



Basketball League Rules

Divisions: Age Classifications:

6U Boys and Girls	= 5-6
8U Boys & Girls	= 7-8
10U Boy & Girls	= 9-10
12U Boys & Girls	= 11-12
14U Boys	= 13- 14 (2022 Summer Ball only to add girls)
18U Boys	= 15 -18 (must be enrolled in high school)

- Note: Age cut off ON or BEFORE April 1, 2022 for Winter Season and on or before September 1, 2022 for Summer Season, for boys and girls.
- A modified version of the Florida High School Basketball Rules will be used for league play.
- Specific rules apply for JaxPAL 6U Ball play.
- All players must be photographed by a JaxPAL staff member and submit a copy of their birth certificate (**Not original**) to JaxPAL before participating in any practice or game.
- Beyond the 12U Division, JaxPAL has created divisions based on gender. In the case where there are a limited number of teams for girls in a particular division the eligibility of that girl to play with the boy's division will be determined by JaxPAL.
- A player is limited to playing in (1) one division and on (1) one team during each season unless a special circumstance that is allowed by JaxPAL.
- A player is limited to playing up only (1) age classification division. Subject to change on case by case basis and communicated **ONLY** with the JaxPAL Recreation Supervisor or Athletic Director.

Registration:

- Coaches may not register individual team members. Registration must be done by a legal parent/guardian.
- Registration will be conducted during the winter and summer season. All new participants will be required to submit a copy of their birth certificates. The registration fee is \$60 per player for the league & \$75 for the league if after the initial registration period. TEAM registration & INDIVIDUAL registration will have a deadline that will be released each season. If we are overloaded with individuals we will end the registration until they are placed on a team.
- Registration for the league/individual teams will end before posted end date if we reach maximum capacity for the league/individual team.

Registration is on a first come, first serve basis. NOTE: Any team that submits a roster must have 7 players registered to secure a spot on the schedule. Once team registration ends, you will not be able to place a team into the JaxPAL league, however, players can be added to existing teams if there is available space on the roster. A complete registration consists of a completed online registration form, full payment, birth certificate and photo taken by JaxPAL staff member. Incomplete applications will not be accepted and individuals will not be allowed to participate in practices or games until all information is received by JaxPAL. Individuals may join formed teams provided that the roster allows and the applicant meets registration requirements. That individual will be placed on a team by the JaxPAL basketball staff. Once a player is placed on a

team, they cannot transfer to another team or asked to be moved to another team unless deemed necessary by JaxPAL Administration. Those circumstances would entail:

- Team is disbanded because of lack of required number of players or if coach quits.*
- If parent is not satisfied with coach or team after first practice.*

*Child can be transferred to another team if space is available. If not, parent will be issued refund minus \$10.00 administration Fee.

COACHES:

All new and returning coaches must fill out a JaxPAL volunteer application and turn into the Basketball Coordinator before applying for a badge.

New Coaches: All new head coaches, assistant coaches, and team parents (volunteers) will be required to complete the background screening process. Volunteers must have a state of Florida identification card or driver's license. You will first need to set an appointment with the Department of Parks and Recreation and Community Services by calling 904-255-7925 or 255-7926. This entire process is free. Once you are cleared, JaxPAL will issue your badge to you and you may begin with practices/games. If you are not cleared to volunteer, you may have the right to appeal the ruling after the completion of conviction date 5 years after conviction. Appeal can include 2 letters of recommendation from a friend, pastor, or business. However, you cannot coach or volunteer in any way until this process is over and you have been cleared and issued a badge from the Department of Recreation and Community Services.

All volunteers that have been issued a badge will be placed in a volunteer database. You must also register as a volunteer on Sportsengine.com. Put in your contact information including email and team name if you have one. During games You must check in at the admission table at each event and show the proper credentials before volunteering in any manner.

Your eligibility to coach/be involved with the team is based on passing this background check/screening process. Coach's credentials are required to be visible at all practices and games; the credentials are good for one calendar year. No parent or unauthorized person can participate in a coach's role without a background check. **NO EXCEPTIONS!**

Returning Coaches: All returning coaches, assistant coaches, and team parents will complete the Volunteer Statement of Continuation Service form. The form should be submitted to the Basketball Coordinator. JaxPAL will submit these forms to the Department of Recreation and Community Services and will pick up the badges upon completion.

Players and Identification:

- There is a limit of 12 players per game roster (unless authorized by JaxPAL).
- Teams that are brought in by and outside organization can have up to 15 players. Outside teams that have more than 15 players must split their teams and only players can only be listed on one of the split organization's roster. They cannot play on both teams.
- A registered player has to participate in at least half of the season's scheduled games to participate in the playoffs. Exemptions that would apply would be:
 - Player is ill or injured during the season.
 - Player has an excused absence granted by JaxPAL and approved by opposing teams. (This request must be submitted by parent or legal guardian, not a coach.)
- A book check will be conducted prior to the season starting to review each individual's picture on file, birth certificate and jersey number. The head coach is responsible for making

sure the book is complete. Player must be present and checked in by the Basketball Coordinator prior to the start of the third quarter to be eligible for play in each game.

- If an individual arrives to a game after roster check has been completed, they cannot play until the Coordinator has conducted a roster check on that individual. This will be completed at the Coordinators availability and JaxPAL cannot guarantee the availability of additional book checks.

*** If a coach/volunteer is found altering a roster or providing false information, the coach/volunteer will be dismissed from the program. The team will be disciplined accordingly, pending an investigation by JaxPAL Staff.**

Ineligible Players:

- Any player who does not appear on the roster.
- Any player who has not turned in a completed registration packet (online) and the \$60 fee (\$75 fee if late) is ineligible to play and will be removed from the roster if he/she appears on it.
- Any player that does not have a picture taken by JaxPAL staff or a birth certificate on file with JaxPAL Athletics.

Sportsmanship:



- **JaxPAL places special emphasis on sportsmanship.** We want to encourage all players to display good sportsmanship throughout the entire season. Coaches are expected to be the primary example to their players by displaying good sportsmanship at all times. Coaches should also maintain control of their spectators (including parents) at all times. If a coach has trouble with an out of control spectator, JaxPAL staff should be notified immediately. Coaches showing unsportsmanlike conduct may be ejected from the gym and possibly suspended from the league. Just remember, “**Character does count!**”
- Anyone who makes physical contact (battery) upon another person will face the consequences of their actions as required by law. Regular contact by children during a game is not considered battery.
- All Coaches for JaxPAL events including family, friends and youth shall not engage in; 1) verbal abuse; 2) attempts to intimidate; 3) is flagrantly rude, or; 4) cannot control their language or actions with any official, coach, volunteer, JaxPAL representative, participant or spectator or he/she will be asked to leave the event.

****Any type of violence will result in immediate termination from participation within the JaxPAL organization. You will also face the appropriate criminal charges****

Coaches will be held responsible for the Conduct of their assistants, players, parents of players, team mom/dad, and their fans and may be subject to disciplinary actions. Coaches will also become familiar with the league rules, policies, and procedures and will be expected to adhere to the requirements.

Officials have the final say regarding calls during the game. If a coach becomes belligerent or violent with an official, he or she will be ejected from the JaxPAL gym.

Game Day Conduct

If a player/coach/or other team volunteer that conducts themselves in a matter that could be considered a violation of policy could:

1. Receive a written warning at the discretion of the Executive Director or Athletic Director depending upon the severity of the violation. If details of the written warning are violated, termination from the program can be considered.

Any coach/player or other team volunteer who is ejected from a game for any reason, or removes, his/her team from the court or field prior to the end of the game, or will be suspended as follows:

First Offense:	Minimum Suspension – One Week (Basketball-one game, next game)
Second Offense:	Minimum Suspension- Two Weeks (Basketball- one week)
Third Offense:	Minimum Suspension- One Year (Basketball- One year)

Also any head coach who allows a coach to coach a game in their absence that has not been cleared or has a person sit on the bench during games or conduct practices without being cleared will face the same penalties listed above. * Note: Suspensions are inclusive to all coaches, regardless of the event/game location. (Tackle Football has specific rules for suspensions. See NFYFL rules)

** In the event a team clears the bench to confront the opposing team, the team and coach will automatically forfeit the current game, will be suspended for the next game and a forfeit applied. Upon review and investigation of the situation, the administration may take further action towards the team and/or coach. **

Protests of player eligibility should be brought to the attention of the JaxPAL Recreation Supervisor prior to game day.

Protests of rule interpretations should be brought to the attention of the official immediately after the infraction and before the ball is back in play. All protests should be settled at the site if possible, even if it requires delaying the game. If the question cannot be resolved at that time, a verbal intention to protest must be made immediately to the official in charge. The coach must follow the verbal intent to protest with a written protest within 24 hours.

Complaints:

All complaints must be handled through the appropriate chain of command. Any complaints about officials should be made either in person or in writing during business hours only to the JaxPAL Recreation Supervisor, Kerrie Rice, at Kerrie.Rice@jaxsheriff.org. The best way to contact any of the staff is by email. Please do not contact and employee on their personal phone or email. No complaints regarding the officials will be taken at or during a game. Arguing with officials in front of players or spectators will not be permitted. Remember, officials make the calls to the best of their ability.

Game Time:

- A minimum of 5 rostered players on the court is mandatory to start a game or a forfeit will be given. A five minute grace period will be given to the first game each day. All other games for that day will not have a grace period. Game time is forfeit time but may be overruled by JaxPAL Basketball Staff. If neither team has enough players to start the game, the game will be cancelled without a forfeit and there will not be a make-up game.

- Quarters will be six (6) minutes for the 8U and 10U division and seven (7) minutes for 12U, 14U divisions and eight (8) minutes for the 18U division.
- The clock will be stopped **ONLY** for time-outs and free throws, except for the last minute of each quarter when the clock will stop for all dead balls as well as time-outs and free throws.
- If a game reaches a 20 point spread, the clock will run continuously and only be stopped for time outs and injuries.
- In all divisions, pressing will NOT be allowed after a twenty (20) point lead. If there is a press by the defense there will be a warning and then a tech called on that team. Clock will continue to run.
- Coaches must utilize all players on their bench during a game as long as the player has attended practices and followed the rules the coach has provided for the team.
- There will be a three (3) minute warm-up period before the game, a three (3) minute rest period between halves, and a one (1) minute rest period between quarters.
- Every overtime period will be two (3) minutes for a maximum of two (2) overtime periods. You will receive one additional time out each overtime period.
- Five (5) time-outs (3 full, 2 thirty second) are allowed per team per game.
- Only 3 coaches/volunteers are allowed on the bench
- Only one coach/volunteer is allowed to stand during games. After second warning is given, a technical foul will be given to the team in fault.
- Coaches must stand in designated sideline area during games. After second warning is given, a technical foul will be given to the team in fault.
- If a referee or JaxPAL staff has to repeat an offense three times or more, a technical foul will be issued each additional time.
- **DO NOT** throw balls, dribble balls, or shoot baskets in the gym or in the hall- ways while games are going on.

Uniforms:

- Uniforms are not provided in JaxPAL registration.
- Teams must provide their own uniforms. It is required that all teams play in uniform, however, if a team does not have uniforms, JaxPAL will provide a uniform for that game only and must be turned in immediately after the game. Parents are not required to buy expensive uniforms. They are only required to have on a matching shirt with a visible number. Only basketball shoes will be allowed on the gym floor. No jogging or street shoes will be permitted, regardless of sole composition.
- Coaches and parents may agree to purchase their own uniforms. Any uniform or item that a parent pays full price for **BELONGS TO THE PARENT**. They do not need to return the uniform to the coach/organization
- Established teams registering with JaxPAL may use their own uniforms in games if pre-approved by JaxPAL.
- If established teams add participants registering with JaxPAL to their team, they will need to provide JaxPAL with all costs associated with uniform fees. JaxPAL will present this to any potential players that may be added to your team. No additional costs may be charged to players.
- Mini Ball participants will receive jerseys as part of their registration.

Coaches Attire:

- All coaches are required to dress in a professional manner and will be issued a volunteer shirt. The shirt is optional to wear only if you have your own team shirt.

- If the JaxPAL provided volunteer shirt is not worn, a polo shirt must be worn with khaki shorts/slacks and tennis shoes (no flip flops or tank top shirts allowed). Coaches may purchase their own shirt provided it matches their team uniform colors. Coaches with established teams may wear their team's coach's shirt.

Miscellaneous:

- Beyond the 12U Division, JaxPAL has created divisions based on gender. In the case where there are a limited number of teams for girls in a particular division the eligibility of that girl to play with the boy's division will be determined by JaxPAL.
- Games are played at both JaxPAL locations. Coaches decide where their team will practice; this can be any approved location. Coaches must submit practice locations, days and times to Coordinator.
- Only water will be allowed to drink in the players' bench area. All Gatorade/flavored drinks will be restricted to the designated area at each site. (If the referee or coordinator has to ask up to 3 times to remove Gatorade from bench. A bench technical will be issued.
- If a coach is unable to coach in a practice or game they must make sure that only a registered volunteer with a current badge is coaching the team. No other individual may fill-in, volunteer or coach in any manner without these credentials.
- There will be a \$2.00 entry fee for all people 10 years and older for games with the exception of the Playoffs and Championships games which will be \$3.00. Kids under 10 are free.
- Games that become delayed after the third quarter for more than 5 minutes due to unforeseen circumstances (i.e. power outage) will end at that time and the current score will remain as the final score. Games that end before the third quarter will only be rescheduled if there is ample time/court space or if the outcome of that game affects the final standings. JaxPAL reserves the right to use discretion in declaring a game complete due to any unforeseen circumstance before the third quarter and considering it a full game due to time remaining/point spread.

Game Admission

1. Admission to sporting events is non-refundable.
2. If a sporting event, whether inside or outside the facility, is cancelled due to inclement weather or any circumstance, the game will be rescheduled and admission for that game will be free for those holding tickets to the cancelled event.
3. If the game cannot be rescheduled, the admission will be considered a donation.

6U Basketball rules (5 - 6 year olds)

The 6U division will play on a goal height of 8'. The game will begin with the visiting team inbounding for the first procession.

Beginning of Game

Game will begin with visiting team inbounding the ball. There is no jump ball. The home team will inbound the ball at the beginning of the second half. There are no alternating possessions. Possessions will be determined by the referee.

A. Score

1. Score will be displayed during the game. If a team increases its lead by 15+ points, the score will be removed. (Remember games do not count toward a playoff or championship. There isn't a playoff or championship)

B. Length Of Quarters

1. Playing time for teams shall be four 6 minute quarters with 1 minute between. There will be a 3 minute half-time after the second quarter. No overtime will be allotted. Standings and records are not being kept so games can end in a tie.

C. Time-out/Stopping Play

1. Time-out occurs and the clock, if running, shall be stopped when a coach:
 - a) Stops plays because of injury.
 - b) For any other situation or any emergency.
 - c) Time-outs
2. The clock shall run continuously in all other situations, out of bounds, violations, reporting of fouls, shooting fouls, etc.

D. Time-outs

1. Two 30-second time-outs may be charged to each team during a regulation half. Unused time-outs may not accumulate.
2. A time-out shall not be granted until after ball has become live to start the game.

E. Time Violation

1. Time Violations, such as Backcourt (10 seconds), will not be enforced. "Inbounding, 3 seconds, and 5 second violations" will not be enforced. Coaches are still encouraged to teach rules.

F. Inbounding

1. Inbounding violations will not be enforced.

G. Traveling/Double dribble

1. Traveling/Double dribble will not be enforced, however, it will be at referees discretion. Referees will use discretion during the season and maintain fairness. If the referee decides to call a traveling/double dribble, it will result in a turnover and loss of possession.

H. Personal Foul

1. Personal Fouls will not be counted against players. Players will not be able to foul out. If a player is deemed to have committed a flagrant foul or unsportsmanlike conduct, that player will be ineligible for the remainder of the half.

I. Free-throws

1. There will be no free-throws on fouls. Any fouls during a shot will result in team bring ball in from sideline

J. Defense

1. No defense in the back court. If a player gets a rebound and holds the ball or if there is a turnover, the defense must go past the half court line to the designated 3 point area.. The defense must allow ball and player to get to the 3 point line before pressure is applied.
2. In an effort to help players improve dribbling skill, offensive players will be allowed to dribble without the defensive player stealing the ball. Defensive players can take possession of the ball in the following circumstances:
 - a. Defensive players can only steal the ball on passes.
 - b. If the offensive player picks up the ball, it can be tied up for a “jump ball”.
 - c. Offensive player loses control of the ball.
3. Fast Breaks
 - a. Fast breaks are only allow during:
 - i. Turnovers
 - b. Teams cannot fast break after a rebound. Defense must hold ball to allow other team to set up their defense.

K. Coaches

1. Coaches will be allowed on the court to tutor players but must remain outside of the 3 point arc. Coaches are reminded to not slow the pace/speed of the game as much as possible.

L. Ball Size

1. 6U ball division will use 27.5” ball.

We would like to thank each of you in advance for your participation in the Police Athletic League’s Basketball Program. Please know that your service is not taken for granted. We look forward to working with you. If you have any questions or concerns, please feel free to call Basketball Coordinators, Officer Lynetta Cook (JaxPAL Northside Center - 854-6555 x322), Mikel Taylor (JaxPAL Monument Center - 854-6555 x312).