



CITY OF GARDENA
BASKETBALL

Rule Book

Welcome to the City of Gardena's Youth Basketball Program. We hope that you and your child will have a wonderful experience while participating in our program. Please read this Rule Book and utilize it as a guide to familiarize yourself with how our games are played and how the league operates. When involved in our youth sports program please remember that you and your child are participating in a recreational league and there may be some variations to other leagues and organizations.

- Our coaches are a combination of recreation staff along with community volunteers. If you are interested in volunteer coaching contact our Youth Sports Coordinator at (310) 217-9537.
- Coaches will be responsible for setting practice days and times (keep in mind these are volunteer coaches, with responsibilities outside of coaching as well) and schedules may change.
- Games will be played on Saturdays. Weeknight games may be added. The complete game schedule will be provided prior to the start of the season. Game schedules can be found on <https://secure.rec1.com/CA/gardena-ca/leagues>.
- Game scores and standings will not be kept in the TK - K and 1st - 2nd grade divisions.
- We have zero tolerance for negative and threatening comments or behavior towards staff, coaches, officials, spectators, or players. If you have a disagreement regarding an official's call, please speak to the Recreation staff after the game. Anyone in violation of this policy will be asked to leave the facility and the game will be stopped. Game play will resume once the person in violation has exited the facility.
- All games will be played at Rowley Park Gym, 13220 Van Ness Avenue, Gardena 90249, and Rush Gym, 1651 W. 162nd St, Gardena 90247.

Always remember that collectively we must all do our part to ensure the success of the program. This game is for the children and played by your children. Positive cheering for all teams is encouraged.

TABLE OF CONTENTS

	<u>PAGE</u>
The Players.....	.1
Coaches.....	.1
Coaching Rule .	.1
Spectators.....	.2
Equipment.....	.2
Game Time2-3
Minimum Play Minutes Rule4
Maximum Play Rule5
Sportsmanship Rule5
Scoring Plays.....	.6
Free Throw Distance6
Rules of Interest6-8
Full Court Diagram9

The official Southern California Municipal Athletic Federation (SCMAF) Basketball Rule Book, along with City of Gardena Youth Basketball rules, shall govern the City of Gardena Youth Basketball League.

THE PLAYERS

- A. Rosters shall not exceed 10 players per team.
- B. The game shall be played between two (2) teams with five (5) players each. A minimum of four (4) players is required to avoid a forfeit at any time during the game. If the fifth player arrives, they may enter the game at the next dead ball, but must enter by the second dead ball, meeting the player's minimum play requirement.
- C. All players listed on the team roster must be listed in the official scorebook. Any non-playing team member must be designated as injured.

COACHES

- A. All coaches and players must remain at their team bench.
- B. Only two (2) coaches are allowed on the team bench.
- C. Coaches will be permitted on the playing court in the TK - K division only. Coaches from all other divisions must remain on their team's bench and may not travel past the coach's limit line.
- D. After a warning, failure to comply with (A) will result in a technical foul (issued to team). If the behavior persists, the game may be forfeited at the discretion of the Youth Sports Coordinator, Recreation staff, or official.

COACHING RULE

The SCMAF Coaching Rule is subject to enforcement upon official's discretion or when coach receives first technical foul. The coaches' box shall be limited to the length of the bench.

If a coach is issued a technical foul, the coach shall be seated on the bench except to:

- substitute a player
- to signal players to request a timeout
- to replace a disqualified or injured player
- to attend to an injured player when beckoned onto the court by an official
- to rise during a timeout or intermission between quarters and extra periods.

If ejected from the game with two (2) direct technical fouls, the coach must sit out the next scheduled game. Depending on the violation, coaches may be suspended for the remainder of the season. If a coach accumulates four (4) technical fouls within the season, the coach will be suspended for the remainder of the season.

SPECTATORS

- A. Spectators must remain in the stands or in designated spectator areas.
- B. Spectators must refrain from making loud noises or negative comments (including “boos”) during free throws. Game play will be stopped, and a technical foul may be assessed (to the team of affiliation) for any violation of this rule.

EQUIPMENT

- A. Uniforms: Complete city-issued uniforms must be worn (jersey/shirt and shorts) at all games. Jerseys must be always tucked into shorts.
- B. SHOES: Tennis shoes or basketball shoes must be worn; bare feet will not be permitted. Screw-in or metal cleats are prohibited. The use of molded rubber or multi-purpose shoes is recommended.
- C. MOUTH GUARDS: Recommended for all participants.
- D. GAME BALLS: Game balls shall be issued by the Recreation Division. Coaches may agree to use a different ball. The game ball sizes shall be as follows on **Figure A:**

Figure A- Game Ball Size

Division	Game Ball Size
TK-K	28.5
1 st -2 nd grade	28.5
3 rd -4 th grade	28.5
5 th -6 th grade	29.5
7 th -8 th grade	29.5

GAME TIME

- A. Listed game time is the forfeit time.
- B. The length of the game is listed in **Figure B**.
- C. All divisions shall play with a running clock. The clock will only be stopped by an official for a timeout. After a timeout, the clock will start when the ball is inbounded.
- D. During the final two (2) minutes the 4th quarter the game clock will stop for the situations listed below on **Figure C**.
- E. Each team will receive four (4) timeouts per game (cumulative), two (2) per half. Timeouts shall be one (1) minute in duration. Each team is entitled to one (1) timeout during each overtime period. Unused timeouts may not carry over into the second half or the overtime period. A technical foul (one (1) free throw, plus change of possession) will be called against any team using more than two (2) timeouts per half. Clock will not be stopped on technical fouls (unless within the last two (2) minutes of the 4th quarter).

- F. Regular Season Games: Overtime period will not be played. Game score at the end of regulation will dictate winner and loser. If the score is tied, each team will be awarded a half win and half loss on the official standings.
- G. Overtime Period (**Playoff and Championship Games Only**): If teams are tied after regulation time, a two (2)-minute stopped clock period will be played. Each team is allowed one (1) timeout. A tie at the end of the second overtime period will result in sudden death playoff (the first team to go ahead by one (1) point will be declared the winner).
- H. A shot clock will not be used in any division. Rather, coaches are encouraged to teach their players to move the ball when on offense.
- I. There will be one (1)-minute rest periods between quarters and two (2)-minutes between halves.

Figure B- Length of Game

Division	Length of Game
TK-K	20 minutes total
1 st -2 nd grade	Four 8-minute quarters
3 rd -4 th grade	Four 10-minute quarters
5 th -6 th grade	Four 10-minute quarters
7 th -8 th grade	Four 10-minute quarters

Figure C- 4th Quarter Two-Minute Clock Stoppages*

Stoppages
Foul
Held Ball
Injury
Team time-out
Referee/scorekeeper conference
Emergency
Technical Fouls
Free throws

*Exception to the regulation clock stoppage would be if a team is down by more than ten (10) points.

*TK-K Division will not have a Two-Minute Clock Stoppage

MINIMUM MINUTES PLAY RULE

- A. Each player must play a minimum number of minutes per game. These minutes shall be played during the midway point of the 1st and 3rd quarters of each game. Please see **Figure D**.
- B. Officials' timeout, not charged to either team, shall be called at the nearest to midway point of the quarter or on the next dead ball, for the purpose of meeting the minimum play minutes rule.
- C. Free substitution is allowed in the 2nd and 4th quarters.
- D. Consecutive minutes begun in one (1) quarter may not be carried over into the next quarter or half.
- E. Late arriving players, if time permits, must play the minimum consecutive minutes within the mandatory substitution quarter of their arrival.
- F. Injuries that preclude the player out of play from returning to the game are exceptions. Injuries that preclude the player out of play for more than one (1) play will be ruled upon at the discretion of the Youth Sports Coordinator with respect to satisfactorily meeting the requirement of the minimum play rule.
- G. Penalty for non-compliance will be a technical foul. In the event of a question regarding minimum play compliance, recreation staff or the youth sports coordinator will render a final decision.
- H. Scorekeepers are required to notify all coaches during the 1st and 3rd quarters about the minimum play rule. Compliance shall then fall in the hands of the head coach.

Figure D – Minimum Play Minutes Per Game

All players must play a minimum number of minutes per game. The table listed below breaks down the minimum number of minutes per division. Please note that players must meet their minimum number of minutes during the first half of the first quarter before being eligible to play in the second half.

Division	Minimum minutes at the 1 st and 3 rd Quarters
TK-K	N/A
1 st -2 nd grade	4
3 rd -4 th grade	5
5 th -6 th grade	5
7 th -8 th grade	5

MAXIMUM PLAY RULE

Each player will only be permitted to play a maximum number of minutes. Free substitutions may only be made if all players on that team's roster have met the minimum play requirement for that half. **Figure E** is a breakdown of maximum play minutes by division

Figure E – Maximum Play Rule*

Division	Maximum Minutes
TK-K	N/A
1 st -2 nd grade	24
3 rd -4 th grade	35
5 th -6 th grade	35
7 th -8 th grade	35

*Exception to the maximum play rule would be determine by number of players in attendance of game.

SPORTSMANSHIP RULE

If a team has a lead of twenty (20) points or more, the sportsmanship rule goes into effect. The leading team must allow the offense to move the ball across the plane of the top of the key, extended sideline to sideline, in the frontcourt. A warning will be called on a team's first offense of this rule and a technical foul for every further offense of this rule for the remainder of the game.

Figure F – Sportsmanship Rule*

Division	Sportsmanship Rule (Point Deficit)
TK-K	Score not kept
1 st -2 nd grade	Score not kept
3 rd -4 th grade	20
5 th -6 th grade	20
7 th -8 th grade	20

*Score will be turned off on the scoreboard, but the official score will be kept in the scorebook.

SCORING PLAYS – Figure G

Figure G – Scoring Plays

Type of Play	Point value
Free Throw	1
Basket	2
3-point basket	3

FREE THROWS – Free throw distance varies by division. See Figure H below. The free-throw shooter gets ten (10) seconds to shoot per free throw.

Figure H – Free Throw Distance

Division	Distance
TK-K	No free throws
1 st -2 nd grade	12 ft
3 rd -4 th grade	12 ft
5 th -6 th grade	15 ft
7 th -8 th grade	15 ft

Free-throw Lane (Lane) Violation: All players along lane can enter the lane on the release of the shot. The shooter cannot enter the lane until the free throw attempt hits either the backboard or rim, or until the free throw ends. Any player, other than the shooter or a player who does not occupy a marked lane space, may not have either foot beyond the three-point line until the ball touches the ring or backboard or until the free throw ends. **If a free throw is completely missed (does not hit either the rim or the backboard), the ball will be awarded to the opposing team.**

RULES OF INTEREST

Three Second Rule

Offensive players may remain in the key (area on the floor, located between the hoop and the free throw line, painted in a solid color) for a maximum of three (3) seconds in the 3rd-4th grade, 5th-6th grade, and 7th-8th grade divisions and five (5) seconds in the 1st-2nd grade division. Violation of this rule will result in the ball being awarded to the opposing team. TK-K Division players will not have a limit in the key.

Fouls – Personal & Team

Personal Fouls

Each player can only accumulate a maximum of five (5) personal fouls per game in every division except TK-K (no maximum in TK-K). Players that get called for a 5th foul will not be allowed to continue playing for the remainder of that game. In the TK-K division all penalties and fouls will be enforced in an instructional manner. Called penalties and fouls will be explained to the player and coach, as needed. Repeated penalties and fouls may be called and enforced.

Team Fouls

Each personal foul committed is considered a team foul. Team fouls are kept at the bottom of the score sheet.

- **The Bonus Rule:** (1 + 1) shall be in effect on the 7th team foul in each half. Double Bonus (2 shots) will take effect on the 10th foul. Teams will shoot two (2) free throws on the 10th foul each half.

Full Court Press

Please see **Figure I** for a breakdown on full court press rules. It is important to note that players must be allowed to cross the first red line at Rush Gym and the first grey line at Rowley Gym before playing defense during the non-full court press time.

Figure I – Full Court Press

Division	Full Court Press
TK-K	Not allowed
1 st -2 nd grade	Not allowed
3 rd -4 th grade	Last 4 minutes of the 4 th quarter, score must be within 10 points
5 th -6 th grade	Open
7 th -8 th grade	Open

Defensive team will receive a warning by the official on the first violation. A team technical foul will be called on the second violation and each subsequent violation.

Ten (10) Second Rule

In all divisions, except the TK-K Division, the offensive team must cross the midcourt line with possession of the ball within ten (10) seconds. Failure to do so will result in a turnover and the ball will be awarded to the defensive team.

Inbounding the Ball

The offensive team has five (5) seconds to inbound the ball after a stop in play (change of possession, timeout, after a basket is made). Failure to do so will result in a turnover and the ball will be awarded to the defensive team.

Advancing the Ball

For all divisions of play: Teams may not opt to advance the ball to midcourt after a timeout.

1st – 2nd Grade Division: After a called timeout the offensive team must establish possession prior to crossing the first grey line on the inbound side. Failure to do so will first result in a warning. The team will then have to inbound the ball again. If the team fails to establish possession after the warning a technical foul will be called, and the defensive team will be awarded one free throw. The penalized team will then be awarded the ball and must establish possession prior to crossing their own grey line.

3rd – 4th Grade Division and 5th – 6th Grade Division: After a called timeout the offensive team must establish possession prior to crossing their own grey line on the inbound side. Failure to do so will first result in a warning. The team will then have to inbound the ball again. If the team fails to establish possession after the warning a technical foul will be called, and the defensive team will be awarded one free throw. The penalized team will then be awarded the ball and must establish possession prior to crossing their own grey line. This rule will only apply during the defensive restriction time of play when teams are not allowed to full court press (see page 7, Figure I).

Full Court Diagram

