

# Rules for Area Wide Elite Basketball

## I. Team Guidelines: (12) Player Minimum (15) Max Limit Per Team

- a) 7-9 boys/girls **\*\* NO LIMITATIONS\*\***
- b) 10-12 boys/girls **\*\*Can only have (7) twelve year olds \*changed 2/22/2024**
- c) 13-15 boys/girls **\*\*Can only have (7) fifteen year olds \*changed 2/22/2024**
- d) Coaches must create **(2) Binders** per team. The binder must consist of:
  - 1) Birth Certificate
  - 2) Registration/Waiver form: Sign by players **Legal Guardian**
  - 3) Small recent 3 X 5 picture of each player
  - 4) **\*\* Any and all medical issues must be identified and annotated on his/her registration/waiver form\*\***

## II. Goal Height by Age Division

- a) 7-9 boys/girls: **10 feet. \*\*Height changed Dec 27 meeting\*\***
- b) 10-12 boys/girls: **10 feet.**
- c) 13-15 boys/girls: **10 feet.**

## III. Clock Operations by Division

- a) 7-9 boys/girls
  - 7 Minute quarters **\*Updated 4/8/24**
  - Clock will **STOP** for Free Throws & Timeouts
  - Clock will **STOP** the last 2-minutes of the 2<sup>nd</sup> & 4<sup>th</sup> quarter
  - No Full Court Pressing.
  - **Players can start guarding 1v1 pass after the ball has been inbound. \*Updated 1/11/2025**
  - No 3 seconds call
  - **Team Fouls: At (5) team fouls team will shoot 1 for 2. Team fouls reset each quarter. Updated Jan 11 2025 meeting**
  - Free throws will be shot from the 1<sup>st</sup> hash BELOW the free throw line. Unless, player is comfortable shooting from the free throw line. (Will be marked with tape)
- b) 10-12 boys/girls division
  - 8 minute quarters **\*Updated 4/8/24**
  - High school rules
  - **Team foul rule changed:** (5) Team fouls team shoots 2 shots per quarter. Fouls reset each quarter. **Updated Dec 27 meeting**
- c) 13-15 boys/girls division
  - 8 minute quarters **\*Updated 4/8/24**
  - High school rules
  - **Team foul rule changed:** (5) Team fouls team shoots 2 shots per quarter. Fouls reset each quarter. **Updated Dec 27 meeting**
- d) Team Fouls/Player Fouls
  - Exceptions: Player fouls **(8)** for 7-9 groups. **\*Updated Jan 11 2025 meeting\***
  - (5) Player Fouls—10-12 & 13-15 ONLY
  - (5) Team Fouls: **DOUBLE BONUS-Player shoots 1 for 2 (7-9 ONLY)**
  - (5) Team Fouls: **DOUBLE BONUS-** 10-12 & 13-15 groups player shoots 2.
- e) Coaches Timeouts: (6) total
  - 2 full & (1) 30 second timeout per half

## IV. Coaches Technical Foul Ladder

- a. Warning

- b. 1<sup>st</sup> Technical: Coach must **SIT** the rest of the game. Opponent shoots 2 & gets possession
- c. 2<sup>nd</sup> Technical: Coach is **EJECTED** from the game. Opponent shoots 2 & gets possession
  - If the ejected Coach doesn't have an assistance Coach on his staff, the game will be forfeited. A coach cannot be appointed.
  - Also, the ejected Coach is issued a **\$200 FINED**. The **FINE** must be paid before the next game. If not paid, Coach will not be able to coach and results will be another forfeit.
  - **NOTE:** The **FINE** can increase due to unacceptable actions during the game and or following the technical foul (i.e. fighting & argumentative)

**V. Players Technical Foul Ladder**

- a. Warning
- b. 1<sup>st</sup> Technical: Players **penalty** is decided by the referee. Opponent shoots 2 & gets possession
- c. 2<sup>nd</sup> Technical: Player is **EJECTED** from the game. Opponent shoots 2 & gets possession
- d. Also, player can be **SUSPENDED** the next game, depending on his/her actions during the game and actions following his/her **EJECTION** (i.e. fighting & being argumentative).

- VI. Rules for Spectators:** Once spectators enter the gym, they immediately fall under the AWYSE Code of Conduct Policy. Violators can be fine up to **\$250** or can be temporary or permanently banned from AWYSE events. [Updated 4/8/2024](#)

## **AWYSAE PLAYER-PARENT CODE OF CONDUCT**

IN ORDER TO MAINTAIN A LEVEL OF DECORUM FOR AWYAE IN A POSTIVE SENSE, THE FOLLOWING CODE OF CONDUCT WILL BE MAINTAINED.

### **POLICY**

1. THE CODE OF CONDUCT IS EFFECTIVE FOR ALL AWYSAE TEAMS DURING ALL GAMES AND PRACTICES IN-HOUSE OR TOURNAMENT PLAY.
2. EACH PLAYER AND PARENT OR GUARDIAN SHALL BE GIVEN A COPY OF THE CODE OF CONDUCT AT SIGNUPS OR PRIOR TO THE START OF YOUR TEAMS FIRST PRACTICE.
3. CODE OF CONDUCT BEGINS FROM THE TIME ANYONE ENTERS ANY FIELD FOR GAMES OR PRACTICES (HOME OR AWAY) UNTIL THE DEPARTURE OF THE PREMISES. PRACTICE CONDUCT IS SUBJECT TO PRESIDENT AND OR HEAD COACH'S DISCIPLINE, USING THE CODE AS A GUIDELINE.
4. CODE VIOLATORS WILL BE WARNED OR EJECTED IMMEDIATELY. CODE EVERY PLAYER, COACH, PARENT, OFFICIAL, OR SPECTATOR SHALL NOT:
  1. USE PROFANITY. 2. ABUSE EITHER VERBALLY AND OR PHYSICALLY ANYONE. 3. THROW ANY OBJECT ON OR OFF THE FIELD IN THE MANNER AS TO CREATE A SAFETY HAZARD TO ANYONE. 4. TAUNT ANYONE BY MEANS OF BAITING OR RIDICULING A THREAT OF PHYSICAL VIOLENCE TO ANYONE. EJECTION ENFORCEMENT PRESIDENTS/VICE PRESIDENTS SHALL HAVE THE PRIMMARY RESPONSIBILTY FOR THEIR OWN CONDUCT AND THE CONDUCT OF THEIR HEAD COACHES, ASST COACHES, PLAYERS AND FANS AND SHOULD ABIDE AND IMPOSE THE APPROPRATE PROVISIONS OF THE CODE OF CONDUCT WHEN NECESSARY.
  1. OFFICIALS SHALL HAVE THE PRIMARY RESPONISIBLTY FOR THEIR OWN CONDUCT AND CAN ENFORCE EJECTION TO ANY MANAGER, COACH, PLAYER, PARENT OR SPECTATOR THAT BREAKS THE CODE.
  2. AWYSAE BOARD MEMBERS CAN ENFORCE EJECTION TO ANYONE INCLUDE OFFICALS THAT BREAK THE CODE.
  3. GAME WILL NOT RESUME UNTIL ANYONE THAT BREAKS THE CODE IS WARNED OR EJECTED AND VIOLATOR THAT WAS EJECTED IS GONE FROM THE PREMISES.

## PUNISHMENT

1. ANYONE THAT IS EJECTED FROM BREAKING THE CODE WILL HAVE THEIR VIOLATION REVIEWED BY THE AWYSAE BOARD.
2. FINAL JUDGEMENT (PUNISHMENT) FOR CODE VIOLATORS THAT HAVE BEEN EJECTED WILL BE DECIDED BY THE AWYSAE BOARD. VIOLATORS CAN'T APPEAL FINAL JUDGEMENTS.
3. DEPENDING ON THE SEVERITY OF THE OFFENSE THE AWYSAE BOARD CAN SUSPEND AND VIOLATOR ONE OR MORE GAMES, BALANCE OF THE SEASON, OR LIFE. OVERVIEW AWYSAE IS A YOUTH ORGANIZATION DEALING WITH THE IMPRESSIONAL YEARS OF A CHILD'S LIFE. WE, AS ADULTS ARE THEIR FIRST ROLE MODELS AS THEY FOLLOW BY EXAMPLE.

WE SHOULD NEVER MISBEHAVE; HOWEVER, SHOULD CODE VIOLATION OCCUR, WE REQUEST THAT ALL PLAYERS, COACHES, PARENTS, AND SPECTATORS COOPERATE WITH THE AWYSAE BOARD IN IDENTIFYING THE OFFENDING PARTY OR PARTIES NO MATTER WHOM THEY MAY BE. Updated 4/8/24

- VII. Age Cut-Off date is **March 1<sup>st</sup>**
- VIII. **Registration & League Fees:**
  - a) \$250 per league/location \***changed 2/22/2024**  
(Please pay with money orders/checks)
  - b) **\$50 per player** \* should cover registration \***changed 2/22/2024**
- IX. **Admission:**
  - a. \$6.00 for adults /Playoffs & Championship \$7.00
  - b. Children 5 & under FREE
- XII. **NO** outside food or drinks are permitted. Concession will be available.
- XIII. **FORFEIT & Coin Flip Rules:**
  - a. NO shows is an automatic Forfeit.
  - b. Grace Period: Allowed 15 minutes, if the visiting team does not make the grace period they will be fined.  
**NOTE: The penalty is a \$150 fine for the visiting team. Updated 4/8/24**
  - c. Due to bad weather CEO (AWYSE) must make that the determination. Then, will execute the COIN FLIP to determine who gets the WIN.
  - d. Due to unavailable playing surface: Guest Team receives the WIN.
  - e. No rescheduling games unless AWYSE has to adjust the schedule.
- XV. **Every league commissioner must show valid Proof of Insurance Coverage prior to start of the league.**
- XVI. **Security** must be provided at all games. Presidents must make sure they have concrete plan for disruptive fans.
- XVII. **Verification procedures** on GAME DAY:
  - a. At Halftime of each game, the next division (BOTH teams) will line up and verify each other's players. Presidents must be present.
- XVIII. Tie Breaker Rules:
  - a. We will use the points spread process ONLY with proper Bookkeeping (no discrepancies) and matching score clock. Both sides must have accurate proof. If there are any discrepancies, AWYSE will move to the **COIN FLIP**.
  - b. Each week a picture of the score clock & scorebook for each division must be sent up to an AWYSE representative by close of business on game day. Point of contact will be identified.
- XIX. **Playing Up Rules:**
  - a. SEE PAGE 2 OF WAIVER AND RELEASE OF LIABILITY
- XX. During Warm-ups for all age groups **NO DUNKING** is allowed. It will result in a **Technical Foul** at the start of the game.

**XXI. Tryout Rules: as of Jan 11, 2025**

Once a player has participated in a tryout and has been selected by a team, he/she cant participate in any other tryouts until the following year.

**XXII. Switching teams is prohibited. Only exceptions is for siblings.** If one sibling makes Team A and the other sibling makes Team B, the parent has the option to remove either player with proper documentation (birth certificate). The parent must be the players legal guardian. as of Jan 23, 2025