

# RANCHO SIMI RECREATION AND PARK DISTRICT

## YOUTH BASKETBALL RULES

### 1. LEAGUE

- A. All youth basketball leagues are governed by National Federation Basketball Rules with the exceptions specified herein:

NOTE: Rancho Simi Recreation and Park District reserves the right to make any changes deemed necessary to insure safe and efficient operation of the leagues.

### 2. ELIGIBILITY

- A. Age – The year born is the primary criteria for determining the age for competition. Grade is used as a guideline. Players must provide verification of date of birth at evaluation.

#### BOYS DIVISIONS

1. MINOR DIVISION – 3<sup>rd</sup> & 4<sup>th</sup> Grades

Players who are born in 2008 or 2009 and players born in 2007 and in a grade no higher than 4<sup>th</sup> are eligible.

2. MAJOR DIVISION – 5<sup>th</sup> & 6<sup>th</sup> Grades

Players who are born in 2006 or 2007 and players born in 2005 and in a grade no higher than 6<sup>th</sup> are eligible.

3. JUNIOR DIVISION – 7<sup>th</sup> & 8<sup>th</sup> Grades

Players who are born in 2004 or 2005 and players born in 2003 and in a grade no higher than 8<sup>th</sup> are eligible.

#### GIRLS DIVISIONS

1. MAJOR SOUTH DIVISION – 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grades

Players who are born in 2009, 2008, or 2007 and players born in 2006 and in a grade no higher than 5<sup>th</sup> are eligible.

2. MAJOR NORTH DIVISION – 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grades

Players who are born in 2006, 2005, or 2004 and players born in 2003 and in a grade no higher than 8<sup>th</sup> are eligible.

- B. Players must participate in the division in which they are eligible (Exception – League Director Approval).
- C. Players must reside within the boundaries of the Rancho Simi Recreation and Park district. (Exception – League Director Approval).
- D. All players must be registered to participate in practice and games. Any team practicing/playing with players that are not registered shall forfeit said game(s).
- E. Boys and girls will compete in separate boy's and girl's divisions.

### 3. TEAM SELECTION

- A. Team selection shall be as follows:
  - 1. Teams shall be formed by a Rancho Simi Recreation and Park District Player Selection Committee.
  - 2. Players will be placed on teams by individual ratings with all teams being as equal in height and talent as possible.
  - 3. Coaches and one assistant coach are guaranteed their son or daughter **ONLY**.
- B. Waiting list - is a replacement list for those teams that lose or have permission to drop players. The waiting list will not be used to balance the competitiveness of teams. The decision for assigning players from the waiting list will be the responsibility of the League Director.
- C. Coaches will not recruit players and attempt to add them to their team.
- D. League directors must be notified of a player missing for three (3) consecutive games. If the League Directors are not notified 24 hours prior to the next game, that game and every game thereafter will be counted as a forfeit.

### 4. EQUIPMENT

- A. Shoes that scuff or mark the floor are not acceptable. Tennis or basketball shoes must be worn. Bare feet or stocking feet will not be allowed.
- B. Game balls will be furnished by the Rancho Simi Recreation and Park District
- C. Basketball sizes:
  - 1. Girls Major South – Junior Size (27½ - 28½ in. circumference)
  - 2. Boys Minor & Girls Major North – Intermediate Size (28½ - 29 in. circumference)
  - 3. Boys Major and Junior – Official Size (29½ - 30 in. circumference)
- D. Rim Height
  - 1. Girls Major South & Boys Minor Divisions – 9 foot basket
  - 2. Girls Major North, Boys Major, and Boys Junior Divisions – 10 foot basket

### 5. GAME TIME

#### All Divisions

Five periods per game – (4) 7 minute periods and (1) 8 minute period.

- A. Running time will be used with the clock stopping only for called time-outs.
- B. Three minutes at half-time and one minute between periods will be allowed.
- C. Overtime periods – three minute overtime periods will be used. Running clock except last minute of play. One time-out per overtime.
- D. During the fifth period, if a team is behind by 11 points or more with two (2) minutes to play the clock will continue to run (no stop clock).
- E. Game time is forfeit time. Each team must have four eligible players present at game time.

## 6. TIME-OUTS

- A. Four one-minute time-out periods are allowed per team for the game and will be granted at the request of any player on the court or coach on the bench. Coaches are responsible for keeping track of used time-outs.
- B. A technical foul will be called against any team using more than four allotted time-outs.
- C. One time out is allowed per overtime period.

## 7. INDIVIDUAL PLAYING TIME AND SUBSTITUTIONS

- A. Substitutions must be accepted into the game by the officials (player should report to the scorer and be beckoned into the game by the official when possible).
- B. Substitutions will be accepted into the game when ball is dead.
- C. Players are required to play two (2) full uninterrupted periods and must sit out at least one (1) full uninterrupted period during the first four (4) periods of the game. If only six (6) players or less are available to play, then “must sit” play restriction does not apply. Although, each player present must still play two (2) full uninterrupted periods.
- D. **EXCEPTION:** If a player has not attended at least one (1) scheduled practice during the week, the coach is only required to play that individual a minimum of one (1) period in that week’s game(s). Coaches and parents should communicate with each other before the next game to avoid any misunderstanding.
- E. **LATE PLAYERS:** Players who show up late to a game (after the second period begins) are required to play one (1) full uninterrupted period. Prior to the beginning the second period starting, a player must play the required two (2) periods.

## 8. SPORTSMANSHIP

The Rancho Simi Recreation and Park District has a zero tolerance for unsportsmanlike conduct. All players, coaches, and fans are subject to immediate removal from a game if behavior and/or actions are deemed unsportsmanlike by any RSRPD staff including but not limited to scorekeepers, referees, gym attendants, and facility staff. At the discretion of League Directors, additional penalties can be assessed ranging from multiple game suspensions to being barred from participating in future youth sports programs hosted by RSRPD.

- A. Unsportsmanlike Conduct – when a player makes inappropriate contact, gestures, or says something inappropriate to another player, coach, or official. Some actions during gameplay are acceptable and deemed a part of the game. However, if that action is determined to be intentional or excessive it will be deemed unsportsmanlike and be issued a technical foul. An egregious unsportsmanlike action can result in two consecutive technical fouls and removal from the game and future suspensions.

### 1. Player

- a. Player receiving an unsportsmanlike technical foul shall sit the remainder of the quarter and all of the next quarter.

- b. If a player receives a second unsportsmanlike technical in the same game, he/she shall be suspended from the game (but must stay on the bench with the team) and the next scheduled game.
  - c. Player(s) fighting before, during, or after a game will be ejected from the game. The player(s) will be suspended for a minimum of two (2) games.
- 2. Coach
  - a. Coaches shall coach his/her team from the coach's box. The coach's box is the player bench area to the baseline or designated by officials.
  - b. A coach receiving an unsportsmanlike technical foul shall be required to remain seated during the rest of the game except during timeouts and between periods.
  - c. If a coach receives a second unsportsmanlike technical in the same game, he/she will be required to leave the gym for the remainder of the game. He/she will also be suspended for a minimum of one (1) game.
- 3. Spectator
  - a. A spectator behaving in an unsportsmanlike manner will be asked to refrain from such behavior by the coach and/or gym supervisor.
  - b. If he/she continues, the gym supervisor will ask him/her to leave the gym.
  - c. If they refuse to leave on their own, the team of the problem spectator shall receive an unsportsmanlike technical and it is the responsibility of the team to remove within one minute or risk forfeiture of the game.
- 4. If a staff member needs to stop the game to address the conduct of a player, coach, or spectator, that team will be charged with one (1) timeout. If that team has no timeouts remaining, a technical foul will be assessed to that team's bench.
- 5. Technical foul(s) shall be a personal foul.
- 6. Technical foul(s) counts as a team foul.

## 9. PRESSING

### A. GIRLS MAJOR SOUTH, BOYS MINOR, AND BOYS MAJOR DIVISIONS

- 1. Teams may half court press until they are ahead by 20 points or more; then they must play within the 3-point line *at all times*. A warning to the team on the first offense and a team technical foul for all further offenses.
- 2. Teams may full court press the final four (4) minutes of the game if the deficit is 10 points or less. ***This applies to both teams.***
- 3. Teams may press the final minute of overtime.

### B. GIRLS MAJOR NORTH AND BOYS JUNIOR DIVISIONS – May full court press until a team is ahead by 20 or more points, then they must retreat to half court. A warning to the team on the first offense and a team technical foul for all further offenses.

- C. When a team is ahead by 20 points, then that team must play a half court man-to-man defense. Winning team cannot steal the ball, but can gain control of a loose ball and rebound misses.
  - a. Stealing the ball will result in a technical free throw and the ball out of bounds.

## 10. FREE THROWS

- A. Two (2) free throws will be awarded on any shooting foul.  
*Exception:* Three free throws for player fouled in act of shooting unsuccessful 3-pointer.
- B. Two (2) free throws and the ball out of bounds will be awarded on any intentional or flagrant foul.  
*Exception:* Three free throws and the ball out of bounds for player intentionally or flagrantly fouled in act of shooting unsuccessful 3-pointer.
- C. Two (2) free throws will be awarded on technical fouls.
- D. Bonus free throws will be awarded after the seventh team foul in each half and two (2) free throws on the tenth foul and any foul thereafter.
- E. Girl's Major South Division and Boys Minor Division free throw shooting distance will be 12 feet.
- F. Girls Major North, Boys Major, and Boys Junior Division free throw shooting distance will be 15 feet.
- G. The "bonus" carries over to the fifth period.

## 11. THREE SECOND RULE

- A. Three (3) seconds in the key will be enforced in Girls Major North, Boys Major, and Boys Junior Divisions.
- B. Girls Major South and Boys Minor Division ONLY: A five (5) second key violation with the 12 foot free throw line will be enforced.
- C. Please note: The count (3 or 5 seconds) **RESTARTS** whenever there is a shot attempt.

## 12. SCORING

- A. The scorekeeper will keep the official score and substitution record.
- B. At no time shall a parent approach the scorer's table. Any problems or questions will be handled through the coach or gym attendant.

## 13. GYM RULES

- A. There will be no smoking, eating, or drinking in any gym at any time by coaches, players, or spectators.
- B. No jewelry (earrings, bracelets, necklaces, etc.) is allowed to be worn by any player. This is for the protection of all players.
- C. Parents are responsible for keeping small children from playing on the bleachers and running around the gyms.
- D. Only three (3) recognized coaches by the district and players are allowed on the team benches.
- E. Parents are not allowed on the court during games.  
*Exception:* When summoned by league officials.

## **14. JUMP BALL**

- A. In jump ball situations, possession will be determined by the alternating possession arrow.
- B. Possession arrow will determine which team receives the ball at each quarter.

## **15. DUNKING**

- A. Due to the possibility of injury to other players, dunking is prohibited. Any player who dunks the ball during warm-ups or in the course of the game shall be given a technical foul.

## **16. BLOOD RULE**

A player, coach, or official who is bleeding or has an open wound, or has blood on their body or clothing, shall be prohibited from participating further in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game unless treatment can be administered within a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has been stopped.
2. Any exposed cut or scrape which has bled has been completely covered.
3. Bloody clothing has been removed.

## **17. CONCUSSION RULE**

Any player that is suspected of sustaining a concussion and/or head injury during a game or practice will be placed in the following concussion protocol:

1. The player will be removed from play immediately and not be permitted to return for the remainder of the day.
2. The player must receive written clearance from a medical professional or licensed health care provider trained in the evaluation and management of concussions before returning to activity.

## **18. OFFICIAL'S DECISION**

- A. The official's decision is final in a judgement or rule interpretations. No protests will be allowed.

***Rancho Simi Recreation and Park District***

***League Directors***