

Los Angeles County Sheriff's Department
Industry Station Youth Activities League
Basketball League Rules

GAME SPECIFICATIONS

A game will consist of:

- Two (2) twenty-minute halves, with a running clock.
- Five (5) minute of warm up (unless game is running behind schedule).
- There will be a five (5) minute intermission between halves.
- The current Southern California Municipal Athletic Federation (SCMAF) Youth Sports rules will apply to the Y.A.L. unless otherwise stated in this manual.
- A game cannot begin unless each team has a minimum of four (4) players. A ten (10) minute grace period will be allowed before the game is forfeited. If both teams do not have sufficient players to begin the game, both teams will forfeit the game. Each team will be credited with a tie and the game will not be rescheduled.
- Basketball sizes: A-Division uses regulation 29.5 basketballs, B-Division uses 28.5 intermediate basketballs, and C-Division uses 27.5 junior basketballs.

UNIFORMS

- All players must wear the Y.A.L. issued uniform.
- Uniform shirts must be tucked in at all times.
- Players may not wear jewelry, ie; earrings, chains, watches etc.
- Players **may not** alter their uniform shirts in any manner.
- Each uniform infraction constitutes a Team Technical Foul (2 Free Throws).

TEAM BENCHES

- It is the responsibility of the head coach to ensure that only players and coaches are seated at their bench. No more than 2 coaches allowed on the bench. One of the two coaches must be over 18 years old.

GAME PLAY

Closely Guarded Call

- A turnover will be called if a guarded offensive player holds basketball for longer than 5 seconds without dribbling.

Double Teaming

- C-Division, no double teaming.
- A and B Divisions can double team.

Fouls

- Players are disqualified from play after committing five (5) fouls.

Key/Lane/Paint

- Offensive player cannot be in key/lane/paint longer than five (5) seconds.

Pressing

- C-Division, no pressing or guarding any offensive player in the backcourt. If such a violation occurs, the referee will issue a warning to the defensive team. On the second violation, a technical foul may be assessed on the defensive team.
- A and B Divisions, pressing is allowed, 10 second rule applies. However, teams can no longer press after gaining a 10-point lead. If a time out is called while in the backcourt, the 10-second back court count will resume from where it left off (when the ball is put back into play).

Three-Point Field Goals

- Where line is marked.

Time Outs

- Each team will be allowed two (2) timeouts per half.
- Time outs will be one (1) minute in length.

Traveling / Double Dribble

- Division C, traveling/double dribble violations called INSIDE of the 3-POINT Arc.

Stop Time

- Stop time in the final two (2) minutes of the second half and only if there is a scoring difference of 10 or less.
- Free Throws. During stop time, the clock will start when a player touches the ball on a missed free throw. Time starts when player touches the ball on the in-bound pass after a made free-throw.

MINIMUM PLAY RULE

- In all games, a minimum play rule will be enforced. Each player **MUST** play a minimum of five (5) minutes each half. During the half, the game clock will be stopped by a referee's time out at the fifteen (15) minute mark, the ten (10) minute mark and the five (5) minute mark. There will be no other substitutions during these periods with the exception of an injured player. During the last five (5) minutes of the second half, free substitutions can be made as long as all players have met the minimum play rule.
- If a player(s) does not complete the minimum play rule, in the first half, that player(s) must play the first ten (10) minutes of the second half.
- If a player(s) does not complete the minimum play rule, in the second half, that team is subject to forfeit.
- Minimum play rule does not apply to players arriving after the game has begun.
- **Each coach is responsible for enforcing the minimum play rule**

TEAM ROSTER

- No new player can be added to a team roster after the fourth (4th) week
- After the fourth (4th) week, any team with less than five (5) players will be disbanded

TIES

Regular Season Games

- Games that end in a tie will remain a tie. Each team will receive half a point.

PLAYOFFS

At the end of the season, a four team playoff will be used to determine a championship in each division. Teams will be ranked according to their records. The format will be as follows:

Game 1

Team 2 _____

VS

 Game 1 Winner

Team 3 _____

Game 2

VS

 Champion

Team 1 _____

VS

 Game 2 Winner

Team 4 _____

PLAYOFF RANKINGS

- Teams will be ranked by their win / loss records. In case of a tie, the following tie-breaker will be used:

#1 – Head to head competition

If the teams involved did not play head to head, then the next tie breaker will be used

#2 – Points allowed during the season

OVERTIME

Overtime will only be allowed during the playoffs. Each overtime period will be five (5) minutes in length. Only one (1) time out period will be allowed during each overtime period. All fouls, including team fouls, and rules of play will carry over into the overtime period. Free substitutions will be allowed during the overtime period. The clock will stop at each whistle blow in the final two minutes of each overtime period.

PROTESTS

Protests are discouraged. However, a protest may be considered provided the following:

- 1) Judgment calls may not be protested
- 2) Protests must be noted by a Deputy prior to the end of the game
- 3) Coaches wishing to file a protest must submit the reason for the protest in writing within two working days, of the game in question. The protest must be submitted to any Y.A.L. deputy