# 2024-2025 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:
  - o Missed 1 Quarter: Minimum Playing time is reduced to 33% of the total game.
  - o Missed 2 Quarters: Minimum Playing time is reduced to 25% of the total game.
  - o 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	1	2	3	4	5	6	7	8	9	10
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 (4th 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:
  - o Missed 1 Quarter: Minimum Playing time is reduced to 19% of the total game.
  - o Missed 2 Quarters: Minimum Playing time is reduced to 12% of the total game.
  - o 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.
  - o For excessive fouls exception, or maximum playing time exception
  - Coach must notify opposing coach during a timeout or at halftime.
  - o 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<sup>st</sup> Offense Warning issued to coach from the league (with the exception of the playoffs)
- 2<sup>nd</sup> Offense Team forfeits game and coach is suspended 1 game.
- 3<sup>rd</sup> Offense Team forfeits game and coach is suspended for season.

# Travel Teams (5<sup>th</sup> – 8<sup>th</sup>):

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.

# Playing time addendum for 4<sup>th</sup> grade Boys

# Player Rotation Plan (4x7 Minute Quarters)

# First Quarter:

- 0:00 3:30: Player 1, 2, 3, 4, 5
- 3:30 7:00: Player 6, 7, 8, 9, 10

# **Second Quarter:**

- 7:00 10:30: Player 11, 1, 2, 3, 4
- 10:30 14:00: Player 5, 6, 7, 8, 9

# **Third Quarter:**

- 14:00 17:30: Player 10, 11, 1, 2, 3
- 17:30 21:00: Player 4, 5, 6, 7, 8

### **Fourth Quarter:**

- 21:00 24:30: Player 9, 10, 11, 1, 2
- 24:30 28:00: Player 3, 4, 5, 6, 7

### Notes:

- Adjust based on performance, fouls, and game situation.
- Coaches may tweak as needed to fit their strategy.