



Shreveport Public Assembly and Recreation
2010 Girls' and Boys' Basketball Team Entry Form
PLEASE PRINT OR TYPE ALL INFORMATION



(Team Entry Deadline: December 11, 2009)
SEASON BEGINS JANUARY 11, 2010

ENTRY FEE MUST ACCOMPANY THIS FORM

TEAM NAME: _____

LEAGUE: _____ 6 Under _____ 12 Under
 (Check One) _____ 8 Under _____ 14 Under
 _____ 10 Under _____ 16 Under
 _____ 18 Under

**NEW AGE
 CUT-OFF
 DECEMBER
 31, 2009**

HEAD COACH'S NAME: _____

HOME ADDRESS: _____ (Street) _____ (Apt #)
 _____ (City) _____ (Zip Code)

W/PHONE: _____ CELL PHONE: _____ FAX: _____
 H/PHONE: _____ PAGER: _____ EMAIL: _____

ASST. COACH'S NAME: _____

HOME ADDRESS: _____ (Street) _____ (Apt #)
 _____ (City) _____ (Zip Code)

W/PHONE: _____ CELL PHONE: _____ FAX: _____
 H/PHONE: _____ PAGER: _____ EMAIL: _____

BYE REQUEST DATES / TIMES
 (Please Prioritize; Cannot Be Guaranteed)

BYE DATE/TIME: _____ REASON: _____
 BYE DATE/TIME: _____ REASON: _____
 BYE DATE/TIME: _____ REASON: _____



SHREVEPORT PUBLIC ASSEMBLY & RECREATION DEPARTMENT
ATHLETICS DIVISION

2010 GIRLS and BOYS OPEN BASKETBALL LEAGUE

PLEASE COMPLETE AND RETURN TO THE SPAR ATHLETIC DIVISION
(Team Entry Deadline: December 11, 2009)
SEASON BEGINS: January 11, 2010

Child's Name: _____ Birth Date: _____

Address: _____ Apt. #: _____

City: _____ State: _____ Zip: _____ Phone: _____

Coach: _____ School & Grade: _____ / _____

1. A child may play UP one age division, but cannot play down.
2. **It is the coach's responsibility not to place players on the roster who are not of the proper age.**

Age Divisions

- 6- Under - cannot be 7 before December 31, 2009
- 8- Under - cannot be 9 before December 31, 2009
- 10- Under - cannot be 11 before December 31, 2009
- 12- Under - cannot be 13 before December 31, 2009
- 14- Under - cannot be 15 before December 31, 2009
- 16- Under - cannot be 17 before December 31, 2009
- 18 - Under - cannot be 19 before December 31, 2009

I, the parent or guardians of the above named child, give my permission for him/her to participate in the Shreveport Public Assembly & Recreation (SPAR) Basketball Program. I will not hold SPAR, the City of Shreveport, nor any official responsible if my child is injured while engaging in this sport. I understand the hazards and dangers involved in the sport and will use my own insurance, if needed. I also agree to provide a copy of my child's birth certificate which will be kept on file at the SPAR Athletic Office.

Parent or Guardian Signature

Date

Player Signature (18 year olds)

Date

SPAR 2010 Girls/Boys YOUTH BASKETBALL RULES

SECTION 1 ADMINISTRATIVE PROCEDURES

ENTRY INFORMATION:

1. Entry fee: **\$10.00** per child. Make checks payable to **City of Shreveport**.
2. Upon verification of birth date, an I.D. card must be obtained from the SPAR Athletic Department. It is **MANDATORY** that each child shows his/her I.D. card to the proper SPAR personnel before participating in each and every game.
Note: ID Cards are issued for a three (3) year period. If lost prior to expiration date, a \$5.00 replacement fee will be charged.
3. A parental permission slip, birth certificate (if not on file at the SPAR Athletic Office) and entry fee for each child must accompany the team's roster. The roster will not be certified and the child will not be allowed to participate until these requirements are met. The coach must have his/her certified roster, all player I.D. cards and his/her **SPAR** I.D. card available at all games. **A child will not be allowed to play if the permission slip has not been turned in. Additionally, all games played without a certified roster will result in a forfeit.**
NOTE: *If a child's age is questioned, his parent(s) / guardian(s) must provide either a second form of proof of birth (i.e., school locator card) or a certified original copy of the child's birth certificate before the child will be allowed to participate. If a child's birth certificate on file with the SPAR Athletic Office appears to have been altered, a certified original copy of the child's birth certificate must be submitted before the child will be allowed to participate.*
4. Please print or type rosters and put names in alphabetical order. Rosters will be limited to 12 players. **Players cannot be added to the roster after January 8, 2010.**
5. Rosters, permission slips and entry fees must be turned in to the SPAR Athletic Office **no later than 4:30 p.m., December 11, 2009.**
6. League play will begin the week of **January 11, 2010.**
7. The team representative will be required to turn in any date that their team will not be able to play. After the schedules have been drawn up, **GAMES WILL NOT BE POSTPONED, EXCEPT FOR AN EXTREME EMERGENCY.**
8. **SPAR Staff will entertain comments and complaints from Head Coaches by appointments only on Thursday's from 3-5pm. You must call to make a 15 minute appointment.**

AGE REQUIREMENTS:

1. The predominate factor in recreation play is the child's age.
2. **5 anytime this year/cannot be 6 before DEC 31 2009**
6 anytime this year/cannot be 7 before DEC 31 2009
7 anytime this year/cannot be 8 before DEC 31 2009
8 anytime this year/cannot be 9 before DEC 31 2009
9 anytime this year/cannot be 10 before DEC 31 2009
10 anytime this year/cannot be 11 before DEC 31 2009
11 anytime this year/cannot be 12 before DEC 31 2009
12 anytime this year/cannot be 13 before DEC 31 2009
13 anytime this year/cannot be 14 before DEC 31 2009
14 anytime this year/cannot be 15 before DEC 31 2009
15 anytime this year/cannot be 16 before DEC 31 2009
16 anytime this year/cannot be 17 before DEC 31 2009
17 anytime this year/cannot be 18 before DEC 31 2009
18 anytime this year/cannot be 19 before DEC 31 2009

3. A child may **NOT** drop down and play in a lower age level. A child may play up one age level.
4. It is the coaches' responsibility not to put players on the roster who are not of proper age.

PLAYER RESTRICTIONS:

1. **A player cannot be or have been on another 2009-2010 school basketball roster and participate in the SPAR league.**
2. A player cannot play on **2 SPAR teams**, regardless of age groups.

ROSTER INFORMATION:

1. A player cannot be added to a roster at game time. Additions must be made at the SPAR Athletic Office no later than 5:00 p.m. on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** *Only the coach may add a player.* Deletions must also be made at the SPAR Athletic Office.
2. Players may **change** teams anytime prior to January 4, 2010. This request for change may be made by either the player or his/her parent(s) / guardian(s). The player, his/her parent(s) / guardian(s) and the new coach must come to the SPAR Athletic Office to make the change. If a player is dismissed by a coach, the coach must sign a release form. This form will be attached to the appropriate roster.
3. If a player is guilty of playing for another SPAR team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. A team guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited.

PLAYER EQUIPMENT:

1. It is **MANDATORY** that all players wear rubber sole basketball or running shoes. Bare feet are **NOT** permissible.
2. For player identification, it is **MANDATORY** that all players wear jerseys of the same color. All jerseys must be numbered, preferably on front and back. Players on the same team shall not wear identical numbers. No digit greater than five (5) shall be used. **Additionally, if a team has both the numbers 0 and 00 on the roster, both players may not be on the court at the same time.**
3. Jewelry of any kind including hard/plastic hair accessories, earrings, necklaces, watches, rings, etc., **CANNOT** be worn.
4. Jerseys must be tucked into the shorts the entire game (**technical foul for jersey not tucked in**) unless they are designed to be worn outside the shorts.
5. Shorts will be worn on the waist **PROPERLY. NO SAGGING shorts; technical foul for short pulled down below the waist.** Officials will enforce this.

COACHES' RESPONSIBILITIES:

1. Each coach must have a SPAR certified team roster and player ID's in his/her possession at all games. If he/she does not have players ID'S, the game will be declared a forfeit but may be played at the discretion of both coaches. If played, the officials will call the game. ***A player without an ID at the game will not be allowed to participate.***
2. Any coach found guilty of **playing an ineligible player** will be suspended from coaching for the remainder of the season plus the entire following year in all SPAR Athletic

Programs. All games in which an ineligible player participates will automatically be forfeited.

3. It will be the duty of the team's coach to help assist in keeping all parents and spectators in their proper place in the bleachers. If a coaching change is made during the season, the SPAR Athletic Office must be notified at once.
4. Any coach or player ejected from a game for any reason must meet with the SPAR Youth Sports Coordinator or Discipline Committee before participating in the next game. Disciplinary action, to include possible game suspension, will be determined following this meeting. If a player or coach is ejected twice during the course of the season, he/she will be suspended for the remainder of the season.
5. Any player or coach ejected from a game for fighting may subject the entire team to disqualification from league play for the remainder of the season.
6. Any coach or player who curses, pushes, hits, spits on or otherwise abuses **ANY SPAR OFFICIAL** will be suspended indefinitely from coaching or playing in any SPAR Athletic program.

APPEAL PROCEDURES:

1. Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior. Additionally, head coaches may appeal any decision based on an authorized protest.
2. There are four levels in the appeal process which must be followed in sequence:
 - a. First Level: Meet with SPAR Division Manager, Superintendent of Athletics and Youth Sports Administrator.
 - b. Second Level: Meet with SPAR Assistant Director.
 - c. Third Level: Meet with SPAR Director.
 - d. Final Appeal: Meet with SPAR Council.

PROTEST PROCEDURES:

1. If a game is being protested, the coach must notify the referee and submit the protest in writing to the SPAR Athletics Office within 24 hours after the game has been played (not later than Monday at 5:00 p.m. for games played on weekends). **\$25.00** must accompany the protest. If the protest is upheld, the \$25.00 will be refunded.
2. The only grounds for lodging a protest are player eligibility and misapplication of a SPAR rule. This protest must be lodged with the referee **prior to** the end of the game. The head referee will notify the SPAR Youth Sports Administrator of any problems or pending protests when submitting the game scores.
3. **Videos will only be used to determine disciplinary action on players, spectators and coaches in the event of a fight; it will not be used to over turn officials judgment calls.**

LEAGUE STANDINGS:

1. Certificates will be awarded to each participant at the end of regular season play, **if requested**. If a post season tournament is conducted, 1st and 2nd place team trophies will be awarded.
2. If a team forfeits two (2) consecutive or three (3) total games, the team will be dropped from the schedule. Entry fees will **NOT** be refunded.
3. Standings will be posted weekly on the SPAR Athletics web page. The address is www.myspar.org

SECTION II 2010 PLAYING RULES

GAME REGULATIONS:

1. National Federation High School rules will govern league play.
2. Teams must have five (5) players to start the game.
3. Each team is allowed four (4) time outs per game to be called by either the head coach or a player on the court
4. **Duration of game:**
 - (a) 8-Under and below:
 - (1) 7 minute quarters-running clock. Each overtime period will be **2** minutes.
 - (2) The clock will stop for time outs and all shooting fouls.
 - (3) The clock will stop in accordance with National Federation Rules the last two minutes of the **game**.

NOTE 1: The following rule will apply for 8-Under and below:

Players will shoot free throws from a line 9' from the basket

Teams will play a maximum of two (2) overtime periods. If the game remains tied after these two periods, there will be a "shoot-out" from the free throw line.

The "shoot-out" will be administered as follows:

Each team will select five (5) players who have participated in the tied game. Each coach will select the sequence of shooters for his/her team. The visitors will send a player to the free throw line to attempt the first shot; the home team will follow with their first player. Shooters will alternate accordingly throughout the five selected. If still tied after the first five (5) shooters, each team will select additional players to shoot, alternating until the tie is broken.

If the opposing teams have a different number of players who participated in the tied game, the original sequence of shooters will be repeated following the last shooter from the team with the fewer number of participating players.

A coin toss will be used to decide the basket to be used for the "shoot-out".

EXAMPLE 1: Following the first five (5) shooters from each team, Team "A" scores three (3) baskets and Team "B" scores two (2) baskets. Team A is declared the winner.

EXAMPLE 2: Following the first five (5) shooters from each team, both Team "A" and Team "B" score three (3) free throws. The 6th shooter from each team also scores a basket. Team "A's" 7th shooter misses while Team "B's" 7th shooter scores. Team "B" is declared the winner.

(b) 9-Under through 14-Under Teams:

- (1) Teams will play 6 minute quarters using a regulation clock. Each overtime period will be **3** minutes. Teams will play as many overtimes as necessary to determine a winner.

(c) 16-Under and 18-Under Teams:

- (1) 18 minute halves-running clock. Each overtime period will be **3** minutes. Teams will play as many overtimes as necessary to determine a winner.
- (2) The clock will stop for time outs and all shooting fouls.

- (3) The clock will stop in accordance with National Federation Rules the last two minutes of the **game**.
5. Five (5) minute rest for half-time.
 6. The team line-up must be given to the scorekeeper at least 10 minutes before scheduled game time. A technical foul will be administered if this is not done.
 7. If a team does not show up at scheduled game time with at least five (5) players, the game will be forfeited. **EXCEPTION:** There will be a 10 minute grace period for the 1st. game each day/night **ONLY**, including Saturday mornings.
 8. ***Between games, teams will be allowed five (5) minutes to warm up. Once teams begin their warm up, the score keeper will start the clock to monitor the time.***
 9. **Age Specific Rules:**
 - (a) Boys:
 - (1) 8-Under and below:

No pressing what-so-ever. Once the offensive player enters the front court, he/she will have 5 seconds to get the ball across the 28' time line. Once the ball is in that area, the time line disappears. The area between the half court line and the 28' line is a "sanctuary area". The defense **MUST** stay **BEHIND** the 28' line until the offensive player **first** crosses this line. If the offensive player then returns behind the 28' line he/she may be defended in the "sanctuary area".
 - (2) 9-Under through **10-Under:**

No pressing until the ball passes mid-court. **EXCEPTION:** Pressing is allowed the last two minutes of the game **unless a team has a 20-point lead**. **CLARIFICATION:** Due to this being a unique rule for this age group, the following clarification is provided for **OFFICIALS AND COACHES**. When the offensive team brings the ball in from out of bounds or gains a rebound in its "defensive" half of the court, the defensive team must go back past the mid-court line **(inside the 3-point arc if the defensive team has a 20-point lead)** and cannot defend or attempt to get the ball until the **player and ball** crosses the mid-court line **(the 3-point arc if the defensive team has a 20-point lead)**, **unless the ball is thrown or rolled**. A ball will be brought in from out of bounds when a point is scored by the offensive team or in the case of a turnover by the offensive team due to a foul, traveling, double dribble or losing the ball out of bounds. **PENALTY:** If the defending team does not go back past the mid-court line **(inside the 3-point arc if the defensive team has a 20-point lead)**, the referee will stop play, **warn the defensive team and coach** and permit the offensive team to bring the ball in again. **If a team violates this rule a 2nd time**, the referee **will** call a technical foul on the **offending team's coach** and award **two free throws** to the other team. The technical foul will be for unsportsmanlike conduct.
 - (3) **11-Under through 12-Under:**

No pressing until the ball passes mid-court. Once a team has obtained a 20 point lead, they must take the press off, **falling back inside the 3-point arc**. Defensive pressure cannot be applied until the **player and ball** crosses the **3-point arc**. **PENALTY:** On the first offense the referee will stop play and warn the offending team and coach. **If a team violates this rule a 2nd time**, the referee will call a technical foul on the **offending team's coach** and award **two free throws** to the opposing team. The technical foul will be for unsportsmanlike conduct.
 - (4) **14-Under and above:**

Once a team has obtained a 20 point lead, they must take the press off, falling behind the mid-court line. Defensive pressure cannot be applied until the **player**

and ball crosses the mid-court line. **PENALTY:** On the first offense the referee will stop play and warn the offending team and coach. **If a team disregards this rule a 2nd time**, the referee will call a technical foul on the **offending team's coach** and award **two free throws** to the opposing team. The technical foul will be for unsportsmanlike conduct.

PROTEST PROCEDURES:

1. Protests of any game on grounds of player ineligibility or misapplication of SPAR rules must be presented in writing to the SPAR Athletic Office within 24 hours following the game. **\$25.00** must accompany the protest. If protest is upheld, **\$25.00** will be refunded. The only thing that can be protested is the ineligibility of a player. The protest must be made as soon as the coach determines an ineligible player is participating, but prior to the end of the game. **A player ID card and roster check will be performed by the officials prior to the start of each game.** ~~(Player ID's will not be issued for the girls' program)~~

GENERAL INFORMATION:

1. SPAR reserves the right to make any changes that seem to be for the betterment of the league or for the protection of the players.
2. If, for unforeseen reasons, one of SPAR's game officials fails to show up by game time, the game will be played with one official, and will count in the league standings. If both officials fail to show, the gym supervisor has the option to officiate the games by himself or herself, or to cancel and reschedule at a later date.

3. **Basket Height:**

- (a) **8-Under** and below leagues will use 8½ foot baskets.
- (b) **9-Under** and above leagues will use regulation 10 foot baskets.

4. **Official Game Balls:**

- (a) 8-Under and below: Mikasa 1008/Baden 110 Junior size
- (b) 9-Under through 11-Under: Mikasa B1010/Baden 115 Intermediate size
- (c) 12-Under and above(Boys): Mikasa B1000/Baden 125 Official size
- (d) 10-Under and above (Girls): Mikasa B1010/Baden 115 Intermediate size

5. **MANDATORY PARTICIPATION AND SIT OUT RULE:**

This is a recreational program with emphasis placed on having fun and learning basic skills. Therefore, the following rules will apply during all games:

- (a) 14-Under and below leagues:

- (1) Each player will play a minimum of one full quarter before any player is allowed to return to the lineup.

Example #1: A team has a roster of 12 players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: Five new players must start and play the entire quarter.

3rd Qtr: The remaining two players must play the entire quarter. The coach is now allowed to free substitute with any of the ten (10) players who participated during the first two quarters.

4th Qtr: Free substitution is allowed.

Example #2: A team has a roster of 10 players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: The remaining five (5) players must play the entire quarter.

2nd Half: Free substitution for the remainder of the game.

Example #3: A team has fewer than ten (10) players.

1st Qtr: Any five (5) players may start and must play the entire quarter.

2nd Qtr: Any player who did not participate during the first quarter must play the entire 2nd quarter. The remaining player/players may

come from any who participated during the first two quarter and they may be free substituted.

2nd Half: Free substitution for the remainder of the game.

(2) Once a team attains a 20 point lead, the score will continue to be kept on the books but will no longer be displayed on the scoreboard.

(b) 16-Under and above leagues:

It is **MANDATORY** that each player in uniform participate in the equivalent of one full quarter during each game. **If a player is being disciplined, the coach must notify the opposing coach and the scorekeeper.**

6. **HIV/Hepatitis B - Bleeding Player**

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. A player cannot re-enter the game until permission is granted by the referee.

NOTE: SPAR requires all coaches to be N.Y.S.C.A. (National Youth Sports Coaches Association) certified before they are allowed to coach in the SPAR program. Coaches must wear their ID badges at all games. For information concerning certification, call the SPAR ATHLETIC OFFICE at 673-7748.

2010 BOYS & GIRLS BASKETBALL AGE CHART

Division	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec	Division
8 & Under	02	02	02	02	02	02	02	02	02	02	02	02	8 & Under
8 & Under	01	01	01	01	01	01	01	01	01	01	01	01	8 & Under
10 & Under	00	00	00	00	00	00	00	00	00	00	00	00	10 & Under
10 & Under	99	99	99	99	99	99	99	99	99	99	99	99	10 & under
12 & Under	98	98	98	98	98	98	98	98	98	98	98	98	12 & Under
12 & Under	97	97	97	97	97	97	97	97	97	97	97	97	12 & Under
14 & Under	96	96	96	96	96	96	96	96	96	96	96	96	14 & Under
14 & Under	95	95	95	95	95	95	95	95	95	95	95	95	14 & Under
16 & Under	94	94	94	94	94	94	94	94	94	94	94	94	16 & Under
16 & Under	93	93	93	93	93	93	93	93	93	93	93	93	16 & Under
18 & Under	92	92	92	92	92	92	92	92	92	92	92	92	18 & Under
18 & Under	91	91	91	91	91	91	91	91	91	91	91	91	18 & Under

Age Cut Off Date: December 31, 2009

To Use This Chart:

1. Enter table at top with month.
2. Go down to the child's year of birth.
3. Go left or right to the child's age division.
4. A child cannot play up more than one age division.
5. **A child CANNOT play down in a lower age division.**

COACHES WILL BE HELD ACCOUNTABLE FOR USING ILLEGAL PLAYERS !