



Rules and Information

Introduction

The league was established in 1996 to provide Salado youth with an opportunity to learn basketball skills, compete with their peers, and have fun. It is with this spirit that these rules have been adopted.

Organization and directors

The SJBL will consist of the following positions: President, Secretary, and Treasurer. One or more board members will represent each division and will be the point of contact for that division.

Coaches

Coaches are the absolute key to the success of this league! All coaches will conduct themselves in a manner that teaches sportsmanship and teamwork. Any coach demeaning or grabbing any player will be dismissed immediately. We want this to be a positive experience for all players. Coaches will be volunteers for the league.

Draft

Draft Process

At the start of the draft, coaches will draw numbers to determine the draft order. The draft will use a *snake format* (the order reverses each round). Athletes who do not attend the draft will be a hat pick once all the other athletes have been drafted.

Draft Update

- **Rounds 1 and 2:** Open draft – coaches may select any player.
- **Rounds 3 and 4:** Coaches must select their own child and their assistant coach's child.
- **Round 5 and beyond** - Open draft.

Gym Rules

1. Do not prop open any entrance/exit doors to the schools. The doors are programmed

- to open 15 minutes before the beginning of practice and games.
2. Pick up trash and dispose of it properly.
 3. Do not operate any heaters/air conditioners in the gym.
 4. If you are the last team of the night, put all goals to 10 feet at the end of practice.
 5. The last team of the night should make sure the doors are locked and closed with the lights off.

Referees

Referees should meet with the players before the first jump ball to ensure they know which basket they are shooting towards. They will also enforce players going to the other end once a team has secured the rebound. Referees will adjust the level of officiating to meet the needs of the age group and always be positive with the players. Referees need not take any backtalk from the players or coaches and have the authority to sit a player out. Referees will report any coaches who are not following rules and/or acting accordingly to the SJBL board. All divisions will have two paid referees on the court per game (1st/2nd-grade division excluded).

Clock Keeper and Score Keeper

Clock keepers will run the clock and keep score for each game. Accurate and timely running of the clock is critical to keep the games on schedule..

Scorekeepers will record each player's name and number in the scorebook prior to the start of each game. The scorekeeper will also record points scored, fouls, and other players' statistics as necessary. The scorekeeper will also keep a running total of points, team fouls, and free-throw shots. At the end of the game, the scorekeeper will total all pertinent data in the official scorebook and turn the book into the division commissioner.

Both the scorekeeper and clockkeeper will receive ten dollars per game.

Practice Schedule

Due to the utilization of the TAE and SMS gyms, practice time will be limited. Each team will have one hour of practice a week. Available times can be shared by two teams for the third through 6th-grade divisions and four teams for first and second-graders. Teams should only practice during their designated time at Salado ISD facilities. Coaches who are caught practicing multiple times in a week will not be asked to coach the following year.

If there is a need to reschedule a practice, the coach will need to contact the board member for the division to make the change.

Player Eligibility

Unless authorized by the majority of the SJBL board, all players must be able to demonstrate a Salado address either through a postal address or through an electricity bill. Additionally,

students who attend Thomas Arnold Elementary or Salado Middle School will be allowed to participate. Authorization by the board is limited to players whose family members are willing to coach the players' team and must be submitted in writing.

Player Requirements

Once a player is assigned a team, they may only play for that team throughout the season. (no pick-ups) A team may play as few as 4 players. If only 3 players show up for a game, the team will be forced to forfeit. The opposing team will only play 4 players if the team they are playing has 4 players. This will allow for fair competition between the players on the court. The same rule applies in foul-out situations, with the exception that the opposing team does not have to remove a player to keep it even.

Sportsmanship

All players should demonstrate good sportsmanship throughout the season. Foul language and/or offensive behavior will be addressed by the referees and/or board members. Players and coaches will receive one warning. If the behavior persists, then referees will remove the player for the remainder of the game. If the behavior(s) are continued in multiple games, then the player or coach can be suspended for multiple games or the season, depending on the severity and frequency of the behavior.

Game Rules and Information

1st and 2nd grade Divisions

- Goal Height - 8 ft. goal
- Basketball - junior size basketball 27.5
- Playing time & substitutions - It is the league's goal for each player to have as much playing time as possible to make this a positive learning experience. All players will play at least half of the game, including substitutions. It is the coaches' responsibility to ensure that all players receive adequate playing time. Any coach found in violation will be cautioned the first time; however, future violations will be subject to possible game forfeiture.
- Game length - four eight-minute free running quarters
- Pre-game warm-up - 5 minutes
- Half time - 5 minutes
- No Timeouts
- The free-throw line will be marked with tape on the floor, or we will use the volleyball line. Due to the running clock, teams will be allowed one free throw for a shooting foul.
- Lane Violations - Players will be allowed 5 seconds in the lane before a violation is called. Players should receive a warning from the referee before the violation is called.
- Fouls - Fouls will not be recorded for this division; referee discretion will determine if an athlete needs to be removed from the game.
- Defense - Man-to-man defense (no zone defense) will be played. Players will wear a colored wristband to identify the person they are assigned to guard. No double-team or triple-team will be allowed. When a defensive team rebounds the ball and covers or

wraps it up, the opposing team must get back on defense. This rule will be strictly enforced.

3rd & 4th-grade Divisions:

- Goal Height: 10 ft.
- Basketball - Girls will play with a junior-size basketball, 27.5. Boys will play with a 28.5-inch basketball (women's regulation size).
- Playing time & substitutions - It is the goal of the league for each player to have as much playing time as possible to make this a good learning experience. All players will play at least half of the game, including substitutions. It is the coaches' responsibility to ensure adequate playing time is achieved for all players. Any coach found in violation will be cautioned the first time; however, future violations will be subject to possible game forfeiture.
- Pre-game warm-up - 5 minutes
- Game length - four eight-minute free-running quarters. The clock will be stopped in the last 2 minutes of the 2nd and 4th quarters. If a team is winning by 15 points or more, the clock will continue to run.
- Half time - 5 minutes
- Overtime - In the event of a tie at the end of regulation play, a 3-minute overtime will be played with a free-running clock for the first 2 minutes. The clock will be stopped at the last minute as in regulation basketball. If the teams are still tied after the first overtime, the team that scores the next basket will win.
- Timeouts - each coach will be allowed two 30-second timeouts per half. One time out per team per overtime.
- Free throw line will be marked with tape on the floor.
- Lane Violations - Players will be allowed 5 seconds in the lane before a violation is called. Players should receive a warning from the referee before the violation is called.
- Fouls - Each player will be allowed 5 fouls per game. Upon receiving the fifth foul, the player will be considered fouled out and cannot participate for the remainder of that game or overtime.
- Team Fouls - For each quarter, teams will shoot 2 free throws after 5 team fouls. The foul count will reset at the beginning of each quarter.
- If a team only has 5 players on the team and one of the team members fouls out, the other team can choose to play with four players, but does not have to. Meaning they could play 4 v 4.
 - For regulation play: two team members foul out and the team only has 3 eligible players to play, then the teams will play 4 v 3 for the remainder of regulation play.
 - For overtime: two team members foul out and the team only has 3 eligible players to play, then the game will be complete at the time the team only has 3 teams. The score will be final regardless if how much time is on the clock for overtime.
- Defense - Man-to-man defense will be played, with no zone defense. A double team is allowed inside the three-point line. A triple team is not allowed at any time. Coaches and teams will receive a warning from the referee the first time, and a technical foul will be called the second time. When a defensive team rebounds the ball and covers or wraps it

up, the opposing team must get back on defense. This rule will be strictly enforced.

- During the last two minutes of the 2nd and 4th quarters, teams will be allowed to press. If a team is winning by 15 points or more, then pressing is not allowed.

5th & 6th-grade Divisions:

- Goal Height - 10 ft.
- Basketball - Girls will play with a 28.5 size basketball (women's regulation size). Boys will play with a 29.5 size basketball (men's regulation size).
- Playing time & substitutions - It is the league's goal for each player to have as much playing time as possible to make this a good learning experience. All players will play at least half of the game, including substitutions. It is the coaches' responsibility to ensure adequate playing time is achieved for all players. Any coach found in violation will be cautioned the first time; however, future violations will be subject to possible game forfeiture.
- Pre-game warm-up - 5 minutes
- Game length - 4 eight-minute free-running quarters. The clock will be stopped in the last 2 minutes of the 2nd and 4th quarters.
- Half time - 5 minutes
- Overtime - In the event of a tie at the end of regulation play, a 3-minute overtime will be played with a free-running clock for the first 2 minutes. The clock will be stopped at the last minute as in regulation basketball. If the teams are still tied after the first overtime, the team that scores the next basket will win.
- Timeouts - each coach will be allowed 2 30-second timeouts per half. One time out per team per overtime.
- Free throw line will be the regulation line.
- Team Fouls - For each quarter, teams will shoot 2 free throws after 5 team fouls. The foul count will reset at the beginning of each quarter.
- Lane Violations - Players will be allowed 3 seconds in the lane before a violation is called. Players should receive a warning from the referee before the violation is called.
- Fouls - Each player will be allowed 5 fouls per game. Upon receiving the fifth foul, the player will be considered fouled out and cannot participate for the remainder of that game or overtime.
- If a team only has 5 players on the team and one of the team members fouls out, the other team can choose to play with four players, but does not have to. Meaning they could play 4 v 4.
 - For regulation play: two team members foul out and the team only has 3 eligible players to play, then the teams will play 4 v 3 for the remainder of regulation play.
 - For overtime: two team members foul out and the team only has 3 eligible players to play, then the game will be complete at the time the team only has 3 teams. The score will be final regardless if how much time is on the clock for overtime.
- Defense - Man-to-man defense will be played, with no zone defense. 5th & 6th grade divisions will play live ball after the rebound. Pressing will be allowed at any time in the game. If a team is up by 15 points or more, the team will not be allowed to press. Coaches: It is important to understand that if your team is pressing, there will be more fouls called.

Board Members	Age Division	Number
Blair Hodges		254-718-711
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Jessica Kubiak		512-626-7790
Guy Slimp		254-563-5654
Tyler Hull		
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Jena Sposta		570 - 687 - 1519
Shelbi Jackson		
Jake Barnes		
Chad Hall		