

Youth BASKETBALL



2020 Rules & Guidelines

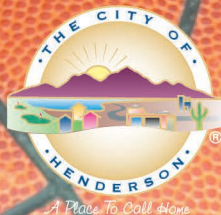


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Revised 2/20

National Standards for Youth Sports

CHILD CENTERED POLICIES AND PHILOSOPHIES

Youth sports programs must be designed and administered so that every child, regardless of their abilities, has an opportunity to have a positive youth sports experience from their participation.

VOLUNTEERS

To ensure that everyone involved strives to make the youth sports program safe, positive and fun for all children, all administrators, coaches and parents must receive information about the program's philosophy, policies and procedures, as well as specific knowledge required for each position.

PARENTS

Parents/guardians must take an active and positive role in their child's youth sports experiences.

SAFE PLAYING ENVIRONMENT

Youth sports programs must provide safe playing facilities and equipment, healthful playing situations and be ready for emergencies, should the need arise.

Source: National Alliance for Youth Sports, 2017

SECTION I: GENERAL LEAGUE INFORMATION

A. Rulebook Overview

The purpose of this document is to provide all participants in the City of Henderson youth basketball program with an overview of our rules and regulations. All games are conducted in accordance with the current National Federation of State High School Associations (NFHS) rules of the game and decisions as modified by the City of Henderson. Any issues not specifically addressed in these guidelines will be governed by the City of Henderson. The program coordinator reserves the right to modify, adjust or omit any rule in this document that is deemed to enhance the quality of the program.

B. Division Setup

Each participant is assigned to a division based on their date of birth.

1. No player may play in a division other than the one they are assigned to based on their date of birth unless approved by the program coordinator.
2. Divisions shall be broken down into zones determined by ZIP codes. Zones may be combined based on registration numbers.
 - a. Zone 1: 89001, 89002, 89005, 89009, 89011 and 89015 ZIP codes
 - b. Zone 2: 89011, 89014, 89074, and Las Vegas ZIP codes (except 89123 and 89183)
 - c. Zone 3: 89012, 89044, 89052, 89123, and 89183 ZIP codes

Division	Age
U6	5
U8	6-7
U10	8-9
U12	10-11
U14	12-13
U19	14-18

C. Season Timeline

Coaches may hold practice up to twice per week in the preseason, and once or twice per week during the season, depending on court availability.

D. Jurisdiction

1. COURTS
Basketball courts are allocated by the City of Henderson for their prospective use; therefore, the city maintains jurisdiction over the courts and surrounding gym during events. All participants of the City of Henderson youth basketball program will honor the rules and regulations along with employees and officials who are empowered to enforce them.
2. OFFICIALS' AUTHORITY
Coaches, spectators and players are reminded that the official is the authority in control of the game including the surrounding gym, from the time they arrive until the time they leave the facility. The official is authorized to enforce these rules and regulations in addition to NFHS rules of the game.

E. Non-Player Conduct

1. COACHES' CODE OF CONDUCT

- a. Each team must have one coach designated as the head coach and may have up to one assistant coach. In the event that the head coach is ejected from the game, then the assistant coach will be designated as the head coach. A substitute coach may be granted with permission from the program coordinator.
- b. Coaches must stay off the court and remain on their respective sideline (with the exception of coaches in the U6 division). Coaches must behave responsibly and may not shout at the officials or otherwise interfere with the game. Coaches should limit specific instructions during the game and do the majority of their coaching during practice.
- c. No voice amplification devices will be allowed.
- d. Alcohol, tobacco and illegal drugs are prohibited.
- e. Head coaches are responsible for their own conduct as well as the conduct of their assistant coaches, players and spectators affiliated with the team.
- f. Coaches along with officials should make every effort to ensure the games are safe and fair.
- g. Coaches should do all they can to minimize the chances of lopsided scores.
- h. Both teams must line up for post-game handshakes prior to having a team meeting.

2. SPECTATORS' CODE OF CONDUCT

All individuals who are not coaches, players, officials, or City of Henderson employees are considered to be spectators from the time they enter the gym until the time they leave. This league is designed to promote fun and fundamentals. Below are some simple rules that should be observed by spectators:

- a. Shouting at players from the sidelines is not permitted; it is the coach's responsibility to direct the players.
- b. Parents are encouraged to cheer for their child's team. They should refrain from any disparaging or discouraging comments.
- c. Avoid obvious displays of anger.
- d. Display good sportsmanship.
- e. Do not run up and down the sidelines or behind the baskets. Spectators should remain stationary in the designated area.
- f. Do not shout insults at the official. The official has the authority to stop the game if the crowd becomes discourteous.
- g. Absolutely no alcoholic beverages, smoking and/or tobacco is permitted at any game.
- h. Non-playing children must be supervised at all times.
- i. Posted facility rules for gym use apply.

3. GYM RULES

There are rules and guidelines that all coaches, parents, players, and spectators must follow within the recreation centers:

- a. Food and drink are not permitted in the gyms (except water).

- b. After each game, coaches are responsible for cleaning their bench area.
- c. After each game, snacks for players must be provided outside the gym (snack areas with tables).
- d. Do not leave personal items unattended. The City of Henderson is not responsible for lost or stolen items.
- e. Appropriate attire must be worn at all times. This includes appropriate shirts, shorts/pants and shoes.
- f. Inappropriate language or gestures are not tolerated and may result in removal from the gym.

F. Disciplinary Procedures

1. PLAYERS DISCIPLINED BY THE COACH

While the City of Henderson recognizes discipline is a key ingredient to the success of a team, no coach can prevent a player from participating in a game without prior approval from the City of Henderson. Any coach who feels a player's playing time should be restricted due to tardiness, absenteeism, behavior, or any other reason should discuss the matter with the program coordinator prior to the game.

2. PLAYERS EJECTED BY THE OFFICIAL

Players ejected from the game by the official cannot participate in the remainder of the game. Such players are allowed to remain on the sidelines, provided they do not (in the opinion of the official), further disrupt the game. Any player ejected from the game by the official will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a player is sent off the court, the official must submit a written report to the program coordinator within 24 hours, upon request.

3. EJECTION OF COACHES

The official or league representative may eject any coach from the vicinity of the gym for the remainder of the game if they feel the coach's behavior is inappropriate. The game will not resume until the coach complies with the ejection. If the official or league representative decides to abandon or terminate the game because a coach fails to leave the immediate vicinity after being ejected, the program coordinator will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply. Any coach ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a coach is ejected, the official or league representative must submit a written report to the program coordinator within 24 hours.

4. EJECTION OF SPECTATORS

The official or league representative may eject any spectator from the gym or its immediate vicinity for the remainder of the game if they feel the spectator's behavior is inappropriate. The game will not resume until the spectator complies with the ejection. If the official or league representative decides to abandon or terminate the game because a spectator fails to leave the immediate vicinity after being ejected, the program coordinator will decide the outcome of the

game. The official shall verbally inform the head coach of the ejection and all implications that may apply.

Any spectator ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a spectator is ejected, the official or league representative must submit a written report to the program coordinator within 24 hours upon request.

G. Suspended or Postponed Games

In the event a game is not completed in regulation time for any reason (including insufficient players or abandonment or termination by the official), all relevant facts must be submitted to the program coordinator for review. The program coordinator has the option to:

1. Schedule the game to be replayed, thus nullifying the original game.
2. Continue playing the game at a later date with the score and elapsed time starting as it was when the game was terminated or abandoned.
3. Accept the score of the game at the moment it ended as the final score.
4. Award both teams a tie.
5. Award one team a win and the other a loss.

The program coordinator's decision is final and under no circumstances can a game be protested by a coach, spectator or player.

H. Quality of Officials

All officials have different styles of officiating and different levels of experience. Coaches, spectators and players must make allowance for these differences and realize that officials are part of the game. The final outcome of a game is rarely determined by an official's actions or inactions. Any concerns regarding officiating should be filtered through the head coach of the team and discussed with either the site lead or program coordinator at an appropriate time. Officials will consist of City of Henderson employees and contracted officials.

I. Equipment

1. COACHES' EQUIPMENT RESPONSIBILITIES

Each team will receive a minimum of two basketballs for practices reserved through the City of Henderson. A form of collateral (ex. keys or ID) will be exchanged for use of the practice balls. Coaches may be held financially responsible for any damaged, lost or stolen equipment.

2. PLAYERS' EQUIPMENT RESPONSIBILITIES

- a. Each player must wear the city-issued jersey/shirt which must be tucked in. Shoelaces must be securely tied. Open-toe shoes or hard-soled street shoes are not allowed. Basketball shoes are recommended.
- b. A player may not wear anything that could be dangerous to themselves or to another player, including orthopedic casts (even if cushioned), rings, watches, jewelry, and hair clips. Hair ties must be soft in texture. Exception: Prescription eyeglasses that appear to be reasonably safe.

- c. A player with blood, even if dried, on their uniform will not be allowed to participate until a new uniform is provided or until the blood is removed from the uniform.
 - d. Uniforms may not be altered in any way. If a player is wearing an ineligible uniform, the City of Henderson reserves the right to allow that player to participate in the game as a legal player if they feel it is safe and fair to do so. Officials, coaches and game monitors should be notified if a player is out of uniform before the player enters the game. A game cannot be protested due to a player being out of uniform. City of Henderson and game officials are the sole determining factor whether a player is deemed eligible or ineligible.
3. Game balls are provided by the City of Henderson Sports office on game days. Teams are responsible for providing their own warmup balls before games.

Division	Size Basketball
U19/U16/U14/U12 Boys	29.5"
U19/U16/U14/U12 Girls	28.5"
U6/U8/U10	27.5"

SECTION II: RECREATION LEAGUE GAME-PLAY INFORMATION

A. The Court of Play

Court sizes are subject to change at the league's discretion.

Division	Court Size	2-point Arc (Distance from rim)	Basket Rim	Free Throw
U19/U16/U14/U12	50 feet x 84 feet	19 feet, 9 inches	10 feet	15 feet
U10B	Side Court: 38 feet x 60 feet	None	10 feet	12 feet
	Full Court: 50 feet x 84 feet	19 feet, 9 inches	10 feet	12 feet
U10G	Full Court: 50 feet x 84 feet	19 feet, 9 inches	9 feet	12 feet
U8	Side Court: 38 feet x 60 feet	None	8 feet	12 feet
U6	Side Court: 38 feet x 60 feet	None	8 feet	None

B. Number of Players and Forfeits

Each player must be listed on the team's official roster to participate. The maximum number of players per one team's roster is 10. A team that cannot supply the minimum number of qualified players (four players) within 5 minutes of the scheduled start time will forfeit the game. Minimum numbers are subject to change at the league's discretion. Both teams must finish the game with a minimum of three eligible players.

C. Player Participation Requirements

1. MINIMUM PLAYING TIME

Minimum playing time is two quarters per game. No player may play three quarters until everyone has played two. No players may play four quarters unless everyone has played three.

2. STANDARD SUBSTITUTION PROCEDURES

Player participation is controlled through proper substitution procedures as follows:

- a. All divisions can only substitute players at the start of each quarter (1st, 2nd, 3rd and 4th).
- b. In overtime, a coach can select any eligible players to play.
- c. City of Henderson staff will track all substitutions.
- d. Substituting players must report to the score table prior to substitution and at the beginning of each quarter before entering the court.

3. SUBSTITUTION PROCEDURE MODIFICATIONS DUE TO PLAYER INJURY

- a. If a player is injured and play has been stopped by the official, the injured player may be substituted for another player.
- b. If the injured player is able to return within the same quarter, then they may substitute back into the game for the player that replaced them.
- c. This substitution must occur at a natural stoppage in the game, which temporarily halts the game, and allows for player substitutions to take place.
- d. The player must receive a signal from the official to return to the game.
- e. The official must recognize the player leaving the court.
- f. The player who played the majority of minutes in the quarter is credited with playing the entire quarter regardless of who started the period.
- g. The official is the sole authority in awarding the quarter to the appropriate player.

4. SUBSTITUTION PROCEDURE FOR LATE-ARRIVING PLAYERS

- a. If the player arrives during the first quarter, the player must be substituted onto the court at the first substitution break or at halftime, and may be required to play the remainder of the game.
- b. If the player arrives during the second quarter, they must be substituted onto the court at the half or at the third substitution break and are not subject to the conditions of the player participation requirements.
- c. If the player arrives during the third quarter, at the discretion of the coach and the official, the player may be substituted onto the court for the final quarter but is not subject to the conditions of the player participation requirements.

5. SUBSTITUTION GUIDELINE EXCEPTIONS

The only valid exceptions to these defined substitution procedures are:

- a. If, in the opinion of the coach, parent or official, the player is injured or in jeopardy of injury or could further compound an existing injury by continuing to play.
- b. If the official has sent the player off the court for an ejection due to receiving five fouls in the game or two technical fouls.

D. Length of Playing Periods: Playing Time & Game Clock

1. Youth basketball games consist of four 8-minute quarters with a running clock. Clock stops the last two minutes of each whistle in the second and fourth quarter.
2. One minute is allowed after the first and third quarters and 3 minutes during halftime to make substitutions. Coaches may instruct players while they line up at the scorer's table.
3. Running clock stops only for:
 - a. Timeouts: The head coach or player on court may request timeout, or an injury timeout from the official.
 - b. In the U10 division, when the official signals the score table that a shooting, bonus, or double-bonus foul has occurred, the clock stops to allow players to set up in the correct free-throw position. The clock restarts when the shooter receives the ball to attempt the first free throw.

E. Overtime

1. Overtime consists of one 3-minute quarter.
2. The last minute is a stop clock.
3. Each team receives one timeout. Unused timeouts cannot be carried over.
4. If the score is tied, a second overtime will be played. If game is tied after second overtime it remains a tie.
5. Coaches can select any eligible players to play.

F. Timeouts

Timeouts are 30 seconds in duration. Each team is allowed two timeouts in each half and one timeout per overtime period. Unused timeouts cannot be carried over to the second half or into overtime. Exception: U10 division and up are allowed four timeouts per game.

G. Coaching Box Rule

The City of Henderson has authorized the use of a 14-foot coaching box or seven chairs closest to score table. All head coaches must comply with the rule by staying in the coaching box. The head coach is responsible for the conduct and behavior of substitutes, disqualified team members and all other bench personnel. Any violation of the "coaching box" rule by the head coach is a direct technical foul charged and the loss of the coaching box for the remainder of the game. Any violation of the bench rule by an assistant coach or any bench personnel is charged to the offender and an indirect technical foul charged to the head coach with the loss of the coaching box for the remainder of the game.

NOTE: Any bench personnel may rise to applaud an outstanding play or applaud a player who has been replaced, but must be seated immediately.

H. Free-throw Bonus

1. Penalty free-throw bonus begins on the seventh team foul (1-and-1) and the double bonus begins on the tenth team foul (2-shots). Technical, flagrant or intentional fouls will result in free throws (2-shots).
2. U6 and U8 divisions: Personal, technical, flagrant, or intentional fouls are not tracked. Personal fouls are called.
3. On a free-throw attempt, players in marked lane spaces will be able to move into the lane when the ball is released by the free-throw shooter.
4. Intentional and technical fouls (U10-U19 divisions) free throws: When the official signals the score table that an intentional or technical foul has occurred, the clock will stop to allow the shooter to set up with all other players behind the half-court line. The clock will restart after the ball is thrown in.

I. U6 & U8 Guidelines

1. DEFENSE
 - a. Defensive players cannot steal, attempt to steal or tie up the ball from an opposing player who has established clear possession of the ball. When this rule is violated by the defense, play stops and the ball is awarded back to the offense.
 - i. Defensive players should be strongly encouraged by their coaches to play defense with their hands up and avoid trying to swat, poke or tie up the ball.
 - ii. Defensive players may attempt to intercept or deflect pass attempts.
 - iii. Clear possession is determined by the official.
 - iv. If the defender holds the ball up after rebounding the ball, the opposing players must return to their defensive box.
 - b. No full-court press allowed.
 - c. Transition rule: Once a team secures the rebound or inbounds the ball and is in transition, defensive players may not play defense until they have retreated inside the key. All defensive players must stay in the key until the ball crosses the half-court line.
 - d. Half-court press: Defense must allow the dribbler to cross the half-court line with both feet and the ball before applying pressure. A pass in flight must cross the half-court line before the defense may apply pressure.
2. OFFENSE
 - a. Home team takes possession at the start of the game. Possession thereafter alternates according to the possession arrow..
 - b. No 10-second backcourt rule or 5-second in-the-key rule.
 - c. 5-second closely guarded rule is in effect.
 - d. The ball is taken out of bounds on any foul called. No free throws may be taken unless both coaches agree before the game begins
 - e. U6 DIVISION ONLY – One coach from each team is allowed on the court.

J. U10 Guidelines

1. DEFENSE

- a. Teams may play zone or one-on-one defense at any time during the game.
- b. No full-court press allowed.
- c. Transition rule: Once a team secures the rebound or inbounds the ball and is in transition, defensive players may not play defense until they have retreated inside the 3-point arc (on a full court) or inside the key (on a side court). All defensive players must stay in the 3-point arc (full court) or inside the key (side court) until the ball crosses the half-court line.
- d. Half-court press: Defense must allow the dribbler to cross the half-court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- e. If the defender holds the ball up after rebounding the ball, the opposing players must return below the 3-point line.

2. OFFENSE

- a. A jump ball determines possession at the start of the game, and possession thereafter alternates according to the possession arrow.
- b. 10-second backcourt rule and 5-second closely guarded rule are enforced.
- c. 5 seconds in the key is enforced.
- d. If a team is behind by 20 points, the team retains possession after any made basket.
- e. Free throws: When the official signals the score table that a shooting, bonus, or double bonus foul has occurred, the clock stops to allow players to set up in the correct free throw position. The clock restarts when the shooter receives the ball to attempt the first free throw.

K. U12-U19 Guidelines

1. DEFENSE

- a. Teams may play zone or one-on-one defense at any time during the game.
- b. Full-court press is allowed
- c. If a team is 10 or more points ahead, full-court pressing is not allowed and the following rules apply:
 - i. Transition rule: Once a team secures the rebound or inbounds the ball and is in transition, defensive players may not play defense until they have retreated inside the 3-point arc. All defensive players must stay in the 3-point arc until the ball crosses the half-court line.
 - ii. Half-court press: Defense must allow the dribbler to cross the half-court line with both feet and the ball before applying pressure. A pass in flight must cross the half-court line before the defense may apply pressure.
 - iii. Any violation of the transition rule will result in a delay of game penalty. Two delay-of-game violations result in a technical foul.

2. OFFENSE

- a. A jump ball determines possession at the start of the game, and possession thereafter alternates according to the possession arrow.
- b. 10-second backcourt rule is in effect.
- c. 5-second closely guarded rule is in effect.
- d. 3 seconds in the key is in effect.
- e. If a team is behind by 20 points, the team retains possession after any made basket.

L. Coaching Tactics

The overall object is for players to enjoy the game and strive to do their best at every level. Coaches should recognize that the primary goals of the City of Henderson youth sports program are to teach fundamentals and sportsmanship in a safe setting. Coaches should keep practices engaging and play each player at a variety of positions, giving them the best chance to succeed. U6 and U8 practices should focus on fun activities and the basics of basketball. Coaches in the U10 to U19 divisions should introduce tactical thinking and strategy based on their division's skill level. The key to being a successful coach is not determined by your record, but by creating an environment that allows players to learn and fall in love with the sport.

SECTION III: TEAM/COMPETITIVE LEAGUE GAME-PLAY INFORMATION

A. The Court of Play

Court sizes are subject to change at the league's discretion.

Division	Court Size	3-Point Arc	Basket Rim	Free Throw
Competitive	50 feet x 84 feet	19 feet, 9 inches	10 feet	15 feet

B. Number of Players and Forfeits

Each player must be listed on the team's official roster to participate. The maximum number of players per one team's roster is 10. A team that cannot supply the minimum number of qualified players (four players) within 5 minutes of the scheduled start time will forfeit the game. Minimum numbers are subject to change at the league's discretion. Both teams must finish the game with a minimum of three eligible players.

C. Player Participation Requirements

1. MINIMUM PLAYING TIME

Free substitution. Substituting players must report to the score table prior to substitution and at the beginning of each period before entering the court.

D. Length of Playing Periods: Playing Time

1. U10-U14 games consist of four 6-minute quarters with a stopped clock at every whistle.
2. U19 games consist of four 8-minute quarters.

3. If a team is winning by 35 points or more. The clock will run for the rest of the game even if the points go below 35 points.

E. Overtime

1. Overtime consists of one 3-minute quarter. Clock will stop at every whistle.
2. Each team receives one timeout. Unused timeouts cannot be carried over.
3. If the score is tied, a second overtime will be played. If tied after, more overtimes will be played until one team wins the game.

F. Timeouts

Timeouts are 30 seconds in duration. Each team is allowed four timeouts per game. Unused timeouts cannot be carried into overtime.

G. Coaching Box Rule

The City of Henderson has authorized the use of a 14-foot coaching box or seven chairs closest to score table. All head coaches must comply with the rule by staying in the coaching box. The head coach is responsible for the conduct and behavior of substitutes, disqualified team members and all other bench personnel. Any violation of the "coaching box" rule by the head coach is a direct technical foul charged and the loss of the coaching box for the remainder of the game. Any violation of the bench rule by an assistant coach or any bench personnel is charged to the offender and an indirect technical foul charged to the head coach with the loss of the coaching box for the remainder of the game.

NOTE: Any bench personnel may rise to applaud an outstanding play or applaud a player who has been replaced, but must be seated immediately.

H. Free-throw Bonus

1. Penalty free-throw bonus begins on the seventh team foul (1-and-1) and the double bonus begins on the tenth team foul (2-shots). Technical, flagrant or intentional fouls will result in free throws (2-shots).
2. On a free-throw attempt, players in marked lane spaces will be able to move into the lane when the ball is released by the free-throw shooter.
3. On a free-throw attempt, players above the three-point line cannot pass the three-point arc until the ball hits the rim.

I. Competitive Guidelines

1. DEFENSE
 - a. Teams may play zone or one-on-one defense at any time during the game.
 - b. Full-court press is allowed.
2. OFFENSE
 - a. A jump ball determines possession at the start of the game, and possession thereafter alternates according to the possession arrow.

- b. 10-second backcourt rule is in effect.
- c. 5-second closely guarded rule is in effect.
- d. 3 seconds in the key is in effect.

J. Coaching Tactics

The overall object is for players to enjoy the game and strive to do their best at every level. Coaches should recognize that the primary goals of the City of Henderson youth sports program are to teach fundamentals and sportsmanship in a safe setting. Coaches should keep practices engaging and play each player at a variety of positions, giving them the best chance to succeed. Coaches in the competitive divisions should introduce tactical thinking and strategy based on their division's skill level. The key to be a successful coach is not determined by your record, but by creating an environment that allows players to learn and fall in love with the sport.

SECTION IV: OTHER BASKETBALL INFORMATION

A. Terminology

ALTERNATING POSSESSION RULE The possession arrow changes direction after each held ball situation, alternating which team gets possession of the ball.

BACKCOURT Refers to the half of the court opposite the half where play is currently taking place.

CARRYING THE BALL Also called "palming," a violation committed by a dribbler that involves placing the dribbling hand under the ball and momentarily holding or carrying it while dribbling.

CHARGING A foul called when the offensive player in possession of the ball runs into a defender with an established position. The call is often the center of endless debates and is mostly subjective in nature.

DOUBLE DRIBBLE A violation that occurs when a player dribbles the ball with both hands simultaneously or stops dribbling and then dribbles again.

FOUL A foul is an illegal action committed by a player from one team against a player from the other team. There are two types of fouls. A defensive foul occurs when the offensive player is fouled by the defender. Defenders should not block, push, trip, strike or hold the player in possession of the ball. An offensive foul occurs when an offensive player commits a foul when charging into a stationary defender.

FOUL LANE The area underneath the basketball hoop bordered by the end line behind the hoop and the foul line or free-throw line. Players line up along it during free throws, and offensive players are not allowed more than three seconds inside it during play.

JUMP BALL A method of putting the ball into play at the beginning of the game or overtime by tossing it up between two opponents in the center circle. Applies to U12-U19 teams.

KEY The area measuring 12 feet in width and extending from the free-throw line to the end line. Also called the “free-throw lane” or “lane.”

ONE-AND-ONE BONUS The “bonus” free-throw situation awarded for non-shooting fouls after the opposing team exceeds seven team fouls in a half. The person fouled shoots one free throw; if successful, the shooter takes a second shot.

DOUBLE BONUS The “bonus” free-throw situation awarded for non-shooting fouls after the opposing team exceeds 10 team fouls in a half. The person fouled shoots two free throws.

OUT OF BOUNDS The area outside of and including the end lines and sidelines.

OVER-AND-BACK VIOLATION A violation that occurs when the offensive team returns the ball into the backcourt once it has positioned itself in the front court.

OVERTIME An extra period played to break a tie score at the end of a regulation game.

POSSESSION ARROW Used to determine which team’s turn it is to inbound the ball to begin a period or in a held ball situation.

TECHNICAL FOUL A foul that does not involve contact with an opponent; a foul that involves unsportsmanlike conduct by a player, coach or non-player; or a contact foul committed by a player while the ball is dead. All players must be at the mid-court line while the shot is taken.

TRAVELING A violation occurring when a player with the ball takes a step without dribbling (moving the established pivot foot).

VIOLATION A violation occurs when a player breaks the rules of basketball and results in the awarding of the ball to the opponents.

B. Alternating-Possession Procedure

1. The alternating-possession procedure is a method of putting the ball in play with a throw-in rather than a jump ball.
2. The procedure starts when an official places the ball at the disposal of a player for a throw-in and ends when the throw-in is completed or when the throw-in team commits a violation.
3. The team awarded the ball for the alternating-possession throw-in is indicated by the possession arrow.

C. Choosing Sides

1. Each team may warm up and shoot during the first half at the basket farthest from its bench.
2. The teams change baskets for the second half.

3. The home team is on the left bench of the scorer's table when facing the court.

D. Boundary Lines

If the ball or player makes contact on or beyond the boundary line, they are considered out of bounds.

E. Nevada Revised Statute

NRS 199.300 Intimidating public officer, public employee, juror, referee, arbitrator, appraiser, assessor or similar person.

1. A person shall not, directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce such a person contrary to his or her duty to do, make, omit or delay any act, decision or determination, if the threat or intimidation communicates the intent, either immediately or in the future:
 - a. To cause bodily injury to any person;
 - b. To cause physical damage to the property of any person other than the person addressing the threat or intimidation;
 - c. To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or
 - d. To do any other act which is not otherwise authorized by law and is intended to harm substantially any person other than the person addressing the threat or intimidation with respect to the person's health, safety, business, financial condition or personal relationships.
2. The provisions of this section must not be construed as prohibiting a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.
3. A person who violates subsection 1 is guilty of:
 - a. If physical force or the immediate threat of physical force is used in the course of the intimidation or in the making of the threat:
 - i. For a first offense, a category C felony and shall be punished as provided in NRS193.130.
 - ii. For a second or subsequent offense, a category B felony and shall be punished by imprisonment in the state prison for a minimum term of not less than 2 years and a maximum term of not more than 10 years, and may be further punished by a fine of not more than \$10,000.
 - b. If no physical force or immediate threat of physical force is used in the course of the intimidation or in the making of the threat, a gross misdemeanor.
4. As used in this section, "public employee" means any person who performs public duties for compensation paid by the state, a county, city, local government or other political subdivision of the state or an agency thereof, including, without limitation, a person who performs a service for compensation

pursuant to a contract with the state, county, city, local government or other political subdivision of the state or an agency thereof.

COACHES' CODE OF ETHICS

I hereby pledge to live up to my certification as an NYSCA* coach by following the NYSCA Coaches' Code of Ethics:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I promise to review and practice first-aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

*National Youth Sports Coaches Association