

# **Texas Charter School Academic & Athletic League (TCSAAL)**

## **Basketball Rules & General Procedures**

### **2023-2024 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 referees 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. The Visiting Team score keeper is **NEVER** allowed to sit at the Official Table. They must sit on their own team's bench and may **NOT** approach the scoring table unless prompted to do so by the officials.

##### **Both Team Requirements:**

It is the responsibility of the head coach for each team to control the behavior of their team, staff, & fans. The referee will have final authority about removing fans and potentially punishing a team for their fan 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 at least 1 day prior to games to ensure teams do not wear the same color uniforms.

Shorts should be of similar color to all teammates.

All players on the roster for each team need to be in the Official Score Book before the game begins. This includes any athletes not present at game time who plan to participate in the game. This responsibility falls solely on the team's coaching staff. Failure to have all athletes in the book prior to the start of game will result in a technical foul addressed to the Head Coach. The athlete can be added to the book after the Technical Foul is addressed, and the student will then be allowed to participate in the game.

##### **Team Requirements for Playoff Games:**

In any playoff round, the Home Team is responsible for the Official Score Book and the Visiting Team is responsible for keeping the Official Score Board. Both these volunteers will sit at the Official Scorer's Table and they will be the only personnel at the table. If one team doesn't have a TCSAAL approved volunteer, the opposing team will be responsible for both volunteer roles. All other Regular Season requirements remain in-effect for Playoff Games other than the volunteer roles described above.

##### **JERSEY NUMBERS:**

The only legal jersey 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.

- Penalty for using an illegal jersey number is a one-time technical foul assessed to the Head Coach. This occurs once per game (regardless of whether there are multiple players with illegal jersey numbers). The student(s) wearing the illegal jersey number are still allowed to play.
- For specific uniform logistics, please see the NFHS Basketball Rule book.

### **Game Ball Requirements:**

- All Boys teams will play with a game ball that consists of a circumference of a minimum of 29.5 inches to a maximum of 30 inches.
- All Girls teams will play with a game ball that consists of a circumference of a minimum of 28.5 inches to a maximum of 29 inches.

### **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. 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.
- See handbook for more details.

### **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 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.

### **Positioning of Spirit Participants During Gameplay**

NFHS Rule 2-1-10...Spirit participants shall remain outside of the playing area during a 30-second or less timeout during a basketball game.

NFHS Rule 2-1-12...Spirit participants shall stand outside the free-throw lane lines extended toward the sidelines throughout a basketball game.

### **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

9<sup>th</sup> – 10<sup>th</sup> Grade: 8-minute quarters with a 5-minute halftime period

6<sup>th</sup> – 8<sup>th</sup> Grade (Premier & Secondary): 6-minute quarters with a 5-minute halftime period

4<sup>th</sup> – 6<sup>th</sup> 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.

- Please note that TCSAAL will be following the protocols set forth in the NFHS Rulebook in regards to NFHS Rule 10-5-5.

### **Clock Management:**

The clock will work traditionally, stopping for out-of-bounds, time-outs, free-throws and any other time under NFHS/UIL 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 4<sup>th</sup>-6<sup>th</sup> 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 4<sup>th</sup>-6<sup>th</sup> Grade age grouping in basketball, the use of a full-court press may or may not be used at all. 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.

**NFHS Guidelines for Basketball Courts:** <https://nfhs.org/sports-resource-content/basketball-court-diagram-2022-23>

\*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.

### **Deadline for Roster Changes:**

The deadline to make roster changes is a specified date set by TCSAAL each school year. All roster changes must be made through your TCSAAL Regional Director before 5:00 pm on the date listed in the Roster Lock Deadline Document found on our website's Rules & Documents page.

## **2023-2024 NFHS Basketball Rule Changes**

For detailed listing of rule changes to NFHS Basketball 2023-2024, please visit <https://www.nfhs.org/sports-resource-content/basketball-rules-changes-2023-24> for more information.

**4-8-1:** Eliminates the one-and-one for common fouls beginning with the seventh team foul in the half and establishes the bonus as two free throws awarded for a common foul beginning with the team's fifth foul in each quarter and resets the fouls at the end of each quarter.

**Rationale:** Improves flow by providing an opportunity for teams to adjust their play by not carrying over fouls from quarters 1 and 3 to quarters 2 and 4 while significantly reducing the opportunity for correctable errors to occur. Minimizes risk of injury by eliminating the one-and-one and reducing opportunities for rough play during rebounding opportunities.

**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](http://www.NFHS.org), or you may purchase & download the rulebooks via the NFHS Rules app.**