FYBL- SPURS YOUTH BASKETBALL LEAGUE
2027 WINTER SEASON RULES

TEAMS

- No established teams from other leagues are allowed.
- Individual players must be drafted as directed by the FYBL board.
- No parent is allowed to request his/her child be on a certain team.
- The head coach will only be guaranteed his/her child(ren).
- The head coach shall choose his assistant(s) from his/her draft picks.
- Effective on Draft Date Team Rosters will be frozen. No refunds beyond this point.
- The minimum number of regular league season games played per team should be 6 with a maximum of 8 games. Plus a single elimination tournament for 7/8 & 9/10 divisions, with a double elimination tournament for 11/12 divisions.

COACH ELIGIBILITY

- Coaches and all volunteers must fill out a coach's application, pass a background check and attend a SYBL coach clinic.
- Coaches must be FYBL board approved.
- Coaches must wear their Spurs League Basketball 2027 League provided shirt at ALL games. Consequence: You will NOT be able allowed to coach without your shirt.
- Coaches are required to participate in the FYBL end of season tournament and encourage all players on his/her team to participate.
- Coaches will run no more than one practice per week for one hour per week only per team he/she is coaching. Consequence: Suspension from 1 league season game.

PLAYER ELIGIBILITY

- Players cannot wear any form of jewelry, metal or plastic clips. Any object that may be deemed to cause injury to another player. No taping or covering of jewelry or objects will be allowed. Sweatbands ARE allowed.
- Player must wear their Spurs Youth Basketball League 2026 provided game jersey.
- Player's jersey must be tucked in at all times.
- No writing/drawing and/or alterations will be allowed on team jerseys. **Consequence:** Parents will purchase a new official Spurs Youth Basketball League Jersey from the FYBL League and player will be suspended from play until shirt is replaced.
- *Players must attend practice. **Consequence:** Coach's discretion will be implemented to amount of playing time during next game. (Intent of Rule: To encourage participation and develop the child into a team player.) Parents please communicate with your coach if you are unable to attend practice/game in advance.

PARTICIPATION

Players who maintain **eligibility must play at least one quarter in the first half AND at least four consecutive minutes in the last half. (Example: A player who plays all of the 1st quarter, must also play at least 4 consecutive minutes in either the 3rd or 4th quarter.)

ELIGIBILITY AFTER GAME HAS STARTED

Players arriving before halftime will be allowed at least one quarter of uninterrupted play. If player arrives after halftime it is left to the coach's discretion.

FORFEIT GUIDELINES

- If a team does not have at least four (4) suited players on the floor ten (10) minutes after the first scheduled game of the day's starting time, the opposing team is awarded the win by forfeit. If neither team meets the requirements, a double forfeit is recorded.
- All subsequent games will be forfeited immediately at the scheduled start of the game if a team does not have at least four (4) suited players on the floor.
- If a team does not have a representative present at the score table at the beginning of game time, the team risks forfeiture. *See Scoreboard Management for details.

SCOREBOARD MANAGEMENT

- One (1) parent from each team must volunteer to keep the score:
- Home Team = BOOK
- Visiting Team = CLOCK
- If no parent steps up, the team's assistant coach must do it, relinquishing his/her coaching position for that game.
- Head Coaches must submit a copy of an official team roster with jersey numbers to score table 10 minutes prior to their scheduled game time.
    - Name and number of the starting five designated.
- If this information is not provided within the designated time, a team may be charged a maximum of one technical foul.
- We will play four 6 minute quarters with a running clock for 5/6 & 7/8 divisions. And four 8 minute quarters with a running clock 9/10 &11/12 divisions.
- No score to be recorded on the scoreboard for 5/6yr old teams. Focus on fundamentals and learning the game.
- All substitute players must report to the score table and inform the scorekeepers.
- Each team is allowed 4 time outs. 2 in the first half and 2 in the second half. Time outs will not carry over.
- If the point margin between teams is 20 POINTS OR MORE AT ANY POINT DURING THE GAME the score will freeze on the clock only, the book will remain kept with the actual score. The leading team will be allowed to shoot but the score will remain frozen on the clock until the trailing team gets within scoring range.

<u>The GAME CLOCK shall ONLY STOP for the following</u>:

- Player injury
- Coach or player calls a time out
- The last 2 minutes of the game anytime the referee blows the whistle (only 9/10 & 11/12 age groups.)

GAME PLAY

- Ball size 5/6 group will use a 27.5 ball, all other age groups will use a 28.5 ball.
- Goal Height: 5/6 & 7/8 groups will have an 8' goal, while the 9/10 & 11/12 groups will have a 10' goal.
- Defensive Play Allowed:

  5/6 & 7/8 divisions
    - All players must play man to man defense, staying within 3 feet of the person they are guarding when the ball crosses half court on offensive side. When the ball is passed to a declared side, the five defenders can adjust accordingly by sagging in the lane in a "help side" position. Defenders may double team the ball at any time in the PAINT ONLY.

9/10 divisions must follow the above rules for the younger teams, however;

- In the fourth quarter, they may begin zone defense and back court press.
- Pressing will cease if the point margin between teams is 20 points or more.

11/12 divisions may use zone defense and back court press throughout the entire game.

- Pressing will cease if the point margin between teams is 20 points or more.

Free Throws:

- 5/6 and 7/8 divisions can step up to shoot at 13'
- 9/10 will stand at the free throw line (15' away) but can take a jump/cross the line w/ their shot.
- 11/12 must stand at the free throw line (15') and remain behind the line while they shoot.

- Four corner offense (stalling) will be allowed only in the last two (2) minutes of the game.
- In case of a TIE SCORE at the end of the game, the teams will be allowed one (1) THREE minute overtime period for the 9/10 and 11/12 groups. This will be played w/ a jump ball and a continuous clock for the first two minutes; however, in the final minute the clock will stop at every whistle. After the three minute period has lapsed, if no team has scored, the first to score wins.
  - 7/8 divisions- the teams will be allowed one (1) THREE minute overtime period. This will be played w/ a jump ball and a continuous clock
  - The overtime period does not apply to the 5/6 age group; they are not allotted any overtime play.

DISCIPLINE FOR COACHES

- In the event a coach's behavior contradicts the purpose of the Spurs Youth Basketball League, to teach the basics of basketball as well as exemplify a positive role model, the coach will be asked to come before the FYBL board for a hearing.

CONDUCT AT GAMES

- A coach, player, substitute, team attendant or fan **shall NOT:**
  - Disrespectfully address or physically confront an official.
  - Attempt to influence an official's decision.
  - Use profanity.
  - Disrespectfully address or bait an opponent.
  - Object to an official's decision by rising from the bench or using gestures.
  - Incite undesirable crowd reactions.
  - Enter the court, unless by permission of an official, to attend to an injured player.
  - Yell at or mistreat a player.

***Consequences to any of the above actions will result in:

- First offense, the officials shall issue a warning to a team for unsportsmanlike conduct by any player, coach, substitute, team attendant, or fan.
- Second offense, the officials shall issue a technical foul to that player, coach, substitute, team attendant, or fan.
- If behavior continues the official or board member or security on site has the right to remove or banish that player, coach, substitute, team attendant, or fan from the game or area.
- A player and/or players that fight will be assessed one (1) technical foul and expelled from that game and the next two games at minimum. The player must serve his/her (two game) suspension by sitting on the bench with teammates for each entire game. Any additional violations for fighting will immediately expel the player from the league. If the player is not present for either/both games, those games will not count toward fulfilling the suspension.

***Officials “referees” WILL BE in control of the court/gym discipline during game play and the official’s judgement calls will stand.

***Paid Security will be in attendance on game days if any issues arise. Please do not hesitate to alert the door people or security if you observe any situation that could use extra attention at the gyms on game days.

*** Final Interpretation of any rule, policy or procedure will fall to the FYBL Board.

Parents any concerns you may have should first be discussed with the coach of your team. If you feel like it has not addressed then please contact your league president.

Floresville Youth Basketball League Board
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Vice President: Chris Mayberry
Secretary: Terri Chesser
Treasurer: Lisa Mayberry

Any revisions to the FYBL-SYBL Rules require board approval.