

Future Stars Youth Basketball League Rules

REGISTRATION OVERVIEW & POLICIES

- Divisions will be co-ed 8U, 10U, 12U, and 14U
- Uniforms included in the registration fee.
- Division age and gender can be combined or separated at league discretion (up to 1 grade level).
 - Divisions will be separated by experience level.

Coaching Requirements

In order to be on the court or bench, coaches must have met the following criteria:

1. Passed the AAU Sports Background Check
2. An active non-athlete Individual AAU Membership **with extended benefit**

Playing Time/Attendance- All players should receive equal/fair playing time during games, as long as the player is committed to the team and attends games on a regular basis. The League is for players to have fun, develop a passion for the game and improve their individual and team skills. Developing individual and team skill require regular attendance from all players

Refund Policy: \$45 Administrative Fee charge prior to registration closing. After registration closes, *no refunds for any reason***; including, but not limited to any delays, postponements or cancellations due to public health reasons. Refunds will not be given for a participating team that did not get the division they requested.

- The Future Stars leadership reserves the right to modify, change or add rules at any time if it is deemed in the best interest of the Future Stars League. These rules include, but are not limited to, playing rules, eligibility rules and rosters.
- Future Stars leadership has the right to align teams or change teams in any skill level, as well as suspend players that are not displaying the appropriate behavior that reflects the image of the Future Stars League.

Team standings and season schedule will be posted here <https://starcentermultisport.com> and will be updated regularly.

LEAGUE OVERVIEW

Each league consists of eight (8) regular season games, followed by a single-elimination postseason tournament

Rosters & Forfeits

- Max roster size is twelve (12) players
 - Players must be on the roster and in uniform to play the game.
 - Team and individual registrations accepted as well as friend and team requests.
 - Players may only play in 1 division per grade level.
- Forfeit time is **5 minutes after scheduled game-time.**
 - Forfeited games **will not** be rescheduled.
 - Each team needs 1 coach at the bench and at least 4 players to start.
 - Coach must be an adult (18+), max 2 coaches on the bench.

GAMEPLAY

- Home team will provide a scorekeeper to keep the books.
- Visiting team will provide a scorekeeper to keep the clock.
- Ball sizes: 8U- Size 5 (27.5) 10U & 12U- Size 6 (28.5) 14U- Size 7 (29.5)
- If time permits, 5 minute warm-up to begin immediately after preceding game
- Four (4) 8-minute quarters
 - Clock STOPS the last two (2) minutes of the 4th; **unless** a team is up by more than 10 points.
 - Overtime Rules
 - Starts with a jump ball in center court
 - 2 minutes running clock, no time outs
 - If a second overtime is needed it will be sudden death, first basket wins.
- 5 (five) fouls per player
 - 7 team fouls/half = bonus for opponent
 - 10 team fouls/half = double bonus for opponent
- 2 (two) timeouts **per half**/team. Timeouts do not carry over.
- Technical Fouls
 - If a coach or player receives 2 technical fouls they are ejected from the game and must immediately leave the playing area; League directors can escort you out the facility.
 - Inappropriate behavior from fans and the bench can result in a technical foul assessed to the head coach.
 - Fighting of any kind will result in immediate ejection from the game. Future Stars league leadership to assess if further disciplinary action is needed.

8U Division Modifications

1. Players must play man defense based on same colored wristband
2. Wristband distribution
 - a. Coaches should assign wristbands using their best judgement of skill
 - b. Wristband colors are assigned in the following order from highest to lowest skill level: Black, Blue, Red, Yellow, White.
 - c. Wristband swapping intended to create a competitive advantage is prohibited and may result in a technical foul.
3. Double-dribbles and travels will be called leniently. Only if, in the referee's judgement, the player gained an advantage from the violation, it will be called.

4. Defense must be played starting at half court. No press, no double teams, players must guard same colored wristband.
 - a. If, at any point in the game, a team is leading by at least 20 points, that team must play defense starting at the 3-point line.
5. No stealing off the dribble
6. No 3-second violation
7. Games will be played on 8 ft goals
8. Players cannot foul out, team fouls will still be kept
9. Free throw distance will be 10 ft

Full Court Press – 10U, 12U, 14U rule

1. 10U – Teams may press the last 2 minutes of the 2nd and 4th quarters
 - a. Teams leading by 10 points may not press
2. 12U – Teams may press the entire game
 - a. Teams leading by 15 points may not press
3. 14U – Teams may press the entire game
 - a. Teams leading by 20 points may not press

Playoffs

Teams will automatically be entered into a single elimination playoff tournament. Seeding will be determined by end of season standings.

- If 3 or more teams are tied for playoffs, the primary tie breakers are in this order;
 - Head-to-Head record(s)
 - Point differential between team(s)
 - Points against
 - Points for
 - Coin flip
- Game stats and season schedules will be posted here: <http://starmultisport.com/>

DISCIPLINARY ACTION

- Disciplinary action may be taken against a coach/player for violation of the rules. Depending on the severity of the infractions, a recommendation may be made to suspend the coach/player/team for the remainder of the season or ban the coach/player/team from all DSFSBL sponsored events.
- Abuse of Staff: ZERO TOLERANCE POLICY
 - Leadership and/or Facility Management has the right to refuse play of the upcoming game or for future games for any player who threatens or uses obscene/abusive language to any member of the Future Stars or facility staff.
- Inappropriate behavior from spectators, players, and coaches are not permitted. Technical fouls can be assessed to the head coach.

- Spectators and parents who demonstrate abusive/rude behaviors can also be asked to leave the facility.

INCLEMENT WEATHER POLICY

It is the goal of all StarCenter and Multisport facilities to remain open and hold all programming as scheduled if it is deemed safe for all customers and staff to do so.

In the event of severe weather, all facilities under StarCenter Properties will follow the delayed start schedule of the ISD in which the facility is located. (For example, if Farmers Branch ISD has a delayed start and opens at 10:00AM, the StarCenter Multisport Farmers Branch will open at 10:00AM.)

If ISD's schools are closed for the day, StarCenter Multisport facilities will be closed for all AM programming and will re-assess the current conditions at 12:00PM to make a determination on programming for the duration of the afternoon and early evening. We will then re-assess conditions again at 5:00PM and make a determination on all nightly programming that is scheduled to begin after 7:00PM.

For all morning events on non-school days, we will assess the conditions before 9:00PM on the day before. We will reassess again in the morning and make a determination before 12:00PM on all afternoon events.

Delayed opening and closing announcements will be posted on the following social channels and websites:

StarCenter website - <https://www.nhl.com/stars/starcenters/>

X - [Children's Health StarCenters](#)

Facebook - [Children's Health StarCenters](#)

Instagram - [Children's Health StarCenters](#)

StarCenter Properties may change and/or adjust this policy in response to individual circumstances, as necessary.

Contact

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