



# TEXAS AMATEUR ATHLETIC FEDERATION

## YOUTH BASKETBALL

State Tournaments:

BOY'S 5, 7, 9, 11&U-DIV. I, II & III; & 13U – TBD

GIRLS' 5, 7, 9, 11&U-DIV. I, II & III; & 13U – TBD

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*A non-profit organization established in 1925, incorporated and dedicated to develop and perpetuate interest in amateur sports and to further the spirit of sportsmanship in Texas.*

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**PLEASE READ ALL RULES –THERE ARE IMPORTANT ARTICLES PERTAINING TO AGE DETERMINATION DATES, REGISTRATION DEADLINE DATES AND FEES.**

The following rules and regulations apply to all sports and all participants must meet these requirements. Unless a rule specifically names an exception for one of the divisions (member city, independent, affiliate, etc.), the following Sports General Regulations pertain to all teams and participants. See the specific sports sections for any special regulations that may exist.

**ARTICLE 1      RETURNING TEAMS**

1.1 All T.A.A.F. team champions (except youth basketball) shall be eligible to return to state tournament as defending champions provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

**ARTICLE 6      BOYS' AND GIRLS' BASKETBALL**

6.1 GENERAL RULES: BOYS' AND GIRLS'

- .01 Boys must play in the Boys' Divisions (I, II or III).
- .02 Girls must play in the Girls' Divisions (I, II or III).

Exception:

- a) If a T.A.A.F. Member or Affiliate member does not have enough girl participants to send separate girls teams, they may send a mixed team to the appropriate age Boys State Tournament, if they qualify.
- b) NOTE: If there is one boy on a roster, that team will be classified as a Mixed team eligible to play in the Boys Divisions (I, II or III).
- .03 National Federation Rules and UIL Guidelines will apply with the exception of the T.A.A.F. Rules published here.

6.2 DIVISIONS OF PLAY: BOYS' AND GIRLS'

**.01 WINTER BASKETBALL:**

- 13 & Under**
- 11 & Under Divisions I, II & III**
- 9 & Under Divisions I, II & III**
- 7 & Under Divisions I, II & III**
- 5 & Under Divisions I, II & III**

Division I:

- a) Any T.A.A.F. Member or Affiliate member registering less than four (4) boys or girls teams in any age division / classification must register as Division I unless approved for Division II or III by the state commissioner.
- b) Participation in a T.A.A.F. Member or Affiliate sponsored or co-sponsored league is not required of a Division I team. However, if a team does not participate in a T.A.A.F. league, the team must register and participate as a Division I team.
- c) Division I consists of teams that are hand-selected by the coach or who are formed to create tournament teams or all-star teams. Any team whose team name includes the words "all stars" is required to participate in Division I.

- d) Any team may request to be a Division I team.
- e) Division I teams will not be required to qualify through a regional tournament and can advance directly to the state tournament.
- f) Division I teams must be registered for the state tournament with the tournament host by March 1. Teams who are not already registered with the T.A.A.F. state office will be charged an additional \$10 at the time of registration. Division I teams requesting to register after the March 1 deadline will be required to pay a \$50 late fee and will only be accepted on an "as needed" basis, at the discretion of the state tournament host.

Division II:

- a) Teams must have played in a T.A.A.F. Member or Affiliate sponsored or co-sponsored recreational league, and must have played in at least four (4) league games.
- b) Division II consists of teams that are hand-selected by the coach, or who return five (5) or more players from the previous seasons Division III roster.
- c) Division II youth basketball rosters are limited to no more than twelve (12) players. All players must be from the T.A.A.F. league roster. One (1) pick up player is allowed for post-season play so long as the pickup player is from another team playing in the same age division in the same league, and so long as the roster does not exceed twelve players. Pick up players must be added to the roster prior to Regional tournament play, whether the team participates in a Regional tournament or not.
- d) Any team that is misclassified as Division II may be disqualified or re-classified at the discretion of the Commissioner.
- e) A roster for all Division II teams that includes the team name, head coach name, division of play, and all player names and birthdates must be submitted to the state office by February 1. Player changes are not allowed for regional or state championship play once this roster is submitted, with the exception of one pick up player.

Division III:

- a) Teams must have played in a T.A.A.F. Member or Affiliate sponsored or co-sponsored recreational league, and must have played in at least four (4) league games.
- b) Division III consists of teams that are formed through some type of "draft" system (conducted for the current season of play) where the emphasis is put on balancing the strength of teams throughout the league.
- c) Any T.A.A.F. Member or Affiliate program that conducts a draft to be eligible for Division III participation must complete and submit the T.A.A.F. Division III Youth Basketball Pre-Qualification Form by the team registration deadline. The purpose of this form is to demonstrate that the draft being conducted balances the strength of teams throughout the league. The Commissioner will review each submission and make the final decision of eligibility for each program.
- d) Any team that is classified as Division III may not return more than four (4) players from the previous season's roster including when a team moves from one age division to another. Any team with five (5) or more returning players must be classified as Division I or II. It does not matter how a player is returned to a team (protected by coach, drafted, blind drafted, placed by staff, etc) for the player to count towards the returning player limit.
- e) Division III youth basketball rosters are limited to no more than ten (10) players. All players must be from the T.A.A.F. league roster. No pick up players are allowed for post-season play.

- f) Any team that is misclassified as Division III may be disqualified or re-classified at the discretion of the Commissioner.
- g) A roster for all Division III teams that includes the team name, head coach name, division of play, and all player names and birthdates must be submitted to the state office by February 1. Player changes are not allowed for regional or state championship play, once this roster is submitted.

**.02 SPRING AND/OR SUMMER HIGH SCHOOL AGED BASKETBALL: Spring & Summer Basketball will follow ALL UIL Guidelines. Age divisions: 17 & Under 15 & Under 13 & Under**

6.3 PLAYING RULES:

- .01 ROSTERS: The regular playing roster shall not exceed twelve (12) players for Division I & II and ten (10) players for Division III.
  - a) A playing roster shall be “frozen” once it has been submitted for regional play and may not be changed for the state competition.
- .02 A team must begin a game with five players. Teams without five players at the start of a game will forfeit that game. There is no grace period. If a team has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.
- .03 GAME LENGTH: All to have a running clock with the exception of final two (2) minutes of each half and;
  - a) **5 & Under and 7 & Under Divisions of play to have four (4) six (6) minute quarters**
  - a) **9 & Under, 11 & Under, 13 & Under, 15 & Under and 17 & Under divisions of play to have four (4) eight (8) minute quarters**
  - b) The clock stops only on timeouts and free throws. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
  - c) POINT SPREAD RULE: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time-outs and free throws.
  - d) TIMEOUTS: Each team shall be allowed four (4) one-minute timeouts per game. In case of overtime, each team shall be allowed one (1) additional one-minute timeout, as well as any timeouts remaining from regulation.
  - e) OVERTIME: If the score is tied at the end of regulation play in the 8 & Under and 10 & Under divisions of play, a two (2) minute overtime will be played. In all other divisions, a three (3) minute overtime period will be played. The clock will stop on each whistle by the officials.

**.04 BASKET SPECIFICATIONS**

HEIGHT	FREE THROW DISTANCE	AGE GROUP	DIVISION
10'	15' 0"	17 & Under	N/A
10'	15' 0"	15 & Under	N/A
10'	15' 0"	13 & Under	N/A
10'	15' 0"	11 & Under	Boys & Girls I, II & III
10'	15' 0"	9 & Under	Boys & Girls I & II
10'	13' 6"	9 & Under	Boys & Girls III
8' 6"	13' 6"	7 & Under	Boys & Girls I, II & III
8' 6"	13' 6"	5 & Under	Boys & Girls I, II & III

**.05 BALL SIZE: The official ball size for divisions:**

- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under BOYS' will use the regulation size basketball as specified by the Federation Rule Book.
- b) 9 & Under and 7 & Under BOYS' will use the official women's basketball.
- c) 5 & Under will use the rookie size basketball (27.5)
- d) All GIRLS' divisions will use the official women's basketball.(Exception: 5 & Under will use the rookie size basketball (27.5).

**.06 LANE VIOLATIONS:**

- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under will play by official rules.
- b) 9 & Under, 7 & Under and 5 & Under will have five (5) second lane violations.

**.07 FULL COURT DEFENSE (PRESS):**

- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under Divisions may play full court defense at any time.
- b) 9 & Under Division III only: may play full court defense during the last two minutes of each half and any overtime period(s). 9 & Under Division I & II only: may play full court defense until a 15 point lead is obtained. The trailing team may continue to press.
- c) 5 & Under and 7 & Under may play full court defense during the last minute of each half and at all times during any overtime period(s).
- d) POINT SPREAD RULE: In all divisions if any team is 20 points or more ahead, no full court defense (press) will be allowed by the leading team. The trailing team may continue to press.
- e) VIOLATION: Each team shall be issued one warning per half, in which the whistle is blown and the offended team brings the ball in play on their offensive front court at the mid-court opposite the scorers table and team benches. Additional violations shall result in a technical foul.

**.08 JERSEYS:** Each team must have closely matching jerseys with a permanent four inch (4") number on the front and a six inch (6") number on the back. Players who do not have the proper uniform will not be allowed to participate. a.) Legal basketball numbers only are permitted - 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24,25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. b.) T-shirts worn under the jersey must be matching for any players who wear undershirts. c.) Tights and knee pads must be a single closely matching color for any players who wear them. d.) Shorts are not regulated and are not required to match the jersey.

**.09 MINIMUM PLAYING TIME:** Divisions I & II have free substitutions throughout the game and no minimum playing time. Division III teams must abide by the following minimum playing time rules:

- a) During the first quarter of every game there will be no substitutions allowed. The five players who start this quarter will be the same five players who finish the quarter.
- b) During the second quarter any remaining players who did not start the first quarter will be required to start the second quarter and play the entire quarter without substitutions.
- c) During the second quarter, if a team has less than 10 players on their roster then the coach may substitute only for those players who already played the entire first

quarter.

- d) In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed. However, if a player is not able to finish their quarter during the first half then that player will be required to play a full quarter with no substitutions allowed in the second half.
- e) If a player is medically unable to complete their full quarter in either the first or second half then that player will be disqualified for the remainder of the tournament.

.10 FORFEITS: A forfeit game will be scored as 10 – 0 in favor of the team that does not forfeit.

.11 A player, coach or spectator who is disqualified or ejected from a game for unsportsmanlike behavior (fighting; disrespectfully addressing an official; using profane or inappropriate language or obscene gestures; disrespectfully addressing, baiting or taunting an opponent; or other behavior deemed to be unsportsmanlike) shall be prohibited from returning to any game facilities for the remainder of the tournament.

#### 6.4 CHAMPIONSHIP GUIDELINES - REGIONAL AND STATE TOURNAMENTS

.01 Tournaments will be pool play with a minimum of 3-game guarantee. Pool play tie breakers are as follows:

- a) Winning Percentage
- b) Head-to-Head
- c) Total Points Differential (max 15 points differential)
- d) Total Points Against
- e) Coin Toss

.02 WINTER PLAY: A regional tournament must be hosted in all regions for youth winter basketball Divisions II & III. Any registered team may participate in the Regional Tournament as space allows, or according to berths specified and allowed by regional guidelines.

.03 All Division II & III teams wishing to participate in the State basketball tournament must participate in regional tournaments to be eligible. If the age, gender or division does not have a regional tournament make, these teams are still required to register for the state tournament at the regional tournament or the region will set up a site for registration. Teams registering for the regional tournament must submit their signed rosters, regional tournament fee, and birth certificates for each player along with the registration form for the state tournament. All teams qualifying for the state tournament must pay state entry fees/member city guarantee at the regional site. Following the tournament, each regional director or regional basketball tournament director will overnight ship the roster, birth certificates, entry fee and registration forms to the state host.

.04 Division I teams will register directly with the state tournament host.

.05 WINTER PLAY: The State Tournament shall be open to all Division II & III regional champions plus one host team per division.

.06 The State Commissioner will be required to provide the host city with the appropriate T.A.A.F. approved brackets immediately following the awarded bid for the State Championships.

.07 Proof of age is required prior to the start of each tournament

.08 A player may be on only one roster during T.A.A.F. Championship play.

.09 All players in Division II & III must have joined a team and have been officially listed on a team's roster by February 1 in order to be eligible for post season participation.

- .10 Aside from tournament roster players, only two coaching staff members are allowed on the bench at any time. During game play, only one coach is allowed to stand unless directed otherwise by game officials.

6.5 TOURNAMENT DATES - WINTER PLAY:

- .01 Regional Tournaments for Division II and Division III will be held the first full weekend of March.
- .02 State Tournaments for Division I, II & III will be held the third weekend of March.

6.6 TOURNAMENT POOL AND BRACKET SETUP:

- .01 Pools for 2 game guarantee should be setup as follows –

- 32 teams = 10 pools: 4 teams Pools A and B, 3 teams Pools C – J
- 31 teams = 10 pools: 4 teams Pool A, 3 teams Pools B – J
- 30 teams = 10 pools: 3 teams Pool A - J
- 29 teams = 9 pools: 4 teams Pools A and B, 3 teams Pools C – I
- 28 teams = 9 pools: 4 teams Pool A, 3 Teams Pools B – I
- 27 teams = 9 pools: 3 teams Pools A - I
- 26 teams = 8 pools: 4 teams Pools A and B, 3 teams Pools C - H
- 25 teams = 8 pools: 4 teams Pool A, 3 teams Pools B - H
- 24 teams = 8 pools: 3 teams Pools A - H
- 23 teams = 7 pools: 4 teams Pools A and B, 3 teams Pools C - G
- 22 teams = 7 pools: 4 teams Pool A, 3 teams Pools B - G
- 21 teams = 7 pools: 3 teams Pools A - G
- 20 teams = 6 pools: 4 teams Pools A and B, 3 teams Pools C - F
- 19 teams = 6 pools: 4 teams Pool A, 3 teams Pools B - F
- 18 teams = 6 pools: 3 teams Pools A - F
- 17 teams = 5 pools: 4 teams Pools A and B, 3 teams Pools C - E
- 16 teams = 5 pools: 4 teams Pool A, 3 teams Pools C - E
- 15 teams = 5 pools: 3 teams Pools A - E
- 14 teams = 4 pools: 4 teams Pools A and B, 3 teams Pools C - D
- 13 teams = 4 pools: 4 teams Pool A, 3 teams Pools B - D
- 12 teams = 4 pools: 3 teams Pools A - D
- 11 teams = 3 pools: 4 teams Pools A and B, 3 teams Pool C
- 10 teams = 3 pools: 4 teams Pool A, 3 teams Pool B - C
- 9 teams = 3 pools: 3 teams Pools A - C
- 8 teams = 2 pools: 4 teams Pools A and B
- 7 teams = 2 pools: 4 teams Pool A, 3 teams Pool B
- 6 teams = 2 pools: 3 teams Pools A and B
- 5 teams = 1 pool: 5 teams Pool A
- 4 teams = 1 pool: 4 teams Pool A
- 3 teams = 1 pool: 3 teams Pool A

- .02 After pool play, single elimination bracket matchups should be setup as follows –

- 32 teams - TOP HALF OF BRACKET: A1 VS B4, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 31 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 30 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: BYE G1, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 29 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; F1 VS B4, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 28 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3



- 27 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; BYE G1, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 26 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; G1 VS B4, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 25 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 24 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; BYE H1, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 23 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; BYE F1, A2 VS B4; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 22 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 21 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; G1 VS D2
- 20 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; BYE C1, A3 VS B4; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 19 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 18 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; E1 VS B3; F1 VS C2
- 17 teams - TOP HALF OF BRACKET: BYE C1, A4 VS B4; D2 VS E2; A1 VS D3; B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3; A2 VS B2; E1 VS B3; C2 VS A3
- 16 teams - TOP HALF OF BRACKET: C1 VS A4, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 15 teams - TOP HALF OF BRACKET: BYE C1, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 14 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; C1 VS B4, D2 VS A3
- 13 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 12 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; BYE D1, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 11 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; BYE A1, C2 VS B4
- 10 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; A1 VS C2
- 9 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: B1 VS C3; A1 VS C2
- 8 teams - TOP HALF OF BRACKET: A1 VS B4; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 7 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 6 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET: BYE B1; A2 VS B3
- 5 teams - TOP HALF OF BRACKET: BYE A1; A4 VS A5; BOTTOM HALF OF BRACKET: A2 VS A3
- 4 teams - TOP HALF OF BRACKET: A1 VS A4; BOTTOM HALF OF BRACKET: A2 VS A3

- 3 teams - TOP HALF OF BRACKET: BYE A1; BOTTOM HALF OF BRACKET: A2 VS A

# T.A.A.F. Manual of Procedures

## ARTICLE 2 GENERAL PARTICIPATION REQUIREMENTS

No player shall be eligible to play in any T.A.A.F. sport unless the player meets all of the following rules:

- 2.1 Must be an amateur in said sport and shall receive no pay to play for any team. An amateur is defined as "one who engages in sport for pleasure and for the physical, mental or social benefits, which he or she derives from that sport and to whom the sport is nothing more than an avocation."
- 2.2 Any player who has played professional sports shall be ineligible to participate in that sport for one (1) year after his last day as a member of a professional team. This rule shall not conflict with the AABC rules in baseball.

Note: The protesting individual(s) bear the entire burden of proof regarding a player's participation as a member of a professional team. The T.A.A.F. state commissioner has the final authority to accept or reject the protesting individual(s) proof.

- 2.3 Meets all team qualifications in MOP Article 4.
- 2.4 Does not play under an assumed name.
- 2.5 In order to compete in any T.A.A.F. play, a foreign player must reside in the state of Texas continuously for a minimum period of one (1) year prior to being eligible to play.

Exception: Men's and women's fast pitch foreign softball players' eligibility will be determined by the national governing body of softball. To be eligible to participate in T.A.A.F. softball, a copy of any document required to be on file by the NGB for softball must also be filed with the T.A.A.F. state office. The same filing deadline applies for the NGB and T.A.A.F.

- 2.6 An adult player may play on more than one team within a region, but must choose one team as his/her own prior to T.A.A.F. championship play.
  - .01 No player may be on more than one roster, in a T.A.A.F. division, during T.A.A.F. championship play (region and state tournaments).
  - .02 A player must be on the sports roster by the deadline state in the participant guide.
- 2.7 A player forced to transfer from one region to another by his employer may participate in the new region providing the player has been employed by the firm for at least one (1) full year prior to the transfer and the player remains employed by the same firm.
- 2.8 Individual sport participants must reside in the state of Texas.
- 2.9 The team or individual attempting to qualify for state competition must attempt to qualify through the regional qualifier of the region in which they are registered. No participant in an individual sport or a team in team sports may attempt to qualify through more than one city, region or affiliate. Should any team or individual be discovered in violation of this rule, he/she/they shall be disqualified from that sport for that year.
- 2.10 Any region competition must take place within the established boundaries of the assigned region. If it becomes necessary to host a region competition outside of the designated boundary, prior written consent is required by the region in which the event is being held.
- 2.11 Player identification:
  - .01 A player must be prepared, at all times, to provide proof of identification. A driver's license or comparable identification, which includes a current photograph and signature, is acceptable.

- .02 A player must be prepared, at all times, to provide proof of age when participating in T.A.A.F. sports categorized by age classifications or divisions. A driver's license or copy of a birth certificate from the Bureau of Vital Statistics is acceptable.
- .03 A player failing to provide appropriate proof of age or identifications, when requested by a meet director, tournament director or state commissioner, may be declared ineligible and the team/player subject to disqualification.

2.12 All teams must wear like colored, non-duplicated numbered jerseys for regional and state tournaments.

2.13 All participants in adult team sports must have attained the age of sixteen (16) prior to the registration date for teams in that sport, unless specific sport regulations provide otherwise.

2.14 Age determination for youth sports

Sport	Age Determining Date
Basketball (Boy's & Girl's Winter)	September 1 of current school year
Basketball (Boy's & Girl's Summer)	September 1 of current calendar year
Boxing	Based on age as of the Games of Texas
Cheerleading	September 1 of current year
Flag Football – youth	September 1 of current year
Golf – youth	September 1 of current year
Gymnastics	January 1 of the year of competition
Inline Hockey	September 1 of current year
Kickball – Youth	September 1 of the current school year
Softball – Youth	December 31 of current year
Swimming – Summer	June 1 of current year
Swimming – Winter	Age as of the Winter Games of Texas swim meet
Tennis	Age as of Games of Texas dates
Track and Field	Based on year the athlete was born
Volleyball – Youth	September 1 of current school year

### ARTICLE 3 YOUTH SPORTS COACHING REQUIREMENTS

**3.1 All coaches that are participating in regional and state competitions representing TAAF member cities, or affiliates must be approved through a criminal background check process. Only the TAAF certified criminal background check program will be accepted. No other criminal background check programs will be accepted. If a coach fails the TAAF certified criminal background check then they would be deemed ineligible to coach. A member city (under official city accounts only) may submit affidavits.**

**3.2 Coaches can be approved through two options:**

**3.2.01 Approved through the TAAF state office background check process**

**3.2.02 Approved by the TAAF member organization by signing the “TAAF coaches background check affidavit” confirming that checks were completed at the local level. This can only be done by a “member city” under an official city account only by completing the affidavit form.**

3.3 All coaches must be approved prior to registering for any regional or state competition

3.4 Coaches representing swim or track must be approved by June 30<sup>th</sup> or two weeks prior to competition whichever comes first

3.5 TAAF approved coaching status is valid for 1 year. Coaches can re-certify following the process outlined above

3.6 TAAF gymnastic coaches should follow the coaching background rules outlined in the gymnastics sports rules

### ARTICLE 4 TEAM SPORT REQUIREMENTS

#### 4.1 Team Sports

##### .01 Deadline for T.A.A.F. Registration:

Sport	Deadline
Basketball - Adult	One Business Day after the State Tournament Entry Deadline
Basketball - Winter - Youth/High School	January 15
Flag Football - 8 on 8	November 1
Flag Football - 4 on 4	March 1
Flag Football - Youth	November 1
Hockey - In-line	Register at State Tournament
Kickball	Register at State Tournament
Soccer	Register at State Tournament
Softball - Spring/Summer - Adult/Youth	June 1
Softball - Fall	Register at State Tournament
Volleyball - Adult	Register at State Tournament
Volleyball - Sand	Register at State Tournament
Volleyball - Youth	April 15

#### 4.2 Team Fees:

##### .01 Member Cities and Affiliate Members will pay the following registration fees to T.A.A.F.:

- All Sport Fee: \$15 per team if all teams within that given sport are registered. (Example: Youth Basketball, Adult Flag Football.)
- Unattached Sports Team Fee: \$25 per team if not all teams within a given sport are registered, those teams are considered unattached and will not be eligible for the lowest level of play in that sport if multiple levels of play are offered.

\*Region registration fees may be added to the state team registration fees up to \$2.00 per team

##### .02 REGION MEMBERSHIP FEES:

- a. Regions that charge a fee in excess of the state fee may not exceed that fee by more than \$2.00 / team.
- b. Regional membership fees may not exceed \$25.00
- c. Any fee proposal exceeding the above limits must be approved by the executive board.
- d. Any region charging a regional fee must provide the T.A.A.F. State Office proof that they have a federal tax identification number by January 2nd of the current year.
- e. Regional fee schedule must be submitted to the T.A.A.F. State Office seven (7) days prior to the January 2005 board meeting and at the annual meeting in 2006 and thereafter.

.03 Insurance may be purchased for an additional fee. Contact the T.A.A.F. state office for fees and enrollment information.

.04 A late fee of five dollars (\$5.00) per team may be charged to any registration after the deadline date.

#### 4.3 Unattached Teams (adult and youth sports only):

The fee for an unattached team are fifty (\$50) per year. This fee allows the unattached team to participate in the highest division of adult and youth team sports

.01 Teams playing in a T.A.A.F. league cannot register as an unattached team.

#### 4.4 Registration Requirements

.01 Member Cities/Affiliate Members/Unattached Teams must furnish the following to the T.A.A.F. State Office by the registration deadline date:

- f. One (1) copy of the league registration form, including division codes
- g. One (1) copy of the team registration form
- h. All registration fees

.02 Team registrations must be certified by the city where they compete, if a Member City. An Affiliate Member will mail their registrations directly to the T.A.A.F. State Office.

#### 4.5 Team Roster Requirements

- .01 To advance in T.A.A.F. championship play, each team will be required to submit a complete team roster as follows:
  - a. It must be written or typed on an approved T.A.A.F. team roster form. Exception: Softball rosters may be submitted on the official roster from the national organizations whose rules are governing the state tournament (i.e. ASA, USSSA)
  - b. Each individual listed on the roster must sign it in ink.
- .02 Member Cities and Affiliate Members are required to submit team rosters for those teams advancing to championship play.
- .03 It is recommended that all youth teams advancing to a state tournament have a minimum of one (1) T.A.A.F. approved national certified coach, to be listed on the team roster.

#### 4.6 Returning Teams

- .01 All T.A.A.F. team champions (except youth basketball) shall be eligible to return to the state tournament as defending champions, provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

#### 4.7 Region/State Tournament Participation

- .01 Sport Penalty
  - a. Gymnastics only: Failure to register a gymnast with T.A.A.F. prior to competition will result in a fine of \$100 assessed to the gym for each unregistered gymnast
  - b. Gymnastics only: Failure to have a gymnast ranked by the January 1 deadline will result in a late fee of \$25.
- .02 In order to be eligible to compete for state honors, each team must have:
  - a. Registered with T.A.A.F. by the deadline date.
  - b. Fulfilled all roster requirements as specified by the Member City, or, if an Affiliate or Unattached Team, by the Regional Director.
- .03 To enter a regional tournament, the local T.A.A.F. Member City representative must certify the roster. The roster must be submitted to the regional tournament director (adult men's basketball and flag football only) prior to the deadline established by the region.
- .04 To enter a state tournament, the regional director must certify the roster, including if from another organization (i.e. ASA, USSSA). Note: this is NOT the regional tournament director. The roster must be submitted to the state tournament director prior to the state deadline.

- a. Affiliate and Unattached teams need to check with the T.A.A.F. state office for their requirements.
- .05 Each Member City will have the right to advance any team that has registered with T.A.A.F. in all team sports except the following sports/classifications:
- a. Men's 8 on 8 Flag Football
  - b. Youth Flag Football
  - c. Winter Youth Basketball
- .06 The state tournament director may or may not limit the number of teams that are accepted in the state tournament. The state tournament director must accept a minimum of 20 teams in each division of youth and adult basketball and youth or adult volleyball. The state tournament director must accept a minimum of 32 teams in each division of adult or youth flag football and adult or youth softball.
- a. In the Men's and Youth Flag Football State Tournaments and Girls Fast Pitch Softball Tournaments each Member City member will have the right to advance one (1) T.A.A.F. registered team to participate in the T.A.A.F. State Championship Tournament. The state tournament host city will have the authority to accept additional teams, if team registrations for the state tournament from the "automatic berths" do not fill the tournament.
  - b. The teams in the Winter Youth State Basketball Tournament must qualify through regional tournament. The Winter Boys and Girls State Basketball Commissioners will set the number of teams that qualify for the Winter Youth State Basketball Tournament. The State Commissioners and State Tournament Directors will determine the total number of teams accepted in the Boys and Girls Winter State Basketball Tournaments.
- .07 In a regional or state T.A.A.F. tournament, any team that fails to show up may be suspended from T.A.A.F. play for one year unless the team notifies their regional director and the state tournament director of their intent to be a no show. This notification must be made prior to the start of the tournament. This rule applies to every participant; all team members and all coaches, on the official team roster.