

**CITY OF ARTESIA PARKS AND RECREATION
DEPARTMENT**



**YOUTH BASKETBALL LEAGUE
RULES AND REGULATIONS**

RULES AND REGULATIONS ALL DIVISIONS

The City of Artesia Basketball Program is a recreational co-ed league that will give every player the chance to learn and play the game. Every player plays!

The City of Artesia Basketball programs consist of the following divisions:

- Rookie (5-6): Played on 6 ft. Baskets & does not keep score/no playoffs
- Division 4 (7-8): Played on 8 ft. Baskets & keeps score + playoffs
- Division 3 (9-10): Played on 10 ft. Baskets & keeps score + playoffs
- Division 2 (11-12): Played on 10 ft. Baskets & keeps score + playoffs
- Division 1 (13-14): Played on 10 ft. Baskets & keeps score + playoffs

Ball Size by Division:

- Rookie: **27.5-inch ball**
- Division 4: **27.5-inch ball**
- Division 3: **28.5-inch ball**
- Division 2: **28.5-inch ball**
- Division 1: **29.5-inch ball**

Uniform

- Players standard uniform shall consist of the team jersey, and black shorts at all games.
- Jerseys shall be tucked in at all times.
- Black shorts should not have any pockets.

Number of Players Needed & Timeouts

- Four players are required for a team to play a legal game. If one team has four players the opposing coach can decide to play 4 or 5 players - they are not required to play less than 5. If a player, on a four-man team fouls out, or is injured, the team can continue to play with 3. If a team is reduced to 2 players the game is forfeited.
- Each team will be allowed 2 one-minute timeouts per half. A 30 second referee's timeout will be taken in the event that minor injury occurs to a player. Teams must take the floor within 10 seconds of the request of the official.

Game Timing

- **Game time is tip-off time.** If the prior game(s) are running late, teams will be given 5 minutes to warm up and fill out line-up cards. Forfeit time is 10 minutes after scheduled game time.
- **Rookie Division:** Four **6** minute quarters – Running Clock
- **Division 1-4:** Four **8** minute quarters – Running Clock
- **Running Clock** - Game clock shall run continuously for the game except for an official's time-out, a charged time-out, time between quarters, or the administration of free throws.
- Stopped clock for the last two minutes of the game, if the score is within single digits. The clock will continue to run with a 10-point lead. There will be no stop clock for Rookie Division.
- Half time is two minutes.
- Overtime
 - No Overtime for Rookie Division.
 - Jump Ball shall start each over-time period
 - First overtime period is three minutes. The clock will stop on dead balls for all overtime periods.
 - One time-out allowed per team for first overtime period only

Substitutions

- There are **NO** free substitutions. All substitutions must be made in between quarters. Exceptions will only be made in the event a player is injured or fouled out.
- Each player will be required to play 1 quarter each half. No player may play all 4 quarters unless there are less than 7 players.
- You may **NOT** sit a player for 2 quarters in a row.
- There may only be 1 quarter of difference between the most played player and the least played player (No player may play all 4 quarters unless all other teammates have played at least 3 quarters).
- Please see below to see how many players can play more than 2 quarters based on how many players are present for the game:
 - **10 Players** - All players must play a quarter each half.
 - **9 Players** - 2 players will play a total of 3 quarters.
 - **8 Players** - 4 players will play a total of 3 quarters
 - **7 Players** - 6 players will play a total of 3 quarters
 - **6 Players** - 2 players will play all 4 quarters
 - 4 players will play a total of 3 quarters
 - **5 players** - All players will play all 4 quarters

Rules & Regulations for Rookie Division

- Possession will be determined at the beginning of each by the officials.
- Park staff will serve as officials for the games.
- Score will not be kept. There will be no Overtime or Full Court defense allowed.
- Teams are suggested to play Zone defense but may play Man defense. Both defenses must start behind the designated attack line.
- There will be a designated attack line. The line will be pointed out at the start of each game by the Officials and enforced. The Defensive team may not defend until the Offensive team crosses the attack line.
- Players in the Rookie Division will shoot free throws from a closer line than the regulation free throw line. Staff will mark the free throw line prior to the start of the game.

Rules and Regulations for Divisions 1-4

- Each game will begin with a jump ball. The team who does not gain possession at the first jump ball will have possession the next jump ball. Possession will switch at the time of each jump ball during the quarter. Possession will switch at the beginning of each quarter regardless of which team had possession at the beginning of the previous quarter.
- No full court pressure will be allowed in any division with the exception of the rule below. The defense must allow the offense to cross the half court line before defending. Failure to do so will result in two verbal warnings, followed by a technical foul on the third infraction.
- A full court press will be allowed in Divisions 1-3 within last 4 minutes of the 4th quarter, if the score is within 10 points or less.
- Teams are allowed to play man to man or zone defense.
- 3 seconds in the key will be called in Divisions 1-2
- Any team with 30 or more-point advantage will have their score frozen on the scoreboard and the score will no longer increase until the opposing team is within 20 points. **While the mercy rule is in effect, the team leading may only play defense within the 3-point line and MUST play zone defense.**

Violations & Fouls

Fouls

- Five fouls per play for disqualification
- Bonus (one and one) on the seventh team foul, double bonus (two free throws) on the tenth team foul per half.
- Two technical fouls for disqualification. (2 shots and the ball).
- Technical fouls count as one personal foul and a team foul.

General Violations

- Traveling
- Double Dribble
- Kickball Violations
- 10 Second Backcourt Violation
- Over and Back Violation
- Stepping on the baseline or Sideline
- Common fouls such as hand checks, reach ins, pushing, blocking, etc.

Violations During Free Throws

- The shooter fails to stay behind the free throw line while attempting a free throw. (Referee's discretion)
- The shooter does not shoot the ball within 10 seconds of receiving the ball from the referee.
- During a free throw situation, either team enters the lane (key) before the ball is released from the shooters hand. (Lane violation)
- A maximum of 7 players are allowed in the lane at a time while a free throw is being attempted. (4 defensives, and 3 offensive players including the shooter).

Violations During Throw Ins

- Player fails to inbound the ball onto the court within 5 seconds.
- Handing the ball to players on the court.
- Running the base/sideline after a foul or violation call.
- The in-bounder may not step over the boundary line.

Technical Fouls

- Technical fouls automatically result in 2 free throws and possession of the ball for the shooting team.
- Disrespect toward officials or other players.
- Use of profanity or any language deemed inappropriate by officials

- Overly aggressive play in which the Defensive player does not make a play on the ball.
- Harassment of players, officials, scorekeepers, city staff, and other spectators after first warning.
- **All forms of unsportsmanlike conduct will not be tolerated. Violators are subject to Ejection and/or Suspension.**