YOUTH BASKETBALL BYLAWS
2026-2027

Mission and Purpose:
The Tuscaloosa Basketball Association through PARA serves the students and families of the Tuscaloosa community by providing a truly unique basketball experience which promotes fundamental skills training, sportsmanship and teamwork.

Eligibility & Registration
1. Registration will be held at the PARA offices and online at www.tcpara.org during the specified dates.
2. The registration fee is per player based on age group. This fee is NON-REFUNDABLE.
3. All participants are required to complete and sign the waiver of liability, parent code of conduct, and concussion information forms before participating.
4. A birth certificate record is required and must be on file at PARA for a child to be eligible.
5. No player will be allowed to practice until they have registered with PARA.
6. Each team will present to PARA a complete roster prior to the first game. No jersey will be issued until forms and fees are received in the office.
7. Each team will have NO MORE than 10 players on a roster. The goal is 8 players per team.
8. Playing up: Each player may play up one grade level with league approval. Players may not play up to 2 or more grade levels.
9. Coaches are required to read and understand all rules.

How teams are formed:

K- COED, 1 COED 2nd & 3rd Grade Boys and

1. Teams are formed by school zones. The specific breakdown is as follows:
    - **K- COED, 1 COED** – These leagues are 3 on 3 and played half court. Coaches administer the games and no officials are present. A head coach and assistant coach may reserve two spots on their roster for their own two children. The rest of the team will be formed via a draft. School zone specific coaches will receive a list of the players registered in their school zone. They will then meet or conduct a call and draft players. Maximum roster is 6 players.
    - **2nd & 3rd Grade Boys and Girls** – These are four separate leagues. However, depending upon the number of players registered, 2nd and 3rd grade may be combined to ensure there are enough teams. A head coach and assistant coach may reserve two spots on their roster for their own two children. The rest of the team will be formed via a draft. Coaches will meet in person to conduct a draft. Maximum roster is 10 players.
    - **ALL** – Should a school zone not have enough registered players to form a team; children will be combined with another school zone with a team. This merger, if needed, will be done by the PARA Director of Athletics. The 2nd and 3rd grade groups will draft in the same manner as other teams.

Competitive 4th grade – 6th grade

2. The Capstone League will have 4th, 5th, and 6th grade teams for boys and girls. The Capstone League will form teams based on HIGH school zones
    - **Capstone Conference** – "Competitive" rated team or teams for each school zone
    - **Capstone Conference**- Will be formed by school zone at their discretion. Evaluations will be used where there are multiple Capstone teams in the same age group. Evaluations will be monitored by the school zone coordinator.
    - **Black Warrior Conference** – "Recreational" rated team or teams for each school zone
    - **Black Warrior Conference** – Should a school zone not have enough registered players to form a team; players will be combined with another school zone with a team. This merger, if needed, will be done by the PARA Director of Athletics. The 4th, 5th and 6th grade groups will draft in the same manner as other teams.

Game Ball and Goal Height

PARA will provide a game ball on site for games. The ball size and goal height for each division is listed in the table below.

Division	Ball Size	Goal Height
K-COED	Pee Wee Size (25.5)	8 Feet
1st Grade COED	Pee Wee Size (25.5)	8 Feet
2nd Grade Boys	Junior Size (27.5)	9 Feet
2nd Grade Girls	Junior Size (27.5)	9 Feet
3rd Grade Boys	Junior Size (27.5)	9 Feet
3rd Grade Girls	Junior Size (27.5)	9 Feet
4th Grade Boys	Intermediate Size (28.5)	10 Feet
4th Grade girls	Intermediate Size (28.5)	9 Feet
5th Grade Boys	Intermediate Size (28.5)	10 Feet
5th Grade Girls	Intermediate Size (28.5)	10 Feet
6th Grade Boys	Standard Size (29.5)	10 Feet

Jerseys/Uniforms

Each player will receive a reversible jersey from the league. Coaches must make sure that no player has the same number. Typically, the home team will wear the lighter of their two colors. The visiting team will wear a colored or the darker of their two colors. In all cases, jersey colors for a given team must be distinguishable from those of their opponent.

Teams must wear TBA approved/issued jerseys. **NO EXCEPTIONS**, unless a written request for approval has been submitted and approved. TBA administrators must be notified of all uniform issues 2 hours before start time.

Number of Players Required to Start a Game

Teams must start a game with a minimum of five players. In the event of an injury, a team with insufficient players may play with four players on the court, but no fewer than four.

Substitutions

1. Substitutes may enter the game during any dead ball situation after checking in at the scorer's table.
2. In all leagues, except for Capstone, there will be a **30 second** stoppage for substitutions at the dead ball closest to 4 minutes remaining in each quarter. **This is not a timeout,** but rather a time to substitute players as needed to comply with the substitution rule.

Playing Time

1. In all leagues, except for Capstone, there are playing time restrictions in place to ensure all players receive adequate playing time.
2. Coaches are strongly encouraged to play their players for equal amounts of time.
3. All players who attend the game MUST play a minimum of 1 full quarter per game.
4. The only players exempt from all play rule are:
    a. Players who have missed more than half of a team's scheduled practices for the week
    b. Players who are being disciplined with preapproval permission from parent
    c. Players with health reasons/concerns that cannot play the minimum amount of time
5. The coach is responsible for compliance with this rule for his/her team.

Roster Size/Free Agent Placement

Teams may have no more than 10 players on the team roster.

Pick-Up Players

Teams are allowed to pick up players during the regular season using the following guidelines:

1. The team picking up players must use players from a team in their age group or the next younger age group.
2. All pickup players must be on the roster of another team in the Tuscaloosa Basketball Association.
3. Teams can pick up enough to make 6 players' total.
4. **Teams cannot pick up players in tournament play.**
5. All pick up players must be noted and approved at the official scorer's table prior to the start of the game.

Players on School Teams

Per AHSAA Eligibility Rules, any player who plays on a school team may NOT participate on a non-school team in the same sport during the school season of that sport. (This means that the player may not be on a roster of nor participate in practices or games with an outside team of the same sport during that school sport season.)

A school team's season begins the day of that team's first contest/game & ends when that team's season has been completed.

The Tuscaloosa Basketball Association is not responsible for ensuring the eligibility of athletes within AHSAA rules. Each player is responsible for ensuring he/she does not violate AHSAA eligibility rules by participating in the Tuscaloosa Basketball Association.

Referees

The league will make every effort to supply two referees for each game. Referees will be instructed **to enforce rules** and encourage proper skills, techniques and sportsmanship.

Coaches

Three coaches per team will be allowed on the team bench, not on the court or walking up and down the sidelines. One coach is allowed to stand, and the other coaches must sit on the bench during the game. No parents will be allowed to sit on or behind the players' benches.

Line-Ups/Scorer's Book

Each team must present a line-up to the official scorer's table before the game begins. All players that could potentially participate in the game should be listed in the book. Games will not be started until the line-up for each team is completed.

Timeouts

The number of timeouts in a game varies by age group. This information can be found on the league specific Cheat Sheets. Timeouts will **NOT** carry over into the overtime period. Teams will be granted one additional time out per overtime period. Timeouts cannot be called at the scorer's table. Coaches and/or players must indicate to the referees when they would like to use a timeout. Should a team call a Timeout when they have none they will be called for a Technical Foul.

Scoreboard

2nd-5th Grade: The clock will be a running clock for all but the last two minutes of each quarter. (Clock stoppage during running clock time will be for all team timeouts, and referee timeouts.) The clock does not stop for free throws outside of the final 2 minutes per half.
6th Grade and Up: NFHS Rules

If a team gains a lead of 30 points or more, the CLOCK will run continuously for the remainder of the game. (Clock stoppage during running clock time will be for all team timeouts, and referee timeouts.)

Overtime (POST-SEASON ONLY)

For all age groups, except for K-COED, 1st Grade CO-ED, the following overtime rules will apply.

1. The overtime period will be 3 minutes in duration.
2. The clock will run continuously during the first 2 minutes of the overtime period with the following exceptions:
    a. All free throws
    b. Team timeouts
    c. Referee timeouts
3. The clock will stop on all whistles during the final minute of the overtime period.
4. Each team will receive one (1) time-out per overtime period.
5. There is no limit on the number of overtimes during post-season play.

Code of Conduct

Player/Coach/Participant/Spectator Conduct

PARA athletic programs have a zero-tolerance policy on any and all acts of violence or assault (verbal or physical). Any violations of this rule may lead to a hearing by the Youth Basketball Advisory Committee, arrest and further disciplinary action up to and including termination of participation in all PARA activities, events, programs and use of facilities.

1. Anyone (spectator, player, or coach), whose actions are not in the best interest of the league, may cause their team to be given a technical foul. If said person persists in undesirable conduct or refuses to follow the directions of the officials, a forfeit may result.
2. All coaches will be required to sign and abide by the coach's code of conduct while coaching in this league.
3. The coach for each team is responsible for the conduct of his/her team fans.
4. Scolding and abuse of players by anyone connected with the team will not be tolerated.
5. It is considered poor sportsmanship on the part of the coach to intentionally run up the score of any game.

Ejection

Referees have complete control of the game and conduct of players and participants. PARA staff have the authority to remove anyone from the gym who continues to be a threat to the atmosphere we are trying to create for the players and their families.

When a spectator, player, or coach is officially ejected from any game, they must sit out the remainder of the current game and the entirety of the next scheduled game. Ejected individuals must leave the facility and grounds immediately without causing a disturbance. If it occurs more than once in a season, the participant, parent, and coach must appear before the advisory committee, which may grant a suspension for the remainder of the season or as they deem necessary. If necessary, the gym supervisor will be responsible for enforcing the removal of ejected person(s) from the facility and grounds.

Treatment of Officials & Supervisor:
Any coach or player that curses at an official or the supervisor will be ejected. The following behaviors on the part of any coach or player will result in suspension or ejection from the league: 1) confronting an official, 2) threatening or touching an official, 3) verbally or physically attacking an official. Additionally, charges will be pressed with the police, if applicable. The above behaviors are prohibited within the confines of the entire facility, including the parking lot. An ejection will also carry a suspension from the next played game.

Technical Fouls
Any coach, player, or fan who receives two technical fouls will be removed from the game and facility. A team (which includes players, coaches, and fans) that receives more than three technical fouls in a game for unsportsmanlike behavior will result in forfeiture of the game. This may also affect the remainder of this team's season. According to NFHS rules, once a coach receives a technical foul, he must remain seated for the remainder of the contest. The assistant coach may continue to stand.

Suspension
Any participant, coach, or spectator that physically strikes or verbally threatens another coach, official, or spectator will be immediately **removed** from the facility. Such people **may** be suspended for at least one (1) calendar year and will have a hearing before the advisory committee. This rule applies at any time before, during, or after any game. If, in the opinion of the officials, a player, coach or fan displays unsportsmanlike conduct, the player, coach or fan will be given a technical foul.

Protest
It is the duty of the advisory committee in cooperation with the Program Director to supervise the program to enforce the rules and to hear and pass on all protests and complaints. **All protest decisions MUST have the approval of the Director of Athletics.** Protests that will be received and considered concern matters of the following type:

> ***Eligibility of players*** - any protest made on the eligibility of a player on an opposing team must be done BEFORE THE END OF THE GAME in which the questionable player is participating or has participated in. The coach then has until 12:00pm of the following business day to submit a formal written protest, along with a $25 protest fee, to the Belk Activity Center office.

For the following instances, the notification of intent to protest must be made immediately before the next play, by the coach or acting coach, by notifying the referee that the game is being continued under protest. The referee will notify the opposing coach and scorer. The team coach then has until 12 noon of the following working day to turn in a formal written protest, along with a $25 protest fee. The protest fee must be paid at the Belk Activity Center. If the protest is upheld, the $25 fee will be refunded. These instances that may be protested include:

1. Player Eligibility
2. Game Administrative issues (Scorebook, Playing conditions)
3. Failure to administer proper game procedures. (EJECTIONS)

All formal protests must include the following information:
1. Date, time, and location of the game
2. Names of Teams, referees and scorers
3. The rules and section of the Alabama High School Athletic Association Official Rules or League By-Laws under which the protest is made
4. The decision and conditions surrounding the making of the decision, and all essential facts involved in the matter of the protest.
5. NO JUDGMENT CALLS MAY BE PROTESTED.

Post-Season Play

Each division of play, except K-COED and 1ST COED, will be involved in post-season play featuring a single-elimination tourney. Teams will be seeded for the tournament based on win/loss records in regular season play.

The schedules for post-season games will be sent out to all coaches and posted to the youth basketball page at: http:// www.tcpara.org/recreation/athletics/youth-basketball

At the conclusion of the regular season, teams shall be ranked based on highest regular season record (winning percentage). In the event of a tie, the following tie-breaking procedures will be used.

1. Two or more Teams
    a. Head-to-head results between tied teams (Best won-lost-tied percentage in games played between tied teams)
    b. The team with the fewest total points allowed for the entire season
    c. Random Draw

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Tuscaloosa County Park & Recreation Authority