

CITY OF OXNARD

YOUTH SPORTS SUMMER SUPPLEMENTAL MANUAL



***BOYS BASKETBALL
GIRLS BASKETBALL
2ND GRADE CO-ED BASKETBALL
MIGHTY MITE CO-ED BASKETBALL***

Revisions are shown in red.

**Youth & Adult Sports Unit
Cultural & Community Services Department**

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GENERAL RULES

- I. THE LEAGUE SUPERVISOR AND/OR THEIR DESIGNEE WILL HAVE JURISDICTION OVER ALL THE RULES AND REGULATIONS HEREIN NOT COVERED.**

- II. REGISTRATION**
 - A. Registration is to be completed following the step-by-step instructions on the General Information Form for the designated year and season.
 - B. Registration must be completed in accordance with the City of Oxnard's established registration processes and approved platforms (e.g., TeamSideline, ActiveNet).**
 - 1. Registrations submitted outside of these systems will not be accepted or processed unless approved by the League Supervisor or Designee.**
 - C. Registration priority will be given in the following order:
 1. Official school-based teams (representing a recognized school or school district),
 2. Official City of Oxnard recreation teams and programs.
 3. Independent teams comprised primarily of Oxnard residents (these are teams that do not fall under the first two priority groups)
 - D. All teams must be recreational in nature. Youth Sports leagues are not intended for travel teams, club teams, and any competitively affiliated programs, including those associated with club organizations, elite leagues. Teams formed under the name of a school or City program without official authorization, are not eligible to register under recreation divisions.
 - E. Teams found to be misrepresenting their affiliation, roster composition, or level of play in order to gain entry will be subject to removal from the program without refund.
 - F. Registration will be processed on a first-come, first-served basis within each priority group.
 - G. Only players and coaches on the official roster may be on the bench.
 1. Injured players may sit on the bench only if they are dressed in their casual clothing.
 2. All children sitting on the bench must be listed on the official roster. If the child is not listed on the official roster, the child is NOT permitted to sit on the bench.
 3. If a coach has their own child attending a game (due to a child care situation), Specialists, Coordinators or the Supervisor will manage each situation on a case by case basis.
 - H. All Coaches must be background checked through the City of Oxnard.

1. Coaches must be cleared through the City of Oxnard in order to be on the bench with the team.
 2. Coaches, once cleared, will receive a coach's badge with their photo.
 3. Cleared coaches must display their badges at each and every game in order to participate.
 4. Coaches who do not have their badges on and CLEARLY displayed will not be permitted to coach the game.
 5. Head coaches must be at least 18 years or older.
 6. **A team is allotted 3 coaches per team (one head coach and two assistant coaches).**
 7. **If an individual that is under 18 would like to coach with the City of Oxnard, they need to go through the same background check process, AND be accompanied by a parent or guardian or a cleared adult coach at ALL times while coaching.**
- A. No player may participate if they reach age 15 prior to December 31.

I. YOUTH SPORTS SPORTSMANSHIP PROGRAM

- A. The sportsmanship system is put in place to maintain a fun, positive, and recreational environment.
- B. Teams are expected to demonstrate good sportsmanship at all times.
- C. A team's sportsmanship is demonstrated by players, fans, and coaches.
- D. Sportsmanship does not take place only in the game but also before and after the game.
- E. The head coach and assistant coaches must support and influence good sportsmanship, high moral standards, and are responsible for the conduct and acts of themselves, their players, and their spectators.
 1. This includes but is not limited to unsportsmanlike disagreements with officials.
- F. **Sportsmanship points will be on a 1 to 3 scale per category. The three categories are players, coaches, and spectators.**
 1. **The total number of sportsmanship points awarded is 9.**
 2. **The minimum sportsmanship points that can be awarded is a 3.**
 3. **The rating breakdown is as follows.**
 - a) **1 Sportsmanship Point (Unacceptable / Poor) Awarded per Category: Ejections, foul language, physical altercation, aggressive behavior towards opposing players, coaches, officials, City staff and/or spectators, failure to adhere to multiple verbal warnings, etc.**
 - b) **2 Sportsmanship Points (Acceptable / Fair) Awarded per Category: Player, coach or spectator infractions, verbal**

warnings with corrective behavior, minor Code of Conduct violations, missing coaches badge, missing or improper uniforms, etc.

- c) **3 Sportsmanship Points (Great) Awarded per Category:**
Arrived on time, team is in correct uniform, followed all rules and Code of Conduct, coach's badge is present, courteous to opposing team, City staff, officials and spectators, clean bench area, etc.

G. A team that has lost 9 sportsmanship points or more in a single season will not be eligible to participate in playoffs

II. Coaches Badges & Temporary Coaches Badges

- A. Badges are required to be worn and clearly displayed by every coach for the entirety of each game.**
- B. If we have a record of the coach as cleared with the City and registered with the team, we will provide a temporary badge to be worn by each coach with a missing badge.**
- C. Each time a temporary badge is issued, SPORTSMANSHIP POINTS will be taken away**
 - 1. Minus 1 Sportsmanship Point the 1st time the badge is forgotten or not clearly displayed**
 - 2. Minus 2 Sportsmanship Points the 2nd time the badge is forgotten or not clearly displayed**
 - 3. Minus 3 Sportsmanship Points the 3rd time and every other time the badge is forgotten or not clearly displayed.**

III. CODE OF CONDUCT

- A. The Head Coach and Assistant Coach/es agree to support and influence good sportsmanship, high moral standards, and be responsible for the conduct and acts of themselves, their players, and their spectators.**
- B. Penalties for violating Code of Conduct Rules:**
 - 1. Depending on the seriousness of the infraction, disciplinary actions may include a formal warning, ejection from the game, suspensions, and/or expulsions from the league.**
 - 2. Any player, coach, or spectator displaying unsportsmanlike conduct may be ejected from the game.**
 - a) If the person who committed the violation does not leave when asked to do so, the team responsible for the infraction will be charged with a forfeit, suspension(s), and/or expulsions from the league.**

- b) Profanity or vulgar language will not be tolerated and receive an automatic ejection.

IV. TIE BREAKER RULES

- A. In the event that two or more teams are tied at the end of league play, the following tie breaker rules will be used (whether all teams in your division played against each other in the regular season):
 - 1. **Sportsmanship Points**
 - 2. Head-to-Head Record
 - 3. Head-to-Head Differential
 - 4. Total Points Allowed during the Regular Season
 - 5. Total Points Scored during the Regular Season
 - 6. Coin Toss by League Administrators

V. FORFEITS

- A. Game time is forfeit time.
- B. **Late arrivals may enter the game after the coach has notified the scorekeeper of the players' arrival. Players who show up late must still meet the minimum play requirements. Failure to do so will result in a forfeit.**
- C. **If players need to leave early during game time, and do not meet the minimum play rule, the game will also result in a forfeit.**
- D. Rescheduling games will be considered on a case-by-case basis, but is not guaranteed.
- E. In the event a team needs to forfeit, the team must notify a League Administrator 24 hrs in advance. Failure to do so will result in loss of sportsmanship points for your team.

VI. PROTESTS

- A. **Youth Sports games cannot be protested. ALL GAMES AND DECISIONS ARE FINAL. This includes, but is not limited to suspensions, sportsmanship points, ejections, judgment calls, league or division standings, etc.**

VII. MISCELLANEOUS

- A. No hard hair accessories
 - 1. Exceptions may be made on a case-by-case basis.
- B. No jewelry.
 - 1. Tape may not be used to cover jewelry.
 - 2. Exceptions may be made on a case-by-case basis.
- C. False nails are not permitted and natural nails must be cut to the length of a finger.
- D. No shorts with pockets
 - 1. Tape may be used to close pockets.

- E. No food or drinks permitted inside any of the basketball gyms.
- F. The player's school grade is the sole criteria for determining his/her division.
 - 1. A player may play up one division, but may only play for one grade level
 - a) example: a 3rd/4th grade player may move up to 5th/6th grade division, but must choose one or the other play on.
- G. The City of Oxnard does not offer coed teams for 3rd/4th grade and up.
 - 1. *Exception: Up to two girls may participate on a boys team if a school does not offer a girls team in that sport.*

H. Youth Sports Uniform

- 1. Teams must have uniforms of matching color schemes.
 - 2. If only one team has a reversible top then the head official will have that team reverse their uniform. Time will be provided for the team to change their tops.
 - 3. If both teams have reversible uniforms, the home team will use the light side of the jersey and the guest team will use the dark. The head official reserves the right to ask for adjustments in the best interest of an equitable game.
 - 4. If there are no reversible jerseys from either team, one of the following will be decided at the head officials' discretion:
 - a) **Both teams are required to bring pinnies to each game, regardless if they are Visitor or Home.**
 - b) **If both teams have the same color jersey, the home team will be first responsible for wearing light colored pinnie.**
 - c) One team will wear pinnies.
 - (1) A coin flip will occur to decide which team will wear pinnies. The winning flip will stay as is and the opposing team will wear the pinnies.
 - 5. Referees will use the predominant color on the uniforms/ pinnies to identify calls.
 - a) For example, if one team is blue with stripes, and the other team has red uniforms with stripes then the officials will use blue and red to identify the teams.
 - 6. **Violation(s) of the uniform policies may result in infractions, loss of sportsmanship points, and/or being prohibited from entering the game.**
- I. Cheerleading Programs
- 1. The City of Oxnard does not offer any form of official cheerleading competitions.
 - 2. The City does allow cheerleading programs to be present and support their team, however the following conditions will apply in such cases:

- a) **Cheerleaders must be accompanied by a school representative or coach.**
- b) **Stunts (towers, flips, pyramids, tumbling, etc.) are not permitted before, during or after the game.**
- c) Cheerleaders and their coaches are considered equals to any other spectator. No special seating arrangements will be honored at any time at any sporting event. Seating is limited and based on a first come first served basis.
- d) Chants must be positive in nature and may not be directed at anyone other than their own team.
- e) Performances may not be done during timeouts, but may be permitted during half time intermissions only if the performance does not disturb either team from using the court/field to warm up and/or delays the restart of the game.
- f) The League Administrator on-site reserves the right to allow or disallow cheerleading programs from entering the playing court/field.
- g) As with any spectators, teams are subject to disciplinary action should their cheerleading program violate the City of Oxnard's code of conduct or conditions included herein.

YOUTH BASKETBALL RULES

** With the exception of the following modifications, current CIF & SCMAF Rules will govern league play. **

I. DIVISIONS: A player's school grade is the sole criteria for determining his/hers division.

A. A player may play up one division, but may only play for one team.

B. Players are not permitted to play down, no exceptions.

1. Boys and Girls

a) 7th & 8th Grade

b) 6th Grade

c) 5th Grade

(1) 5th & 6th Grade may be combined if enrollment is low.

d) 3rd & 4th Grade

2. Co-ed

a) 2nd Grade

b) Mighty Mites (Kindergarten – 1st)

II. ROSTERS, SUBSTITUTIONS, & GAME TIME

A. Fifteen (15) players per team maximum.

B. All players in uniform sitting on the bench must play a minimum of four consecutive minutes in the first half AND four consecutive minutes in the second half per game.

1. The referee will call an official time out around the four minute substitution mark in all four quarters, unless all minimum player requirements have been met for that specific game.

2. The score table will ask for any players from both teams that have not checked in as a sub to take a knee in front of the score table.

3. Free substitutions will be in effect once all players from both teams have met the minimum play rule.

4. The official scorekeeper, site monitor, and/or League Administrator shall determine compliance.

5. Failure to comply will result in forfeit and/or loss of Sportsmanship points.

C. In all divisions, unless otherwise specifically written herein, the game will consist of four- 8 minute quarters running time, except for the last two (2) minutes of the 4th quarter which will follow stop clock rules.

1. For the stop clock rule to take effect, the lead must be less than 15 points. If the lead is 15 points or more, the clock will run.

2. During “stop clock”, the clock will only stop on an official’s whistle.
- D. During free throws, both team benches and on-court players must refrain from any sounds and/or actions that would interfere with the shooter.
 1. If a team violates this rule, a warning will be issued on the first offense. A technical foul will be issued for every violation thereafter (may be issued to the team or a specific individual).
- E. Game time is forfeit time.

III. GENERAL RULES & REGULATIONS

- A. Games may start and end with four (4) players present.
 1. Players who foul out (five personal fouls), must exit the game immediately and may not reenter the game.
 - a) A team may continue to play with at least two players on the court.
- B. The game will begin with a jump ball, the team that loses the tip-off will take possession at the next jump ball opportunity and teams will continue to alternate receiving possession at every jump ball opportunity thereafter.
- C. Teams may not press in the backcourt if they have a fifteen (15) point or more lead.
 1. The first violation shall draw a warning by the Officials, subsequent violations shall result in a technical foul(s) issued to the team.
- D. Three (3) second key violations, ten (10) second penetration rule, and backcourt will be enforced in all divisions, unless otherwise specifically written herein.
- E. No thirty (30) second shot clock.
- F. Four (4) time-outs per game.
 1. Overtime- if a team is out of timeouts prior to the start of overtime, they will be issued one timeout (1) for the extra period.
- G. Overtime will consist of a single period of two minutes (2) stop clock.
- H. If the game remains tied, a second overtime of two minutes (2) stop clock will be played.
 1. If a team is out of timeouts prior to the start of double overtime, they will be issued one timeout (1) for the period
- I. If the game remains tied, there will be a sudden death extra period where the first team to score will win the game.
- J. For all extra periods, a jump ball will be used to start the game.

IV. FOULS & EJECTIONS

A. Fouls & Ejections

1. On the 7th team foul, the 1+1 rule will be in effect per half. On the 10th team foul, the opposing team will be awarded two (2) free throws for each subsequent personal foul.
2. Technical Fouls may be issued for, but may not be limited to, the following infractions:
 - a) Mismatching, torn/damaged, unnumbered, and/otherwise non-compliant uniforms.
 - b) Unsportsmanlike conduct listed in our Code of Conduct form.
 - c) Too many players on the court.
 - d) Delaying game time.
 - e) Calling timeout when no timeouts are available.
3. Technical fouls will award two (2) free throws and possession of the ball to the team who does not review the infraction.
4. Ejections may be issued to any individual (coaches, players, spectators).
 - a) An individual who receives an ejection must leave the facility immediately and adhere to the City's "Out of Sound, Out of Sight" policy.
 - b) Any ejection(s) also carry a minimum of one game suspension to be served at the next scheduled game. Furthermore any individual(s) ejected may not attend any other City of Oxnard sports programming until their suspension has been served.
5. Ejections may be issued for, but may not be limited to, the following infractions:
 - a) Profanity
 - b) Any kind of threat
 - c) Excessive reaction to game play or an official's call.
 - d) Repeated violations of the Code of Conduct form.
 - e) Any combination of technical fouls and flagrant fouls where the total number of them equals two (2).

V. UNIFORMS AND EQUIPMENT

- A. Athletic shoes must be worn by all participants.
- B. Casts (plastic or other hard substance in its final form) may not be worn during the game.

- C. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game
 - 1. Jewelry may not be taped to the body.
 - 2. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.
- D. False nails are not permitted and natural nails must be cut to the length of a finger.
- E. Uniform tops must all match color schemes and have a number.
- F. Uniform bottoms must be shorts and may not have pockets.
 - 1. Tape may be used to close pockets, but must be provided by the team.
 - 2. Technical fouls may be issued for violations.
- G. Players may be prohibited from entering the game for violation of uniform regulations
- H. Basketball sizes
 - 1. Boys Division for 5th- 8th grades will use the Official size ball (29.5”).
 - 2. Boys Division 3rd/4th grade and all Girl Divisions will use an intermediate (28.5”) basketball.
 - 3. 2nd grade and Mighty Mites will use a junior size basketball (27.5”).
 - 4. The basket height is 10 feet.

VI. MIGHTY MITES & 2ND GRADE CO-ED DIVISION SPECIFIC RULES

- A. The height of the basket for 2nd grade is 8 feet 5 inches.
- B. Defense must be played within the three point line. The offense must cross the three point line before the defense can guard an offensive player.
- C. As a developmental league, the score will always be shown as tied, regardless of who scores.
- D. Due to the instructional nature of these divisions, officials will loosely call these infractions based on the following criteria:
 - 1. Three steps will be allowed before a travel violation will be called.
 - 2. Two double dribbles will be allowed before a violation will be called.
- E. **Each team will receive two time outs per game.**
- F. Fouls will be called. If there is a player who continuously fouls, they will be asked to sit for a short period of time, but will be allowed to reenter.
 - 1. Free throws will be awarded for shooting fouls.
- G. Out of Bounds violations will be called.

- H. NO jump balls to commence the game. The home team will start the game with possession.
- I. Teams will switch sides at half time.
- J. **Mighty Mites ONLY:**
 - 1. **Both coaches will be permitted onto the court during play to assist their team, but may not interfere with gameplay.**
 - 2. **12 max players to a roster.**
 - 3. **6 minute quarters will be implemented. At the end of each quarter, each team will be required to substitute all of the players that were in the game with players that were on the bench.**
 - 4. **2 minutes will be put on the clock in between quarters for a water break, and to allot for substitution time for each team.**
 - 5. **Traveling will not be called unless a player runs the full length of the court without dribbling. Double dribble, three second key violation, and 10 second penetration rules will not be called.**

VII. 3RD/4TH GRADE DIVISION SPECIFIC RULES

- A. Five (5) second key violation rules are applied.
- B. No backcourt press.
 - 1. The first violation shall draw a warning to the Coach by the Officials; subsequent violations shall result in a two (2) shot technical foul
 - 2. The Offense must be allowed to bring the ball backcourt to the frontcourt unobstructed, while dribbling.
 - 3. If a pass is made from the backcourt to frontcourt the defense may intercept the pass as long as the ball has crossed the mid court line.
 - a) This also applies to a ball that is rolled from backcourt to frontcourt.
- C. Any timeouts taken in the last two (2) minutes of the fourth quarter, the basketball must be inbounded into the frontcourt.
- D. If a team is leading by fifteen (15) or more points, they may not defend above the top of three (3) point line (top of the key).
- E. 3rd/4th grade will use a full size ten (10) foot tall basket.
- F. Traveling and Double Dribble will be called for 3rd/4th grade division.
- G. **No inbounding the ball to the back court with two minutes left at the end of the fourth quarter.**
- H. Due to the instructional nature of the division, 2nd grade will loosely call these infractions based on the following criteria:

1. Three steps will be allowed before a travel violation will be called.
2. Two double dribbles will be allowed before a violation will be called.

VIII. BASKETBALL ROTARY TOURNAMENT RULES

- A. All aforementioned rules will be enforced, except for the following:
- B. No minimum play rule
- C. 7th& 8th Grade Boys (A&B) and Girls
 1. Six (6) minute quarters with stop clock during the entirety of the game.
 2. 3rd,4th,5th,6th, Grade teams
 3. 8 minute quarters.
 4. The last 2 minutes shall stop the clock, if the lead is less than 15 points.

CONTACT US

Recreation Specialists

Claudia Garibay
claudia.garibay@oxnard.org

Mel Gutierrez
melquiades.gutierrez@oxnard.org

Recreation Coordinators

Matt Adams
matthew.adams@oxnard.org

Eduardo Chavez
eduardo.chavez@oxnard.org

Recreation Supervisor

Juliet Morales
juliet.morales@oxnard.org

Cultural and Community Services Department Office

305 West Third Street
Oxnard, CA 93030
(805) 385- 7995
oxnard.gov/sports
Sports@Oxnard.org

CCS Office Hours

Monday - Thursday: 8:00 am to 6:00 pm
Friday: 8:00 am to 5:00 pm
(Closed every other Friday)