



**Detroit PAL
BOYS ELITE
Basketball League
Rules and Regulations
WINTER 2019**

INTRODUCTION

In addition to the Detroit PAL Rules and Regulations listed, Detroit PAL adheres to the rules and regulations set forth by AAU (Amateur Athletic Union) and the National Federation of State High School Associations (NFHSA), of which the governing body has the right to change for the betterment of the league. Under no circumstances will the rules and regulations be changed, in any way, without the written consent of the Basketball Commissioner of Detroit PAL.

REGISTRATION

In order to be considered as a participant in the Boys Elite Basketball season, the following guidelines must be adhered to:

- a. A representative from each organization must be in attendance at all Detroit PAL mandatory meetings
- b. All teams must complete and submit a team registration form, individual player registration forms, including parent/guardian signature, and birth certificates for a minimum of 10 players (max of 15) in addition to the team entry fee by the deadline **(January 1, 2020)**.
- c. There are a limited number of spots available for teams. Team registrations are accepted based on merit and timeliness at the commissioner's discretion.

FEES

The entry fee shall be \$400.00 per team. (Includes AAU Membership for players only).

ELIGIBILITY

Each participant must complete a registration form including parent/guardian signatures and must be able to produce a valid birth certificate (if requested by commissioner) in order to be eligible. There will be no exceptions. Additional identification such as social security card, school or medical records may be requested as further proof of identity.

a. Age Divisions

Competition in house basketball shall be in the following age divisions:

8 & Under Division

An athlete can be no older than 8 on or before August 31, 2020

10 & Under Division

An athlete can be no older than 10 on or before August 31, 2020

12 & Under Division

An athlete can be no older than 12 on or before August 31, 2020

14 & Under Division

An athlete can be no older than 14 on or before August 31, 2020

17 & Under Division

An athlete can be no older than 17 on or before August 31, 2020

b. Ineligible players

An ineligible player shall be defined as:

- a. Any player without a completed registration form.
- b. Any player that is not included on the official submitted roster.

- c. Any player who doesn't meet age requirements.
- d. Any player who has been suspended.
- e. Any player appearing on multiple team rosters in the same division. (Players may play in older division as long as it is with the same club).

Teams / players / coaches shall be subject to penalty if:

- a. The name of the ineligible player appears in the official scorebook or is otherwise identified by a league official as officially appearing in a game.

If it is determined that a player is not properly registered or otherwise ineligible, all games that the player has participated in (defined above) shall be forfeited and that player will be subject to suspension from Detroit PAL. Coaches who knowingly allow an ineligible player to participate in any game (defined above) shall be subject to a minimum of one year's suspension. It is the coach's responsibility to make sure that players meet all requirements in order to be eligible.

b. Playoff Eligibility

Players must have played or checked in at least 4 regular season games to be eligible to participate in the playoffs. There are no exceptions for injuries.

ROSTERS

- a. In preparation for game 1, all team rosters are due January 1, 2020.
- b. After game 1, any additions or changes to your roster must be submitted to the League Commissioner no later than 48 hours before the 2nd scheduled game. (January 31, 2019 by 6pm @Detroit PAL Headquarters)
- c. Final rosters are due no later than 48 hours before the start of the third game of the season. (February 7, 2020 by 6pm @Detroit PAL Headquarters)
- d. All final rosters shall be signed by the League Commissioner. After the 3rd game of the season, no player changes shall be made.
- e. Teams that have not submitted their rosters in accordance with these rules and regulations will forfeit their game each time this occurs.
- f. No more than 15 registered players are allowed on the bench in uniform during games unless approved by the League Commissioner.
- g. Players cannot leave one team and join another team, unless they have been released from the first team. The release must be in writing and signed by the head coaches from both teams and submitted to the Basketball Commissioner before the 3rd game. After 3rd , no changes can be made.

UNIFORMS

- a. All players are required to wear gym shoes and Detroit PAL approved uniforms while participating in game activities. Players will not be permitted to play unless they are properly dressed.
- b. Team jerseys shall be of the same color front and back and team shorts shall be of the same color. All shirts must be tucked in during game play. Undershirts worn under the uniform should be matching the rest of the team. Teams with multiple violations may face penalties.
- c. All players shall wear a numbered jersey, front and/or back, while participating in a Detroit PAL sanctioned game and numbers can be 00-99. The player's jersey number must be consistent with the player's number recorded on the scorekeeper's book during games.
- d. Players must remove all jewelry (including rubber bands).
- e. Any infraction may result in a technical foul on the offending team.

SCOREKEEPING

- a. Each team will be required to provide one volunteer who is willing and able to serve as clock manager or bookkeeper if needed. Detroit PAL's site monitor will instruct the volunteers as to their role before the beginning of each game.
- b. Prior to the start of games, coaches must instruct all players to check in at the scorer's table.
- c. All players must be signed in the score book to be eligible to enter the game.
- d. Coaches should sign ALL of their players (name and number) before the start of the game (even if they are running late) to prevent a technical foul.
- e. A player who enters the game without being signed in the score book will result in a technical foul for the player's team as well as an automatic two shots and possession of the ball for the opposing team. This penalty should be enforced for every player that enters the game without checking in. The scorer's table will inform officials of an undocumented player at the first available break in the game.
- f. Detroit PAL shall keep the books.
- g. The score of a forfeited game shall be documented as 15-0 in favor of the team ready to play.

TIMEKEEPING

- a. Game times for each age groups shall be:

DIVISION	QUARTER LENGTH	HALF-TIME	OVERTIME
8U	6 MINS	5 MINS	3 MINS
10U	7 MINS	5 MINS	3 MINS
12U	7 MINS	5 MINS	3 MINS
14U	8 MINS	5 MINS	4 MINS
17U	8 MINS	5 MINS	4 MINS

- b. Rest interval between quarters is one minute. Half-time rest is two to five minutes at the discretion of the site monitor in order to keep games on schedule.
- c. There will be no tie games. There is no limit on how many overtime periods there are. Teams will receive one (1) time-out per overtime.

RULES OF PLAY

Detroit PAL adheres to the rules and regulations set forth by AAU and the National Federation of State High School Associations (NFHS) *unless noted in these bylaws.*

- a. **Game Start & Possession of Ball** - The game will start with a jump ball at center court. Thereafter, all tie ups will result in alternating possession. The first possession will go to the team that did not gain possession of the jump ball. A jump ball starts all overtime periods.
- b. **Calling Time Outs** - Each team is allowed two (2) full time-outs per half. Full time-outs shall be sixty seconds. Teams will receive one (1) full timeout per overtime. There is no carrying over a timeout from first half to second half or to any overtime period.
- c. **Press Rule**

8U, and 10U Division:

- i. Teams ahead by 20 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot administrative technical.

12U Division and older:

- ii. Teams ahead by 30 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot administrative technical.
- d. **Personnel on bench** - The only individuals allowed on the player's bench are the head coach, two assistant coaches and teams currently playing. Ball boys, team photographers, team mom's and other personnel are strictly prohibited. Players from a younger or older team not currently playing must sit in the stands or other area designated by the facility.

Addendum: Spectators

- i. Spectators are to sit or stand opposite of the players bench on the other side of the court.
 - i. Spectators are not allowed to sit or stand behind the player's bench during the game.
- a. **Behavior of Coaches** - Coaches are not allowed to communicate (yell, complain, etc.) to officials on any matter while the game is in play. Coaches must take a "time-out" to discuss any matter (play, call, ruling, etc.) with an official in a quiet, professional manner. (Official timeouts and game breaks are also permissible time for such discussion). Coaches must control any discussion or comments to officials, from their bench or their players. No one is permitted to discuss any game matters with the officials during timeouts other than the head coaches. Violations will draw a warning from the officials. Subsequent violations will warrant technical fouls and/or expulsion from the gym. Coaches in all divisions will only coach on their end of the court. Coaches will not be allowed to cross onto the other team's end of the court.
- e. **One Coach Standing** - Only one (1) coach at a time per team can be standing during the course of a game. Exceptions: time-outs, injuries, and between halves. The first violation for a team for the game will result in a warning to the head coach; the head coach will be charged with a technical foul for a 2nd violation. After a coach receives one technical as a result of coaches conduct the coach receiving the technical must sit for the balance of the game. A coach receiving a 2nd technical will result in ejection from the game and an automatic suspension for the next game.
- f. **No Headphones, Cellular/Mobile Device Usage or Camera Recording Rule** - The head coach is responsible for his/her own conduct and behavior, as well as all other bench personnel. Bench personnel, including the head coach, shall not listen to headphones, video record, text, or hold a phone conversation on the bench during the game. Failure to comply with the rules will result to two free-throws granted to the opposing team, plus the possession of the ball for a division-line throw in. If the head coach is the offender, the foul will be directly charged to him/her. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach.
- g. **Sportsmanship** -
- i. Fighting is prohibited. Any violation of this rule will result in a double technical foul and ejection of the offending player. Any player ejected for fighting will serve a minimum of a one game suspension.
 - ii. Profanity is prohibited. Any violation of this rule will result in a two-shot technical foul and the opposing team is awarded possession of the ball. A subsequent violation will result in another two-shot technical foul and the opposing team is awarded possession of the ball. In addition, the player will be ejected and receive an automatic suspension for the next game.

- iii. All players **MUST** shake hands after the game. If a player refuses to shake hands, he/she and their head coach will be suspended for the next game and may face additional disciplinary actions.
 - iv. Teams must clean up their bench area before leaving the gym.
- h. Technical Fouls** - Officials may call technical fouls within guidelines of the official rules. A technical foul on a parent/spectator will be charged to that team's coach. Penalty for each technical foul shall be two (2) shots from the free throw line and possession of the ball to the offended team.
- i. Fouling Out-** A player shall be disqualified from the game once they are charged with their 5th foul. They may play in the next game.
- j. Team Fouls-** A team has accumulated 7 team fouls, the opposing team will shoot a 1-and-1 free throw bonus (unless it's a shooting foul). On the 10th team foul and each foul thereafter, each foul will result in 2 free throw attempts.
- k. Intentional Fouls** - An intentional foul is any foul where the defensive player is not going for the ball, or there is excessive contact, in the opinion of the official. Penalty for an intentional foul shall be two (2) shots from the free throw line and possession of the ball to the offended team.
- l. Flagrant Fouls** - A flagrant foul is any foul where the player charged for the foul has caused, or attempted to cause, harm to another player through his/her action on the court. Flagrant fouls will be an automatic double technical foul resulting in ejection from the game.
- m. Fouls Carry Over to Overtime** - Player's individual fouls carry over to all overtime periods. Team fouls from the second half and thereafter carry over to all overtime periods.
- n. Forfeiture for Technical Fouls** - Four (4) technical fouls other than press or non-unsportsmanlike technical fouls, against a team and/or coaches constitute a forfeit. The site manager witnessing the official calling forfeiture shall make a full and detailed written report to the League Commissioner within 24 hours. The issuance of four technical fouls against any team during a single game may result in further disciplinary action from Detroit PAL staff.
- b. Ejections and Suspensions** - Any coach or player who is ejected from a game for any reason shall automatically be suspended for a minimum of one additional game. A coach or player who has been ejected or suspended shall not be in the gym after the ejection or during the suspension period. Site manager will be responsible for notifying the League Commissioner of all ejections. Any Detroit PAL staff or official has the authority to eject a player or coach. Any ejection or suspension may also result in further disciplinary action from Detroit PAL staff. Any coach ejected from a game will have three minutes to leave the gym or his/her team will receive a technical foul for each minute over. If he/she receives (2) technical fouls for not leaving the gym, the next will result in a forfeit of the game.
- o. Team Standings** - The standings shall be determined on a win/loss basis. The standings will be weekly on our site www.detroitpal.org and emailed directly to coaches. Standings and playoff seeding shall be based on the following:
- i. Head to head competition
 - ii. Point Difference

p. Cancelled games

- i.** Only the Detroit PAL staff may cancel or reschedule games.
- ii.** If there are any changes in game time or location, the appropriate teams will be notified by the Detroit PAL Basketball Commissioner.
- iii.** It is the also the responsibility of each coach and manager to contact the PAL staff to determine if a game has been canceled.

q. Forfeits

- i.** There is a 15 minute grace period for all games. Please make every effort to start your game on time. Teams frequently arriving late or unprepared to play may face disciplinary actions from the league.
- ii.** All teams should be at the game site 15 minutes prior to start time to warm up. On court warm up time will vary based on the length of the previous game. Warm up time is at the discretion of the site monitor.
- iii.** ALL PLANNED FORFEITS MUST BE COMMUNICATED TO BASKETBALL COMMISSIONER NO LESS THAN 2 HOURS BEFORE GAME TIME.
- iv.** If a team forfeits three games over the season, the team may be dropped from the league and not entitled to any refund.

OFFICIALS

The Referee in Charge (RIC) will designate two officials for each game. Game officials will notify the RIC if they are going to be late or are unable to attend a game. Officials shall not referee any game when immediate family members are participating. This includes, but not limited to family members that are coaches, players or those listed on the roster. Violation of this rule shall result in the related team forfeiting that game and a win awarded to the opposing team.

EQUIPMENT AND SERVICES

- a.** Detroit PAL will provide at each sanctioned game two officials, a score sheet and 2 game basketballs. The league will use the following ball sizes:
 - i.** 8U, 10U, 28.5
 - ii.** 12U, 14U & 17u – 29.5
- b.** Teams must bring their own practice balls. However, all balls must be collected and secured before the start of the game or they may be confiscated by an official or site monitor.

PROTESTS

- a.** Protests concerning player eligibility (see eligibility) and rule interpretation will be the only types of protests considered.
- b.** Scorekeepers shall be informed of intent to protest at the time the infraction occurs. At the conclusion of the game, the scorekeeper will make a notation and have both coaches initial the scorebook, indicating that a protest has been lodged.
- c.** All protests must be submitted to Detroit PAL Basketball Commissioner in writing (in person) NO EMAILS, within 24 hours, accompanied by a fee of \$100.00 for every protest lodged. If the

protest is allowed, the fee will be refunded. If the protest is not allowed, the fee becomes a donation to Detroit PAL and no protest can be filed at a later date.

- d.** Disciplinary actions from the league will follow this process: verbal notification of decision from the league, written notification from the league, appeal to league commissioner (if necessary), appeal to athletic director (if necessary)
- e.** Right to Appeal - The results of any disciplinary decision may be appealed to the Detroit PAL athletic director following normal appeal procedures. Such intent to appeal must be filed in writing and submitted to the League Commissioner within twenty-four hours. The Detroit PAL athletic director is the final resort for appeals.

RESPONSIBILITIES OF COACHES AND MANAGERS

Team coaches and managers shall be responsible for the following:

- a.** Ensuring that participating team members meet the eligibility requirements.
- b.** Controlling the conduct and demeanor of all team members, assistant coaches and fans.
- c.** Providing for the proper maintenance and care of all Detroit PAL equipment and property to ensure the return of the same at the conclusion of the Detroit PAL basketball season.
- d.** Complying with all requests for administrative paperwork and ensuring the completeness and accuracy of all documents.
- e.** Providing participants and their parents with information regarding schedules, game rules for age division, site information, and contact numbers.
- f.** Head Coaches will ensure that the Commissioner has the current telephone numbers and addresses of all participating coaches, along with practice sites, days and times of practice.
- g.** All coaches or his/her designee, are required to attend all mandatory meetings held by the league.
- h.** Any coach observing, receiving information or having personal knowledge concerning a violation of any by-law, rule, regulation, order, or procedure by a member of this organization shall report the matter promptly to the Basketball Commissioner in writing.

SOCIAL MEDIA RULES

All Detroit PAL Members (Coaches, Players, Site-Monitors, and Staff) shall abide by the following guidelines when using social media:

1. Be positive and respectful, and always take the high road. When disagreeing with others' opinions, remain appropriate and polite. If you find yourself in a situation online that is becoming antagonistic, ask the Detroit PAL league commissioner for advice on how to disengage from the dialogue in a polite and respectful manner that reflects well on Detroit PAL.
2. Do not post content that would damage Detroit PAL's reputation. Remember that even while you are on your own personal time, you are a representative of Detroit PAL, and people may interpret your online postings or social interactions as though they were official Detroit PAL statements.
3. Use good judgment when posting comments on any official Detroit PAL sites. Bear in mind that your comments can create liability for Detroit PAL. If you are unsure whether a comment is appropriate to post, either do not post it or obtain prior approval from the league commissioner.
4. Encourage others to engage in positive interactions on social media. If you are concerned about any Detroit PAL member's use of social media, please bring your concerns to the attention of the league commissioner immediately.

Violations of the Social Media Policy

The league commissioner shall have the authority to monitor and enforce this Social Media Policy. The failure of any Detroit PAL member to adhere to this Social Media Policy shall be considered a violation of the Detroit PAL Code of Conduct, and any Detroit PAL Member who fails to adhere to this Social Media Policy shall be subject to disciplinary action, up to and including termination of such individual's involvement in Detroit PAL.