



## Dallas Stars Metro Youth Basketball League Rules

### REGISTRATION OVERVIEW & DSMYBL POLICIES

- Divisions will be formed with coaches' input along with the competition committee
- Uniforms **are not** included in the registration fee.
- Team schedule requests are accepted from coaches ONLY. League Directors will strive to accommodate all requests, but they are not guaranteed.
- Grades can be combined at league discretion (up to 1 grade level).
- A team is considered a "locked team" when the full team fee has been paid by the end of registration
  - Teams that are not "locked" by Week 2 of gameplay will be removed from the schedule. **No Exceptions**
- A late fee of \$100/team will apply to all who register after the registration deadline and is based on availability.

\*\*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 DSMBYL Leadership reserves the right to modify, change or add rules at any time if it is deemed in the best interest of the DSMYBL. These rules include, but are not limited to, playing rules, eligibility rules and rosters.
- DSMYBL 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 DSMYBL.

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

## LEAGUE OVERVIEW

Each league consists of eight (10) regular season games.

Each game is guaranteed two (2) UIL accredited referees.

### Rosters, Protests & Forfeits

- Max roster size is twelve (12) players
  - Rosters **must** be submitted by the start of the 3rd week of play, at which point are frozen unless additions are approved.
  - Players must be on the roster 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.
- Games must be cancelled up to 48 hours in advance for a chance of reschedule. **Reschedules are not guaranteed.**
- Protests can only be initiated by a coach:
  - Protests may occur **before the end of the first half.**
  - Each team must have a roster to protest
  - Roster & Grade protests are to be handled by the onsite League Director.

### GAMEPLAY

- Home team will provide a scorekeeper to keep the books.
- Visiting team will provide a scorekeeper to keep the clock.
- If time permits, 5 minute warm-up to begin immediately after preceding game
- Two (2) 20-minute halves
  - Clock STOPS the last two (2) minutes of each half; **unless** a team is up by more than 20 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
- 3 (three) timeouts **per game**/team.
- Pressing is allowed 4<sup>th</sup> grade and above the entire game.
  - Pressing is **ONLY** allowed in the **2<sup>nd</sup> half for 3<sup>rd</sup> grade.**
  - If a team is up by more than 20 points, pressing is not allowed.
- 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. DSMBL leadership to assess if further disciplinary action is needed.

## **Playoffs**

Top four (4) teams from each division are eligible for playoffs.

- 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 DSMYBL 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 DSMYBL 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.

## **Contact**

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League Assistant Director: Camille Mims: [cmims@dallasstars.com](mailto:cmims@dallasstars.com)

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