

Covington Youth Basketball League Rules – 7th/8th 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: 28.5” Girls & 29.5” Boys
- Hoop Height: 10 ft
- Court Size: Full court
- Start of Game: The games will start with a jump ball.
- Game Length: Four 10-minute running clock quarters with a 2-minute halftime (if time allows).
- Stop Clock: The clock stops on dead balls in the last minute of the game, unless there is a lead of 12 or more.
- Timeouts: Two total.
- Scoring: The score will be kept during the game. Standings will be posted on www.teamsideline.com/covingtonwa
- Lopsided Scoring: If at the start or anytime during the second half of the game the score exceeds a 20- point lead, the score clock will be turned off for the remainder of the game.
- Overtime: 2-minute overtime. If there is a tie at the end of overtime, we will have a jump ball and the next one to score wins.

Substitutions & Playing Time

- Subs allowed only at the start of each quarter. If a team has over or under 10 players, we will allow one sub mid-quarter.
- Substitutions for injuries won't count towards a teams time out totals.
- Every player must play for at least 20 minutes. Coaches are responsible for fair rotation.
- Coaches should refrain from playing a player for 20 straight minutes unless limited on players.

Defense

- All defenses allowed.
- After a 12-point lead, no full-course press allowed.

Offense & Movement

- Screens are allowed.
- Key Time: 3-seconds-in-the-key violations will be enforced.

Ball Handling Rules

- Jump Balls: Whenever a jump ball situation occurs, possession of the ball is awarded to the team that is moving in the direction of the possession arrow on offense. The arrow then swaps to point to the other team.
- Stealing: All forms of stealing is permitted.
- Blocked Shots: A defensive player may attempt to block a shot.

Fouls & Penalties

- Players can foul out after 5 fouls. Excessive fouls may result in a player sitting out.
- Free throws: taken on shooting fouls or the once a team reaches the bonus. (5th team foul per half). Free throws will be taken from approximately 12 ft.
- 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.