

Creative Youth Development Sports League Basketball Rules

Our league was created to provide a consistent and competitive environment for interested kids and adults 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 Collegiate Athletic Association (NCAA) 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 2023 Winter Season will consist of the following divisions:
 1. Open (8 to 16 teams) - Competitive players (17 yrs or older)
 2. Co-ed (5 to 8 teams) - Competitive players (17 yrs or older)
 - B. Locations:
 1. Bears Arena, 4585 Ripley Dr. Bldg. 3, El Paso, TX 79922
 - C. League play will begin January 15, 2023, through Feb 26, 2023. Game times will be:
 1. Sundays 4:00 pm to 10:00 pm
 2. Saturdays 4:00 pm to 10:00 pm (occasionally, to make up for cancellations)
 - D. Playoffs and championships (Dates may change, depends on the number of teams that join the league):
 1. First and Second round games will be contested on March 5, 2023
 2. Quarterfinals, Semifinals and championship games will be contested on March 12, 2023
 3. The top four teams will advance to the quarterfinals of the playoffs
 4. 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
 2. Frequency: The objective is to have one or two games per weekend. To accommodate teams who have previously scheduled activities, 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 January 13, 2023.
 - b. Remaining fees must be paid within the first three weeks of the season. \$150.00 due on January 22, 2023, and the final \$150.00 due on January 29, 2023.
 2. Late Fees/Penalties:
 - a. All fees not paid by January 29, 2023, will be assessed the following:

Creative Youth Development Sports League Basketball Rules

1. \$50.00 Late Fee - This is a one-time charge that will be added to the team's balance the morning of January 30, 2023
 2. 10% Interest - This is a recurring charge. Each Monday morning, 10% of the unpaid balance will be added to the unpaid balance.
Unpaid balance includes:
 - a. Registration fees
 - b. Late Fees
 - c. Interest
 - d. Cancellation/Forfeit Fees
 3. 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.
 4. Admission:
 - a. Season entrance will be \$4.00 for all spectators 18 years old or above and \$3 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: Open and Co-ed 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 one coach/captain on the roster. Coaches/Captains can be present on the bench. One coach/Captain may stand as long as he/she remains in the coach's box during play.
 - B. Players:
 1. Player roster can include no more than fifteen (15) players. A complete roster must be submitted by the end of the first game.
 2. Female athletes are encouraged to play with the males.
 3. Player additions can be made throughout the season, but an updated roster must be presented prior to the start of the game.
 4. Players will be allowed to play on multiple teams within a division during the season. During playoffs, they can only play on one team.

Creative Youth Development Sports League Basketball Rules

5. In order to compete in the playoff game(s), a player must have competed in minimum of two 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.
 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.

Creative Youth Development Sports League Basketball Rules

- a. If enough players are not available by time the clock counts down to 10:00 mins, 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 45 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 45 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 used 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 second half: Alternating possessions.
4. Start of Extra Period(s) Possession: Jump ball
5. Game Length:
 - a. All divisions will consist of two 18-minute halves with a continuous clock.
 - b. Clock will stop during the last two minutes of each half, including extra period(s).
6. Time between halves: 3 minutes
7. Extra Period(s): 5 minutes
8. Scoring:
 - a. Free Throw: 1 point
 - b. All Field Goals: 2 points
 - c. Field goal outside of arc: 3 points
9. 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
10. 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.

Creative Youth Development Sports League Basketball Rules

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:
 1. Use of profane language toward an official or another player. This can be called on either players who are currently active in the play of the game or seated on a team's bench. It can also be assessed to a coach, or another person associated with the team in an official capacity such as a trainer or an equipment manager.
 2. Disputing an official's call too vehemently, with or without the use of profanity. This verbal unsporting technical foul may be assessed regardless of whether the ball is dead or alive.
 3. Allowing players to lock arms in order to restrict the movement of an opponent (usually a team technical)
 4. Baiting or taunting an opponent
 5. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment
 6. Faking being fouled (flopping)
 7. Fighting or threatening to fight
 8. Goaltending a free throw
 9. Grasping either basket during pre-game or halftime warm-ups during the time of the officials' jurisdiction, including attempting to dunk or stuff a dead ball (whether successful or not) prior to or during the game or during any intermission of the game. Dunking is permitted during warmup periods.
 10. Illegal substitution or entering the game at an impermissible time
 11. Intentionally hanging on the basket at any time (except to prevent an injury)
 12. Kicking or striking the basketball at any time using the foot (in an unsportsmanlike manner; unintentional kicking is a violation only)

Creative Youth Development Sports League Basketball Rules

13. Knowingly attempting a free throw or accepting a foul to which the player was not entitled
14. Lifting or jumping onto a teammate to gain a height advantage
15. Remaining out of bounds to gain an advantage
16. Removing the jersey or pants within the visual confines of the playing area
17. Shattering the backboard or rim of a goal.
18. Use of television monitoring or replay equipment, computers, or electronics such as megaphones for coaching purposes during the game
19. Using tobacco or smokeless tobacco
- 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.
- 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.

Creative Youth Development Sports League Basketball Rules

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 bump, a push, a shove, a punch, grabbing, slapping or spitting.
- 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/Captains 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 8 and agree that my team will abide by all of the CYDSL Basketball League Rules.

Coach's name _____

Signature _____

Date _____