

CITY OF CLOVIS RECREATION YOUTH BASKETBALL LEAGUE RULES AND REGULATIONS *Winter*

Outcomes of the Program:

- To teach skills, build character, and have fun.
- To have fair play and sportsmanship!
- *We can have fun by building character through teaching skills. Remember: This is a positive learning experience. SHOUT PRAISE, WHISPER CRITICISM!!!*

The City of Clovis Recreation reserves the right to modify these rules at any time. California Interscholastic Federation (CIF) rules for the current year will be used for all games with the following exceptions:

**I. Division are designated as such
Under 8s, Under 10s, Under 12s, Middle School**

II. GAME TIME

- Under 8s** – Four (4)- ten (10) minute quarters running clock time, except in the last two (2) minutes of the game in which stop time will be used.
- Under 10s, Under 12s, and Middle School** – Two (2) twenty (20) minute halves running clock, except in the last two (2) minutes of the game in which stop time will be used.
- There will be two (2) minute between quarters and five (5) minutes between halves. Time will be measured by scorekeeper.
- If a team is ahead by ten (10) or more points any time in the last two (2) minutes of the game, the clock will continue to run except during injuries.

III. REQUIRED PLAYING TIME: Every child on the roster MUST play based on the rules below:

- Under 8s** – Each team member must play five (5) minutes per half uninterrupted (without being subbed out). After each child plays his/her required amount of time, coaches may then freely sub no exceptions.
- Under 10, Under 12s, and Middle School** – Each team member must play five (5) minute per half uninterrupted (without being subbed out). After each child plays his/her required amount of time, coaches may then freely sub no exceptions.
- No player can be benched from playing unless they foul out of the game.
- All players must report to the scorer's table before they will be allowed into the game. Coaches are responsible for substitutions being prepared to enter the game.
- All team members present at the game must play the minimum amount of playing time required for each division. **Failure to do so will result in forfeit of the game. Only coaches are permitted and responsible for protesting required play time.**
- Players that arrive late but during the first half are only required to play the minimum required time in the second half. Players that arrive late to the second half are not required to play.

II. TIME OUTS

- A. Each time out will be one (1) minute in length; clock will stop during time outs. Unused time outs do not carry over to the next period or into overtime.
 - 1. **Under 8s** – Each team will be allowed one (1) time out per quarter.
 - 2. **Under 10s, Under 12s, and Middle School** –Each team will be allowed two (2) time outs per half.

IV. OVERTIME- (For Tournament Play Only)

- A. **All Divisions**
 - 1. In the case of a tie, an overtime period of two (2) minute stop time will be used until winner is determined.
 - 2. Each team will be allowed one (1) time out during that overtime period.

IV. FORFEIT OF GAME

- B. A team must have at least four (4) eligible players ready to play by five (5) minutes after the scheduled game time. Failure to do so will result in a forfeit of the game. If a team loses a player (injury, disqualification, etc.) and the total number of players on the team that are eligible to play is less than four the game will be called. Teams may utilize remaining time to scrimmage or practice, however officials and scorekeeper will not be permitted to work.

VI. BACKCOURT VIOLATIONS

All back court violations will be enforced.

VI. PRESSING DEFENSE

- A. **Under 8s** – Defense has to play behind “Blue Line” once up by 6 drop inside the 3 point arc.
- B. **Under 10s** – Half court pressure is permitted with a lead of less than 6 points. Once up by 6 drop inside 3 point line. Backcourt pressing will not be allowed at all.
- C. **Under 12s** –Pressing is allowed throughout the game with a lead of less than 6 points. Once up by 6 drop only half-court defense is allowed.
- D. **Middle School**–Pressing is allowed throughout the game with a lead of less than 10 points.

VII. DEFENSE

- A. **Under 8s** – Teams are allowed to play man-to-man, 2-3, and 3-2 zone defense throughout the game within the “Blue Line”. **NO Trap defenses, or box 1 defense are permitted.**
- B. **Under 10s** - Teams are allowed to play man-to-man, 2-3 Zone, or 3-2 Zone defense throughout the game. **NO Trap defenses, or box 1 defense are permitted**
- C. **Under 12s** – It is recommended that teams use a man-to-man defense throughout the game, however zones such as ‘2-3 or 3-2” and trap defenses are permitted.
- D. **Middle School**– It is recommended that teams use a man-to-man defense throughout the game, however zones such as ‘2-3 or 3-2” and trap defenses are permitted.

VIII. DRESS CODE

- A. Players must wear the uniform provided by the City of Clovis Recreation.
- B. Uniforms should be tucked in and shorts should be worn properly (on the hips).

- C. If a player wears a T-shirt underneath their jersey, it should be the same/similar color of the main color of the jersey.
- D. Garments worn underneath the basketball shorts (i.e. boxers, compression shorts, etc.) must not exceed beyond the length of the basketball shorts and must be same/similar color to the color of the basketball shorts.
- E. If there are two teams wearing like colored uniforms, the team listed as the visiting team will wear inverted jersey.
- F. Headgear for medical, cosmetic, or religious reasons may be permitted, provided it is not abrasive, hard, or dangerous, to any other player and which is attached in such a way it will come off during play. The Recreation staff, or official will rule on any headgear.

IX. EQUIPMENT

- A. **Under 8s** – A youth/ junior size ball (27.0”) and goals at a height of 8.0’ will be used.
- B. **Under 10s** – An intermediate size ball (28.5”) goals at a height of 9.0’ will be used.
- C. **Under 12s** -An intermediate size ball (28.5”) and regulation height (10.0’) goals will be used.
- D. **Middle School**- A regulation size ball (29.5”) and regulation height goals (10.0’) will be used.
- E. The City of Clovis Recreation will supply game balls and other necessary supplies for use during the games.

VIII. FOULS: WHEN A PLAYER COMMITS THEIR FIFTH (5TH) FOUL.

- A. Player who commits their fifth (5th) foul must sit for two (2) minutes.
- B. Each foul committed after the fifth (5th)
 - 1) Non Shooting foul: One (1) shot and the ball
 - 2) Shooting foul: Two (2) shots and the ball

IX. FREE THROWS

- A. **Under 8s** – Players shoot from the first line in front of the regulation free throw line.
- B. **Under 10s** – Players shoot from the first line in front of the regulation free throw line.
- C. **Under 12s** – Players shoot from the regulation free throw line.
- D. **Middle School**– Players shoot from the regulation free throw line.
- E. Bonus: Bonus goes into effect on the seventh (7th) team fouls and Double Bonus on the tenth (10th) team foul. Bonus is carried into overtime.

X. THREE POINT LINE

- A. The three-point line will be scored as in regular CIF rules.

XI. COACHES CONDUCT

- A. Coaches are very important role models for children in athletics. It is the coaches’ responsibility to develop self-esteem, confidence, sportsmanship, and a positive attitude in the children that he/she coaches. Setting good examples for the children to follow can only do this. A goal of The City of Clovis is to have all of the coaches working within our programs setting good examples.

- B. Coaches should always keep their tempers in control and watch their conduct around the children. This includes practices, games, meeting, or any other The City of Clovis Recreation activity. The City of Clovis Recreation will take whatever actions necessary to ensure that all coaches display proper conduct.
- C. Any coach who is ejected from a game will also be suspended during the team's next scheduled game. Also the right to coach a future team can be denied. (To be determined by The City of Clovis Recreation.)
- D. Coaching Box is the Length of the Bench if a Coach goes out of this box he/she may be subject to a technical foul.
- E. If coaches or spectators display unsportsmanlike conduct during a game, they will be given a technical foul after the first warning. Yelling at officials, players, or staff will not be tolerated.

XII. SPECTATOR CONDUCT

- C. If parents or spectators from a particular team display unsportsmanlike conduct during a game, their team will be given a technical foul on the bench. It is important that coaches explain this to their parents/spectators. Yelling at officials, players, or staff will not be tolerated. Coaches need to help keep parents/spectators cheering for the players and not yelling at officials so as not to take away from the child's experience.
- B. Spectators are permitted to sit on designated bleachers along each baseline Spectators are not allowed to sit, stand or pace along other areas of the court including the sideline opposite of team beaches.

XIII. PROTESTS

- A. Every attempt should be made to handle situation before filing an official protest with The City of Clovis Recreation.