referee shall:
  1. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
  2. Apply the rules of the game regarding substitution.
- B. Player may not participate with blood on uniform or shoes.

**XII. MERCY RULE**

- A. Game will go to running clock if any team goes up by 25 points or more (except on injuries, timeouts, and technical fouls). If the score is reduced to 10 points or less, the stop clock procedure will resume. This rule applies to every age group regardless of classification.