

Covington Youth Basketball League Rules – 1st/2nd Grade Division

General Roster Rules

- All players must be registered through the City of Covington.
- Rosters are limited to 10 players, unless approved by Covington Parks & Recreation staff.

Game Format

- Teams: 5v5
- Ball: 27.5”
- Hoop Height: 8 ft
- Court Size: 74ftx42ft (subject to change, varies by game location)
- Start of Game: Home team begins with the ball out of bounds on the opposite baseline.
- Game Length: Four 7-minute running-clock quarters with a 2-minute halftime (if time allows).
- Timeouts: Two total.
- No score or standings will be kept — all teams are winners.

Substitutions & Playing Time

- Subs allowed only at the start of each quarter (injury subs on dead balls). If a team has over or under 10 players, we will allow one sub mid-quarter.
- Every player must play at least two full quarters. Coaches are responsible for fair rotation.
- PreK & Kindergarten Supplemental: One coach may assist on the court; teams rotate each quarter.

Defense

- Man-to-man only using colored wristbands to match assignments.
- Defender must stay within 5 feet of their assigned player.
- No full-court press, no zone, and no double-teams.
- Defenders may pick up their player only after the 3/4-court line.
- Breakaway rule: Any defender may stop a player driving to the basket; once stopped, the defender must return to their assigned player.

Offense & Movement

- No screens allowed.
- Key Time: 5-seconds-in-the-key violations will be loosely enforced.

Ball Handling Rules

- Jump Balls: Always awarded to the offense.
- Stealing: Allowed only on passes; no steals off the dribble or held ball.
- Blocked Shots: Cannot stop the ball in the shooter's hand. Once the ball is clearly released, they may attempt to block it.

Fouls & Penalties

- Players can foul out after 5 fouls. Excessive fouls may result in a player sitting out.
- No free throws; ball is taken out at the nearest spot.
- Technical/Flagrant Fouls:
 - Results in two free throws and possession afterwards.
 - Any player receiving one is removed for the rest of that half.
 - Two in one game = immediate removal + 1-game suspension.
 - Three in a season = 1-year suspension.
 - Coaches receiving two in a season are dismissed from coaching.
 - Bench technicals on parents/players are charged to the coach.

Coach Conduct

- Coaches must remain seated except during timeouts, substitutions, or injuries. Chairs/benches provided.
- Judgment Calls: No verbal or non-verbal communication toward officials' calls/non-calls. Clarification questions may only be asked pre-game or halftime. Violations may result in a technical foul and possible suspension/expulsion determined by Recreation Staff.