



COMPETITIVE DIVISIONS BASKETBALL RULES
B DIVISION 11 - 12 YEARS OLD
A DIVISION 13 - 14 YEARS OLD
AA DIVISION 15 - 17 YEARS OLD

PHILOSOPHY & GOVERNING RULES

The philosophy of Hesperia Youth Basketball is that of emphasis on participation, fun, and the learning of fundamentals to develop and improve basketball skills. All coaches, parents, and officials must demonstrate, by example, fair play and sportsmanship and always keep the physical and mental well-being of the players ahead of any personal desire to win. Regular High School Federation Rules (except as modified herein) will be utilized.

GAME

- A. Game will consist of two (2) twenty (20) minute halves with running clock. The clock will stop for timeouts, injury, and technical fouls. In the last two minutes of the last half if the difference of the score is ten (10) points or less the clock will become regulation clock.
- B. The clock will stop every five (5) minutes for subbing. This is not a time out. Coaches may not huddle with their team or go onto the court. All players on the bench **MUST** enter the game.
- C. Time-outs - two (2) per half, per team, one (1) minute in length.
- D. A team may start a game with four (4) rostered players to avoid a forfeit. When the fifth player arrives, he/she may enter the game at the next dead ball, but must enter by the second dead ball.
- E. Players have 10 seconds to advance the ball past half court.
- F. A sixty (60) minute drop dead time limit will be enforced.
- G. Halftime will be five (5) minutes long.
- H. Players in marked lane spaces on free throws may not move until the ball has touched the rim or backboard, or the free throw has ended.
- I. No shot clock will be used.
- J. If a team is ahead by twenty (20) points, no back court pressing is allowed.
- K. If the game ends in a tie, there will be one (1) Overtime, two (2) minutes long. Each coach will have one (1) additional time-out.
- L. Teams will get five (5) minutes to warm-up before each game.

UNSPORTSMANLIKE CONDUCT

- A. Swearing, obscene language, or actions, either on or off the playing field, by players, coaches, or spectators will not be tolerated.
- B. Coaches will be responsible to help enforce this rule with their parents/fans. Failure to help enforce this rule can result in forfeit of game.

MUST PLAY RULE

All youths must play a minimum of one half of each game. It is the coach's responsibility to keep track of playing time so each child meets the time played requirement. The must play rule cannot be protested. If a child has a medical condition that prohibits them from playing half of each game, the opposing coach, referee, and score table must be notified. If a coach does not play a child the minimum playing time, it could result in forfeit of that game or suspension for the coach.

- Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury or disqualification (fouling out, being ejected, or illness).

MISCELLANEOUS

- A. All head coaches must be at least fifteen years of age and fill out a Volunteer Application. In accordance with California State law, all coaches must be fingerprinted and cleared before being allowed to coach his/her team.
- B. Prior to each game, the head coach must be identified to the officials. Only the head coach may approach the officials, and discuss calls during the game.
- C. Only one coach can be standing during the game, all other coaches must be seated on the bench.
- D. The head coach is responsible for the behavior of his/her courtside. The first courtside infraction will result in a warning to the coach. If courtside problems persist, the team will be issued a technical foul. In Intro and Pee Wee Divisions, the technical foul will result in a turnover. The technical foul will result in two free throws and possession of the ball. If courtside problems persist after the technical foul, it may result in a forfeit.
- E. Only players may approach the score table during the game, and only to check in as a substitute.
- F. Coaches and parents need to recognize that in addition to sports, the home, church, school, and other activities are all part of a child's growth and development. Coaches will make provisions for excused absences through parental requests for church, school, and other family activities. However, if a child is to be disciplined by the coach for excessive absences or practice disruptions, or the child is sick and will not play a full quarter, the coach must notify the parents, officials, and opposing coach BEFORE the game.
- G. Only non-marking, soft sole court shoes will be allowed on the gym floor.
- H. No team may practice more than once a week.
- I. Jewelry may not be worn. In the event that the child has recently had a piercing and cannot remove the jewelry, the item must be taped flat and covered completely. No hats may be worn.
- J. Blood Rule - A player, coach, or official who is bleeding, has an open wound, or has blood on his body or clothing shall be prohibited from further participation in the game until appropriate treatment has been administered.
- K. A regulation 28.5 size ball will be used in B division. A regulation size ball will be used in A and AA division.

- L. Players or coaches that are ejected from a game or receive two technical fouls during one game will be suspended for a minimum of one (1) additional game and/or practice.
- M. Any team playing with an ineligible player will forfeit all games won that the ineligible player participated in.

PROTESTS

Formal protests for this league will not be honored. If a coach believes a referee is interpreting a rule incorrectly, and if the dispute cannot be resolved, the referee's ruling will be final (right or wrong) and play will resume. Any concerns with the referees and/or their calls need to be forwarded to the league director the following working day by 5:00 p.m. If any coaches, players, or parents have a concern about a player's eligibility (i.e. age), only the head coach may submit the concerns in writing to the league director prior to the fourth game of the season.

STANDINGS

League standings will be listed by win-loss record. If a tie occurs for any standing, a head to head record will be used. If the teams are still tied and a tiebreaker is necessary, the league coordinator, with witnesses, will conduct a coin flip.