



YOUTH BASKETBALL LEAGUES

Introduction to Game On Sports Complex: Game On Sports Complex, the premier youth Sports Facility in the sport of basketball, strives to provide opportunities for personal growth and development of youth athletes while reinforcing positive influences, self-confidence, self-esteem, and the ability to excel on and off the court. Through participation, Game On Sports is dedicated to educate and motivate each member, while encouraging teamwork, sportsmanship, and fun through the spirit of basketball.

Eligibility Requirements: All teams and players must be current members of Game On Sports Complex in order to participate in the Game On Basketball League. Proof of age and/or grade is required and must be made available at any time, for every player.

Game On is grade-based depending on the current season:

Fall/Winter/Spring Seasons: A player must sign up to play in the grade level that they are currently in.

Summer Season: A player must sign up to play in the grade level that they are going to in the fall. A player can always play up a Grade level, but never down a grade level down.

Multiple Team Participation:

A player is not allowed to participate on two different teams within the same grade level/division.

A player that participates in two different grade levels must be officially listed on both rosters by Game On.

ROSTERS

Normal Team Roster Limit: Team rosters are limited to fifteen (15) active players per team.

House Team Roster Limit: House Team rosters are limited to ten (10) active players per house team. Even when bringing your own team and need a Game On Coach.

Roster Change Restriction: No changes to a roster are allowed after the 3rd game of the season. Roster changes are made by league director.



Roster Change Procedures: Rosters can be managed on the Dash Online App (including creating, editing, deleting, etc.) by creating a User Profile and Game On Membership Account. Although players may be deleted and replaced from a roster, each additional player must be registered and paid individually. Rosters are set after your 3rd game of the season.

Governing Body of Rules & By-Laws: All Game On Sports Complex youth basketball leagues will be played under 2019/2020 National Federation of High School (NFHS) rules along with 2020/2021 Game On Rules and Regulations.

Length of Games: Length of games will be played under the following guidelines:

1st, 2nd and 3rd Grade Leagues, two (2), fifteen (15) minute halves.

4th, 5th, 6th, 7th, 8th Grade Leagues, four (4), seven (7) minute quarters.

9th, 10th, 11th, 12th Grade – four (4), eight (8) minute quarters.

Length of Overtime: Length of overtime period will be played under the following guidelines:

1st, 2nd, 3rd Grade Leagues – No overtime, game ends in tie.

4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th Grade – two (2) minutes

Time Outs:

1st, 2nd and 3rd Grade Leagues, two full timeouts (2) timeouts per half.

4th, 5th, 6th, 7th, 8th Grade Leagues, two full timeouts (2) timeouts per half.

9th, 10th, 11th, 12th Grade Leagues, two full timeouts (2) timeouts per half.

Length of Half-time: Length of half-time will be five (5) minutes



Boys Basketball Specifications: Basketball specifications for boy's games are as follows:

Boys 1st – 27.5”

Boys 2nd, 3rd, 4th, 5th Grade - 28.5”

Boys 6th, 7th, 8th, 9th, 10th, 11th, 12th Grade - 29.5”

Girls Basketball Specification: Basketball specifications for boy's games are as follows:

Girls 1st – 27.5”

Girls 2nd through 12th Grade is 28.5”

Basket Height Specification:

1st & 2nd Grade, 8 feet

3rd Grade, 9 feet

4th Grade and Older, 10 feet

When playing in a combined division, i.e. 2nd/3rd grade division, teams will play to the older teams rules and regulations.

FOULS

1st, 2nd and 3rd Grade Leagues, 6 total fouls until a player fouls out.

4th, 5th, 6th, 7th, 8th Grade Leagues, 5 total fouls until a player fouls out.

9th, 10th, 11th, 12th Grade Leagues, 5 total fouls until a player fouls out.

Every foul counts as a team foul. On the seventh (7) team foul, the team will be in the bonus (1 and 1) situation. On the tenth (10) team foul, the team will be in the double bonus resulting in two (2) shots.

Technical Fouls result in two (2) shots and loss of possession. Two (2) technical fouls against a player or coach will result in ejection from the game. The player or coach must immediately leave the playing area. Technical fouls assessed for inappropriate behavior by the fans or bench will be assessed to the head coach.



Clock stoppages:

1st, 2nd and 3rd Grade Leagues, timeouts and free throws for length of the game.

4th, 5th, 6th, 7th, 8th Grade Leagues, timeouts and free throws for length of the game in addition to 4th quarter, the clock will stop on dead balls.

9th, 10th, 11th, 12th Grade Leagues, timeouts and free throws for length of the game in addition to 4th quarter, the clock will stop on dead balls.

Provisional Running Clock:

In the event that a team is up by 15 points or more, the clock **WILL ONLY STOP** on timeouts.

Press / No-Press Rule:

The following rules are established for full-court press:

There is no press allowed for 1st grade basketball league. All teams must run back into their defense.

At the time a 2nd, 3rd, 4th, or 5th grade winning team gains a lead of fifteen (15) or more points during anytime in the game, they must play defense behind the half-court line. A first offense will result in a Warning. A second or subsequent offense will result in a 2-shot Administrative Technical Foul.

At the time a 6th, 7th, 8th, 9th, 10th, 11th, 12th grade winning team gains a lead of fifteen (15) or more points during the game, they must play defense behind the half-court line. A team's first offense will result in a Warning. Any team's second or subsequent offense will result in a 2-shot Administrative Technical Foul.

This is to mitigate, any negative response a child would have when encountering a press in future seasons and prepare them to successfully handle the pressure they will inevitably encounter.



1st Grade League Options

Recreational League:

There is no press allowed for 1st grade basketball league. All teams must run back into their defense.

There is no stealing allowed.

Competitive League:

There is no press allowed for 1st grade basketball league. All teams must run back into their defense.

There is stealing allowed.

UNIFORMS:

All teams must adhere to the following uniform guidelines:

All teams must have either reversible jerseys (one light color side and one dark color side) or two sets of jerseys (light set and dark set).

The home team in each game will wear light-colored jerseys. The visitor team in each game will wear dark-colored jerseys.

Jerseys must have permanent numbers on the back of the jersey

CONDUCT

Participant Conduct: We expect coaches, players and parents to encourage great sportsmanship. Any misbehavior or misconduct, on or off the court is not tolerated - i.e. speaking to opponents, yelling at referees, belittling players you will be subject to individual and/or team disqualification from an event as well as suspension or expulsion from participation in future Game On Sports Leagues.

Coaches Responsibility: Each coach will be responsible for all members of his/her team before, during and after games, including all parents and spectators representing their team.

Team Manager: Each team will designate an individual as the contact person in the event of any problems or concerns.



League Disqualification/Suspension:

A team and/or player is subject to immediate disqualification from a game and removal from facility for any conduct deemed inappropriate, unacceptable, unsafe and/or abusive by the Game On staff. This includes but is not limited to defacing and/or destruction of property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the Basketball director.

An ejection of any player, coach, parent, or spectator will result in a minimum of a one game suspension from the team's next scheduled game in the same season and up to dismissal from the league. During the suspension, the person is not allowed within sight or sound of the playing area as determined by the referee or Game On staff.

A second ejection within the same season will result in suspension from the league. No refunds will be issued in the event of disqualification. During the suspension, the person is not allowed within sight or sound of the playing area as determined by the referee or Game On Staff.

QUALIFYING PROCEDURES

There are no playoffs for 1st, 2nd and 3rd grade league.

For 4th grade and older the playoffs are for the top 4 teams in each division. Top four teams make it to the round robin playoff tournament at the end of the season.

Seeding for the playoffs will be decided by standings at the end of the season.

Bench Decorum:

Only eligible players and 2 coaches may be on the team's bench. One coach ***must*** remain seated.

Violation of this rule will result in one warning.

The team will then have 1 minute to clear the bench of anyone not listed on the official roster. If the team fails to comply with the rule violator(s) will be ejected.

Clear the bench of all team belongings and trash once your game has finished.

Team statisticians and/or scorekeepers must be provided by the teams that are playing that particular game.

Protests:

Official protests must meet all the following guidelines:



Upon alleged infraction, protest must be communicated immediately to the scorer's table by the head coach.

Upon completion of the game, protest must immediately be communicated to the Basketball Director by the head coach in person or via email cauth@gameonfw.com written or typed protest must be delivered in person to the Basketball Director within two hours of completion of game. E-mail or faxed copies will not be accepted.

A \$100.00 (cash) fee must accompany the written/typed protest and be delivered to the Basketball Director within two hours of completion of the game.

Protests pertaining to an official's judgment call will not be considered. Protests in which a potential rule infraction has occurred may be considered if the infraction had a direct impact on the outcome of the game and falls within the guidelines of the correctable error rules.

The Basketball Director will consider all protests and make every attempt to provide a ruling prior to the team's next scheduled game.

Successful protests will result in refund of the \$100.00 protest fee.

Unsuccessful protests will result in forfeiture of the \$100.00 protest fee.

Officials: All officials are certified and registered with their respective state official's association. Officials are assigned by Big Balls Up.

Facilities: All games will be played on regulation courts. Locker rooms are not available for team use. Teams should come to each game dressed in uniforms.

Transportation: All teams are responsible for their own transportation to and from each game.

Equipment Items: Equipment such as tape, towels, etc., will be acceptable in the gyms and are to be furnished by the participants. Game On is not responsible for any items lost or stolen during any games, so be certain to use proper security precautions.

Forfeits: A team must have a minimum of 4 players and 1 coach in order to start the game. If a team is unable to field a team within the 10 minutes of scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.

Reschedules: Reschedules must be made 48 hours prior to the scheduled game time. Coach must notify Game On Sports Complex league director cauth@gameonfw.com / 817-367-7800 by phone or email. Game On Sports league director will attempt to find reschedule date for both teams affected. Teams are limited to 1 reschedule per season.