

Texas Charter School Academic & Athletic League (TCSAAL)

Basketball Rules & General Procedures

2016-2017 Season

General Procedures & Guidelines

Home Team Requirements:

The home team is required to provide 2 volunteers, 1 to run the score board and 1 to keep the official game book. (Please note that if your facility does not have a scoreboard then you need to keep score with either a flip scoreboard or a dry erase board or something similar). The home team must also provide the facility & game basketball (however the teams can use any basketball that is regulation and both the coaches and the referee conclude to be acceptable).

SCOREBOOKS can be purchased at almost any sporting goods store or at their websites for around \$10-\$15.

Visiting Team Requirements:

The visiting team should **bring their own basketballs** for warm-up. TCSAAL also requires both teams to keep a score book for the game, though the home team's book is the **ONLY** official book.

Both Team Requirements:

It is the responsibility for each team to control the behavior of their fans. And the referee will have final authority about removing fans and potentially punishing a team for their fans behaviors.

Home team should wear light-colored uniforms. Visiting teams will wear dark colored uniforms. **In the event the visiting team arrives wearing uniforms that are too similar in color, the visiting team is expected to wear an alternate set of jerseys or a set of temporary jerseys ("pennies").** Both coaches are expected to communicate with their opponents prior to games to ensure teams do not wear the same color uniforms.

Shorts should be of similar color to all teammates.

POINT OF EMPHASIS: For the 2016-2017 school year, TCSAAL will allow uniform jersey numbers to include numerals 6, 7, 8, and 9. However, beginning with the 2017-2018 school year, TCSAAL will make this uniform numbering illegal. Starting with the 2017-2018 school year, the only legal numbers will be 0, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, & 55. Teams should plan accordingly.

Game Ball Requirements:

- All Boys teams will play with an official-sized (NBA-sized) Basketball
- All Girls teams will play with a girls 28.5 sized Basketball

General Eligibility Requirements:

- No pass, No Play: TCSAAL requires that all students maintain at least a 70% average in all classes to participate in TCSAAL activities. As we do want to use athletics as an incentive to obtain good grades, a player can be moved to the active roster if they are passing all classes on a progress report under the individual schools system. If a player does not have a passing average, they may still remain on the team, but they are not eligible to play in games.
- Students must abide by eligibility rules and regulations as detailed in the *TCSAAL Handbook*.
- Any student can play up in grade level grouping, but they cannot play down.
- A student cannot play on multiple teams in the same activity. For example, a 6th – 8th grader may play on either the 6th – 8th grade team or the 9th-10th Grade team, but not both. Also if your school, for example, has two 6th-8th Grade Basketball teams, a student will not be allowed to play on both teams. The only exception to this rule is in regard to students participating on a Junior Varsity team and a Varsity team during the same season. Please see the *TCSAAL Handbook* for more details.
- Girls are eligible to participate on all boys teams. Boys are **NOT** eligible to participate on any girls teams.

Roster Deadlines:

The deadline to make roster changes (add players to your team) is before the start of the second half of your season. (6th game for high school and the 5th game for 4th-6th/6th – 8th/9th-10th Grade & JV in most cases). At this point schools must submit to TCSAAL a final team roster and teams cannot be changed at that point.

Payment Guidelines:

All team fees are due no more than 30 days prior to the start of the season. Any teams that have not paid by the start of the second half of their season (6th game for high school and the 5th game for 6th – 8th grade in most cases) will not be allowed to continue to play until all payment is received. All games forfeited due to a lack of payment will not be allowed to be re-scheduled.

Stat Tracking:

All high school teams are encouraged to track the stats of their teams and submit them to the league. TCSAAL awards all regional and all state teams and the stat forms are used to help in aiding these selections. Your school is not required to do this but it will help your kids receive honors and recognitions.

Door Admission Fees:

Please note that it is not the policy of TCSAAL to regulate if your school charges admittance to games. This practice will be left up to each individual school. However, per the TCSAAL Handbook, TCSAAL representatives, officials, and all players included on the respective team's roster as well as their 2 designated coaches are not to be charged at any time. Also we recommend that the rate be \$2 for adults and \$1 for students. If your school is going to charge different rates, then this please notify us so we can give your opponents a heads up. Tickets cannot be more than what TCSAAL charges for regional playoffs.

*Exception – Please see rules and regulations for “Tie-Breaker Games” and Playoff games in the *TCSAAL Handbook*

Game Rules

Game Length:

Varsity: 8-minute quarters with a 5-minute halftime period

Junior Varsity: 8-minute quarters with a 5-minute halftime period

9th – 10th Grade: 8-minute quarters with a 5-minute halftime period

6th – 8th Grade: 6-minute quarters with a 5-minute halftime period

4th – 6th Grade: 6-minute quarters with a 5-minute halftime period

POINT OF EMPHASIS: While playing at a facility with time restrictions:

- If a team is running late for any reason and arrives within 20 minutes after the scheduled start time, the game quarters will be truncated to ensure that the game finishes within the allotted timeframe. The change in timeframe will be at the officials' discretion and these changes will be communicated with both teams prior to game time.
- If a team is running late for any reason and arrives more than 20 minutes after the scheduled start time, the game may be ruled a forfeit at the discretion of the team that is present.
- NOTE: If the facility will allow teams to play past designated rental periods (free of charge), then teams should follow normal regulations and protocol.

Clock Management:

The clock will work traditionally, stopping for out-of-bounds, time-outs, free-throws and any other time under NFHS/UII rules.

Mercy Rule: If a team is up by over 20 points in the second half then the game can be moved to a running clock if both coaches agree to move to a running clock. The game will go back to traditional time formats if the point difference gets within 20 points. If there is ever a 30-point difference between the 2 teams (first half or second half), it will be mandated that the clock will shift to a running clock until the point difference falls under 30 points.

In addition, for the 4th-6th Grade Age Grouping only, the mercy rule will also incorporate the rule that a full-court press will not be allowed while the mercy rule is in effect (if a team is up by over 20 points in the second half and both coaches agree to it). Similar to above, the full-court press may be utilized again if the point difference drops below 20 points. If there is ever a 30-point difference between the 2 teams (first half or second half), it will be mandated that the full-court press will not be used until the point difference falls under 30 points.

POINT OF EMPHASIS: For the 4th-6th Grade age grouping in basketball, the use of a full-court press may or may not be used at all. For the 2016-2017 school year, this will be determined on a regional level between the coaches, athletic directors, TCSAAL Regional Representative, and the TCSAAL Regional Director.

Shot Clock:

No shot-clock will be used.

Fouls:

A player will be terminated from a game after 5 fouls.

Technical / Flagrant Fouls:

A player will be terminated from a game after 2 technical fouls.

The referee may eject a player or coach after a single intentional flagrant foul at the referee's discretion.

Facility:

The home team is responsible for providing the facility for the game.

*Exception – Please see rules and regulations for “Tie-breaker Games” and “Playoff Structure” in the *TCSAAL Handbook* for additional rules and exceptions.

Team Size:

We do not have a max on the amount of people that can be on your team. The game of basketball is played with 5 people on the court per team however a team can play a game with only 4 players on the court. Please note that a team will have to forfeit if they fall down to 3 eligible players. For example, if a team is down to only 4 players because people have fouled out or grades, then they can play the game. They cannot play with fewer than 4 players on the court.

All rules not covered in these rules will be followed based on NFHS basketball rules for Middle School and High School.
To purchase a copy of the NFHS rules, visit their website, at www.NFHS.org.