## 2023-2024 DYS Basketball Playing Time Policy

## 1. Developmental, Elementary House and Middle School House Divisions:

- Playing time Minimum: All players in attendance for the full game must play a minimum of $50 \%$ of the game.
- Playing time Maximum: All players may only play a Maximum of 75\% of the game.
- For players that arrive late or leave early, the following guidelines will be followed for MINIMUM Playing time:
- Missed 1 Quarter: Minimum Playing time is reduced to $33 \%$ of the total game.
- Missed 2 Quarters: Minimum Playing time is reduced to $25 \%$ of the total game.
- Missed 3 Quarters: Minimum Playing time is reduced to $12 \%$ of the total game.


## Minimum and Maximum Playing Time Chart for Developmental, Elementary House and Middle School

 House:| \# of Players | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ | $\mathbf{6}$ | $\mathbf{7}$ | $\mathbf{8}$ | $\mathbf{9}$ | $\mathbf{1 0}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10 Players | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ |
| 9 Players | $75 \%$ | $75 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ |  |
| 8 Platers | $75 \%$ | $75 \%$ | $75 \%$ | $75 \%$ | $50 \%$ | $50 \%$ | $50 \%$ | $50 \%$ |  |  |
| 7 Players | $75 \%$ | $75 \%$ | $75 \%$ | $75 \%$ | $75 \%$ | $75 \%$ | $50 \%$ |  |  |  |
| 6 Players | $100 \%$ | $100 \%$ | $75 \%$ | $75 \%$ | $75 \%$ | $75 \%$ |  |  |  |  |

## 2. Select ( $4^{\text {th }}$ Grade) and High School House Divisions

- Playing time Minimum: All players in attendance for the full game must play a minimum of $25 \%$ of the game.
- Playing time Maximum: All players may only play a Maximum of 75\% of the game.
- For players that arrive late or leave early, the following guidelines will be followed for MINIMUM Playing time:
- Missed 1 Quarter: Minimum Playing time is reduced to $19 \%$ of the total game.
- Missed 2 Quarters: Minimum Playing time is reduced to $12 \%$ of the total game.
- Missed 3 Quarters: Minimum Playing time is reduced to $6 \%$ of the total game.

3. Exceptions to the MINIMUM playing time are as follows:

- Injury,
- Medical reason,
- Discipline (Coach must receive approval from the league ahead of the game)
- If the player fouls out or is disqualified prior to meeting the minimum time requirements.

4. Exceptions to the MAXIMUM playing time rule are as follows:

- The team has seven eligible players AND:
- One or more players have fouled out/been disqualified.
- one or more players becomes injured and cannot meet their own minimum playing time.
- The team has fewer than seven eligible players for the duration of the game.

5. Notification requirements for Playing Time Exceptions:

- For Injury or medical reasons exceptions:
- Coach must notify opposing coach prior to start of game (or during a timeout if the injury occurs during the game)
- Coach must notify the Division Coordinator in writing within 48 hours after the game.
- For discipline exceptions
- Coach must notify Division Coordinator 48 hours prior to game and receive approval from Division Coordinator
- Coach must have the approval notice (e-mail) available to show the opposing coach prior to the start of the game.
- For excessive fouls exception, or maximum playing time exception
- Coach must notify opposing coach during a timeout or at halftime.
- Coach must notify the Division Coordinator in writing within 48 hours after the game.

6. Enforcement of the Playing Time rules:

- All teams must designate one parent or an assistant coach to keep track of playing time. The parent or assistant coach may not be working at the scorer's table.
- Team must keep track of the opposing team's playing time.
- The Head Coach should collect the playing time sheet and turn it into the Division Coordinator as part of the game report.

7. Penalties for playing time violations:

- $1^{\text {st }}$ Offense - Warning issued to coach from the league (with the exception of the playoffs)
- $2^{\text {nd }}$ Offense - Team forfeits game and coach is suspended 1 game.
- $3^{\text {rd }}$ Offense - Team forfeits game and coach is suspended for season.

Travel Teams ( $\left.5^{\text {th }}-8^{\text {th }}\right)$ :
Due to the competitive environment in our travel program league games, Travel players must earn their playing time. No minimum or maximums are set for the travel teams.

