

# Creative Youth Development Sports League Basketball Rules

Our league was created to provide a consistent and competitive environment for interested kids to develop as individuals and as part of a team. Hopefully our league will grow and provide a westside option for basketball teams from El Paso, Anthony, Santa Teresa, Sunland Park, Chaparral and Las Cruces.

The league will be conducted under National Federation of State High School Associations (NFHS) Basketball Rules. A few moderations have been made to speed up the game while still maintaining competitiveness and providing the stage to coach and develop the players.

## I. League

### A. The Spring 2021 Season will consist of the following divisions:

1. Silver (5 to 12 teams) - Competitive 6<sup>th</sup> graders, novice 7<sup>th</sup> graders, beginning or low skilled 8<sup>th</sup> graders
2. Ruby (5 to 8 teams) - Competitive 6<sup>th</sup>/7<sup>th</sup> grade girls, novice 8<sup>th</sup> grade girls
3. Gold (5 to 8 teams) - Competitive 7<sup>th</sup> graders, novice 8<sup>th</sup> graders, beginning or low skilled 9<sup>th</sup> graders
4. Diamond (5 to 8 teams) - Competitive 8<sup>th</sup> grade girls, novice 9<sup>th</sup> grade girls, beginning or low skilled 10<sup>th</sup> grade girls
5. Platinum (5 to 8 teams) - Competitive 8<sup>th</sup> graders, novice 9<sup>th</sup> graders, beginning or low skilled 10<sup>th</sup> graders
6. Freshman (5 to 8 teams) - Competitive 9<sup>th</sup> graders
7. HS Girls (5 to 8 teams) – Competitive 10<sup>th</sup>/11<sup>th</sup>/12<sup>th</sup> graders
8. Junior Varsity (5 to 8 teams) - Competitive 9<sup>th</sup>/10<sup>th</sup> graders
9. Varsity (5 to 8 teams) - Competitive 10<sup>th</sup>/11<sup>th</sup>/12<sup>th</sup> graders

### B. Locations:

1. Westside Community Church, 201 E. Sunset Rd, El Paso, TX 79922

### C. League play will begin March 13, 2021 through May 30, 2021. Game times will be:

1. Fridays 5:30 pm to 9:30 pm (HS Divisions only, Occasionally)
2. Saturdays 8:00 am and 10:00 pm
3. Sundays 12:00 pm to 9:00 pm

### D. Playoffs and championships (Dates may change, depends on the number of teams that join the league):

1. Silver and Ruby divisions will be contested on June 5, 2021
2. Gold and Platinum divisions will be contested on June 6, 2021
3. Diamond division will be contested on June 4, 2021
4. Freshman and Varsity divisions will be contested on June 12, 2021
5. HS Girls and Junior Varsity divisions will be contested on June 13, 2021
6. Only the top six teams in each division will advance to the playoffs
7. Tie breakers will be decided by:
  - a. Head to Head results
  - b. Head to Head point differential
  - c. Point differential

### E. Schedule:

1. Schedules and results will be posted at: [www.HTOsports.com/CYDSL](http://www.HTOsports.com/CYDSL)

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2. Frequency: The objective is to have one game per weekend. To accommodate teams who participate in previously scheduled tournaments, there may be weekends in which multiple games or no games are played.
3. Changes to the schedule must be requested eight calendar days prior to the contest date. There is no guarantee that a schedule request will be approved once the schedule has been produced.

## F. Costs:

1. Fees are \$450.00 per team
  - a. A \$150.00 deposit is due on or before March 13, 2021.
  - b. Remaining fees can be paid throughout the season. A minimum of \$50.00 per scheduled game is required until the entire balance is paid in full. Fees must be paid before the start of the game. If the full balance is not paid by the start of the seventh scheduled game, the team will be removed from the schedule.
2. Cancellations/Forfeits:
  - a. Teams requesting a cancellation within eight days of a previously scheduled game will be required to pay a \$50 cancellation fee (per game) prior to the start of the next scheduled game.
  - b. Teams who are issued a forfeit due to no show or lack of players will be required to pay a \$50 forfeit fee prior to the start of the next scheduled game.
3. Admission:
  - a. Season entrance will be \$2.00 for all spectators 18 years old or above and \$1 for students 8 years or older. 7 years old or younger will be admitted at no charge. Coaches and players will be admitted at no charge, even if their teams are not scheduled to play.
  - b. During playoffs, admission will increase to \$5.00 for all adult spectators and \$3.00 for students (8 years old and above). Spectators 7 years old or younger will be admitted at no charge. Coaches and players will be admitted at no charge, even if their teams are not scheduled to play.

## II. Equipment:

### A. Basketball:

1. Ruby, Diamond and HS Girls divisions will use size 28.5" basketball
2. Silver, Gold, Platinum, Freshman, Junior Varsity and Varsity divisions will use size 29.5" basketball

- ### B. Height of the Basket:
- All games will be played on a 10' goal with backboard dimensions of 72" x 42"

## III. Roster

- ### A. Coaches:
- Each team will be allowed two coaches on the roster. Both coaches can be present on the bench. One coach may stand as long as he/she remains in the coach's box during play.

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## B. Players:

1. Player roster can include no more than fifteen (15) players. A complete roster must be signed and turned in by the end of the first game.
2. Players grade level is based upon registered grade during the 2020-21 academic school year. The league will be based on grade and skill level. Age will not be a determinant.
3. Female athletes are encouraged to play with the males and are allowed to play down one grade level.
4. Player additions can be made throughout the season, but a player waiver and an updated roster must be presented prior to the start of the game.
5. Players will be allowed to play on multiple teams within a division during the season. During playoffs, they can only play on one team.

## C. Participation:

1. A player information sheet and waiver must be submitted prior to the player's first game. The parent/guardian, not the coach, of the player must complete and sign the form.
2. In order to compete in the playoff game(s), a player must have competed in minimum of one league game, prior to playoffs. If there is no record of the player competing in the minimum number of games, he/she will be ineligible for playoffs

## IV. Uniforms

### A. All players on a team must wear uniforms, of the same color.

1. Colors do not have to be exactly the same, but the color cannot differ by much. (i.e. navy blue and royal blue are acceptable, light orange and burnt orange are acceptable, green and blue are not acceptable, yellow and white are not acceptable).
2. If teams have multiple sets of uniforms or reversible uniforms, then the home team will wear the light or white version of their uniforms. The away team will wear the colored or dark version of their uniforms.
3. If teams only have one uniform set, then there must be communication with the opposing team to insure both teams do not wear the same color (provided the opponent has alternating uniforms.)
4. If both teams only have one set, then bibs will be provided to distinguish the two teams.

### B. All players must have a number on their uniform.

1. Number must be visible on the back of each uniform. Numbers must be at least 6" and contrast to the color of the uniform. Players without a number will be issued a technical foul upon entering the game.
2. Player numbers must not be duplicated. Players with duplicate numbers will be issued a technical foul upon entering the game.
3. Phantom numbers are not allowed. The number on the score sheet must match the number on the players jersey. If the numbers are different, the player will be issued a technical foul.

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4. Only one technical foul can be issued per game per team for any uniform number violation.

## V. Games

### A. Games will consist of the following:

#### 1. Start of Game Time:

- a. All games will start at the scheduled time or 5 mins after the availability of the court, whichever is later
- b. At least four players must be available for each team in order for the game to begin.
- c. If four players are not present by the start of the game, then, one of the following may occur:

1. The team with less than four players can forfeit and the opposing team will receive a 16-0 victory
2. The team with less than four players can request the clock to begin running until enough team members are present to begin play. During this time, the opposing team will earn one free throw for every thirty second increment that begins.

- a. If enough players are not available by the end of the first quarter, the team with less than four players will forfeit the game and the opposing team will receive a shut-out victory equal to the number of made free throws.

- b. If the minimum number of players arrive prior to the first quarter ending:

- i. The clock will continue to run and free throw shooting will continue until the player(s) are ready to play
- ii. A 60 second time out can be charged while the arriving player(s) are preparing to play
  1. If the arriving player(s) are not prepared by the end of 60 seconds either another time out can be charged or the clock will continue to run as free throw shooting continues.
  2. Time outs can only be charged if the minimum number of players are available.
  3. Only two time outs may be charged.

- iii. Possession will be awarded to the free throw shooting team once play begins.

- d. Teams may finish a game with as few as two players.

#### 2. Start of Game Possession: Jump ball

#### 3. Start of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Periods: Alternating possessions.

#### 4. Start of Extra Period(s) Possession: Jump ball

#### 5. Game Length:

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- a. All divisions will consist of four 8-minute periods with a continuous clock.
  - b. Clock will stop during the last minute of each period, including extra period(s).
6. Time Between Periods: 1 minute
7. Time between halves: 2 minutes
8. Extra Period(s): 3 minutes
9. Scoring:
  - a. Free Throw: 1 point
  - b. All Field Goals: 2 points
  - c. Field goal outside of arc: 3 points
10. Time outs:
  - a. First Half: Two 45 second timeouts.
  - b. Second Half: Two 45 second timeouts.
  - c. Extra Period(s): One 45 second time out for each extra period
  - d. Unused timeouts may not carry over to the next half or into extra periods
11. Upon completion of the game, teams will bump elbows and promptly remove the team belongs from the bench area to give the next team room to set up.

## B. Fouls

1. Personal fouls: A player is disqualified upon receiving five personal fouls.
2. Team fouls are accumulated per half, even though the games are played in quarters.
  - a. If the player's team has 6 or fewer team fouls in the half, the team fouled gets possession of the ball.
  - b. If the team has 7 to 9 team fouls, the player fouled goes to the line for what is called "one-and-one" or the "bonus" (i.e., if the player makes the first free throw, he/she gets the opportunity to attempt a second, but if he/she misses, the ball is live).
  - c. If the team has 10 or more fouls in the half, the player fouled gets two free throws, often called the "double bonus".
  - d. All extra periods are considered an extension of the second half for purposes of accumulated fouls.
3. Technical fouls can be assessed against players, bench personnel, the entire team (often called a bench technical), or even the spectators.
  - a. Many infractions can result in the calling of a technical foul. Below is a list of the most common
  - b. Technical fouls count towards a player's personal fouls.
  - c. The penalty for a technical foul is two free throws and a throw-in for the opposing team at the out-of-bounds spot nearest the foul.
  - d. After receiving a technical foul, coaches must remain seated while the clock is running. They may stand to address their team during time outs or any stoppage of the clock.
  - e. Two technical fouls will result in the ejection of the player or bench personnel.

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- f. If a player or coach accumulates seven technical fouls during the league, he/she must sit out the next scheduled game (regular season or playoffs).
- 4. Flagrant fouls are personal fouls that involves excessive or violent contact that could injure the fouled player. A flagrant foul may be unintentional or purposeful.
  - a. The penalty for a flagrant foul is immediate ejection from the game, two free throws and a throw-in for the opposing team at the out-of-bounds spot nearest the foul.
  - b. If a player accumulates three flagrant fouls during the league, he/she must sit out the next two scheduled games (regular season or playoffs).
- 5. Fighting will not be tolerated by players, coaches or spectators.
  - a. Fighting is a verbal or physical conflict between two or more individuals. Fighting can include arguing, boxing, wrestling or grappling
    - 1. Verbal
      - a. Individuals (player, coach or spectator) who continue to argue excessively will be asked to leave the facility for seven days.
      - b. Individuals seen or heard verbally abusing another individual will be asked to leave the facility for seven days
      - c. If the individual(s) chooses not to vacate the premises, law enforcement will become involved.
      - d. The individual(s) must initiate communication with the CYDSL Commissioner prior to being allowed into the facility.
    - 2. Combative
      - a. Anyone seen attempting to aggressively initiate contact with another individual will be removed from the premises immediately.
      - b. Contact can include, but is not limited to a push, a shove, a punch, grabbing,
  - b. The player will be banned for two weeks and must request reinstatement in writing prior to participating in any CYDSL events.

## C. Spectators

- 1. Spectators are not allowed in the bench area. Only team players and coaches listed on the roster are allowed in the bench area.
- 2. Spectators must seat themselves across from their team bench. Negative interaction with the opposing team or opposing teams' spectators will warrant a technical foul on the teams and immediate ejection of the spectator.
- 3. Coaches are responsible for the behavior of the spectators supporting their team. If asked to neutralize any situations, please do so timely.

Please go over the above rules with your team and your parents. Once you've reviewed them, please sign the acknowledgement and turn in with your player rosters and waivers.

# **Creative Youth Development Sports League Basketball Rules**

I have read and understand the Creative Youth Development Sports League (CYDSL) Basketball Rules on pages 1 thru 6 and agree that my team will abide by all of the CYDSL Basketball League Rules.

**Coach's name**\_\_\_\_\_

**Signature**\_\_\_\_\_

**Date**\_\_\_\_\_