

CALABASAS YOUTH BASKETBALL LEAGUE RULES

The current National Federation of State High School Associations rules will govern all play with the following exceptions:

Game Times / Schedule

All games shall start at the regular start time. If either team has less than 4 players ready to play, a (5) minute grace period will be permitted. If either team does not have at least 4 players, after the grace period, a forfeit will be declared. No games are rescheduled or changed.

Free Throws

Players WNBA divisions shoot free throws from the 12-foot line. All other divisions, players will shoot from the normal 15-foot free throw line. 7-10-year-old division players can jump over the free throw line but may not run in for the rebound until the ball hits the rim.

Players and Substitutions

- Every player on the roster must play at least four (4) full 5-minute blocks during the course of each game. (20 minutes minimum per player.) **EXCEPTION WNBA DIVISION: Every player in the WNBA must play 2 of the 4 blocks in the first half and 1 of the first two blocks in the second half. Once all players have met this criteria, free subbing is allowed the final 10 minutes of the game.**
- All players must check in at the score table before each period.
- **Player Late Arrival:** Players who arrive late and can only play the second half are still required to play a minimum of 10 minutes compared to the normal 20. Players who arrive and CAN play in the last 5 minutes of the first half, should still get their 20-minute minimum.
- **Mandatory Sit Rule:** Every player must sit at least one (1) full 5-minute block per game. Unless a team only has 5 players.
- Player substitutions are NOT allowed during the first 7 out of 8, five-minute blocks of play except in the WNBA. In the final 5 minutes of the game, players can free substitution as long as they have met the 4-block play and 1-block sit requirements, final quarter for WNBA.
- Players who arrive late but within the first half of the game must still play four (4) full 5-minute blocks.
- If you are unable to field a team, it will result in a forfeit. No replacement players.
- **Failure to comply with the required playing time rule and mandatory sit rule will result in forfeiture of the game.**

Playing Time

- All Divisions consist of four 10-minute quarters with player substitutions at the start of each quarter and 5-minute marks. The game clock will be paused to guarantee each child plays a full 5-minute block.
- Each 5-minute player substitution will be maximum 30 seconds long. **Coaches must have subs ready to play.** Teams who take more than 30 seconds to sub players will be warned on a first offense. Second offense, coach will be charged with a delay of game. Each additional offense will result in a technical foul.
- After each 5-minute player substitution, the team who (1) had possession of the ball or (2) would be granted possession after a whistle will retain possession of the ball once play resumes.

- All games are running time, with the exception of the last (1) minute of the game when the clock is stopped for all whistles. The clock will not stop if there is a 10-point difference in the score.
- Playoff games will have the clock stop the last 2 minutes of the game on all whistles.
- If the game is tied at the end of regulation play a (2) minute overtime period will be played. In the event of a second overtime the first team to score (2) points will win.

Time Outs

Coaches will be permitted 3-time outs per game with two (2) carrying over to the second half if unused. In overtime each team is allowed (1) time out.

Violations and Fouls

- In the 7-8 and 9-10 divisions (5) seconds will be allowed in the key area. All other divisions will be the standard (3) seconds in the key.
- Teams will be allowed four team fouls. On the fifth team foul and any fouls thereafter, the opposing team will be granted two free throws. Team fouls reset at the end of each quarter.
- If a player receives an unsporting technical foul, he/she must sit out for (5) minutes immediately following the infraction or for the remaining part of the half if less than five minutes. Time does not carry over into next quarter unless the infraction happens between quarters.
- Anyone (player, coach, or spectator) ejected from a game will be suspended for the next game.
- A player is allowed (5) fouls before they foul out of the game. If a player fouls out of a game, they do not complete the mandatory playing rule.

Defenses

- In the Tiny Tot division there is no defense allowed outside the key area. All defensive players must keep one foot inside the box for the entire defensive stand. This will allow offensive players to work on their dribbling, passing, and shooting skills.
- Zone and man-to-man defense are legal in all other divisions.
- No backcourt pressing allowed in the 7-8 and 9-10 divisions until the last (1) minute of the game. (Playoff games teams can press in the last (2) minutes of the game.)
- In 7-8 & 9-10 divisions if a team has a 15-point lead or more all defenders must set up inside of the three-point line with at least 3 defensive players having one foot inside the key area. No pressing allowed.
- In 11-12 & 13-15 divisions if a team has a 15-point lead or more there is no full court press.

Standings/Tie Breakers

If teams are tied at the end of the regular season, the following tiebreaker system may be used:

- (1) Head to Head competition between teams tied.
- (2) Best record against first place team.
- (3) Coin flip.

The League Director can rule on any issues covered or not covered by the rules of play. The League Director's decision is final on all matters.