

REVISED FOR 2025
City of Rialto
Parks, Recreation & Community Services

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Dear Coaches,

We want to express our deepest appreciation for your incredible dedication to the City of Rialto and your unwavering commitment to our youth through your involvement in our youth sport programs.

Understanding the vital role, you play as mentors and leaders, we have developed the following Code of Conduct to guide your actions and ensure the positive development of our young athletes:

- 1. Inclusivity:** Embrace and foster an inclusive and welcoming environment within our youth sport programs. Treat all players, regardless of their background, gender, race, or skill level, with respect, fairness, and equal opportunities. Encourage teamwork, empathy, and a sense of unity among all participants.
- 2. Mentorship:** As coaches, you have the power to make a lasting impact on the lives of our young athletes. Strive to be positive role models, displaying integrity, sportsmanship, and professionalism always. Foster personal growth by actively helping players develop their skills, both on and off the court. Encourage them to overcome challenges and set high standards for themselves.
- 3. Building Confidence:** Place a strong emphasis on building the confidence and self-esteem of our players. Celebrate their achievements, no matter the size, and provide constructive feedback that helps them grow. Encourage a growth mindset, where mistakes are viewed as opportunities for learning and improvement. Empower players to believe in themselves and their abilities.
- 4. Respecting League Policies and Practices:** Familiarize yourself with the rules, policies, and practices established by the league. Adhere to these guidelines and ensure that your coaching staff, players, and parents are aware of and respect them as well. By doing so, we create a fair and consistent environment for everyone involved.
- 5. Accountability:** Hold yourself accountable for your actions and behaviors as a coach. Set clear expectations for your coaching staff, players, and parents regarding their conduct during games and practices. Foster open communication, address concerns promptly and professionally, and promote an environment of mutual respect and teamwork.
- 6. Zero Tolerance for Disrespect:** We have a zero-tolerance policy for any form of blatant disrespect towards league rules, league staff, coaches, players, parents, or community members. Such behavior undermines the values and principles we strive to uphold and will result in severe consequences. Any violations may lead to disciplinary actions, including suspension or removal from coaching duties.

Once again, we extend our deepest gratitude for your selfless service and dedication. Your commitment to the City of Rialto and our youth is invaluable. By following this Code of Conduct, we can continue to create an environment that instills the values of respect, sportsmanship, and personal growth. Together, let us empower our young athletes to become confident, resilient, and respectful individuals.

Thank you for your ongoing support and invaluable contributions.

Introduction

Welcome to the City of Rialto Youth Basketball program. We are looking forward to a **fun** and **enjoyable** season.

As a Coach in our program, you have distinguished yourself as a unique individual and leader for our youth. We truly believe that everyone wants the best for their children, but it takes a special person to find the time to give back to our community by volunteering your time. As a Volunteer Coach you are the most important ingredient to a successful program. On behalf of the City and Parks, Recreation & Community Services Department, we want to say THANK YOU, for dedicating yourself to be a Volunteer Coach this season.

The purpose of this manual is to assist you in becoming the best Coach possible. By doing so, you are a key role in the development of skill and character of our youth. This handbook will cover, in detail, the many different areas of coaching. The first section of this handbook deals with the philosophy of our program, while also defining an ethical approach to coaching. Section two is a basic outline of the rules and regulations. The third section, titled “Drills”, deals with the elements involved in developing a practice. The fourth includes pertinent articles which we hope will help influence your coaching techniques and characteristics.

We believe this will be one of the most rewarding experiences of your life. Your influence and guidance are most important, for it is the basis of your team’s, and each individual’s future growth in the sport and in life. We truly believe that a good experience in sports will help build a well-rounded child, and we are here to assist you in any way possible to achieve this goal.

Program Philosophy

The main purpose of the City of Rialto Youth Basketball Program is to provide a positive and fun experience for everyone involved, (i.e. coaches, parents, spectators, officials, and most of all the boys and girls participating).

These goals can be reached, even, without a winning season. Simply by emphasizing fun, skill development, and the excitement of competition, you’ll have a successful season.

Our philosophy of Youth Basketball is patterned after our belief that sports as a whole can play an integral role in the growth and maturation of each individual involved. The development of a person’s skill as a basketball player coincides with the outgrowth of each individual as a human being. The guidance and direction of each child should be based on what we call, “The Truths about Children and Sports”:

1. **Fun is pivotal; if it’s not “Fun,” young people will not play a sport.**
2. Skill development is a crucial aspect of fun, it is more important than winning even among the best athletes.
3. The most rewarding challenges of sports are those that lead to self-knowledge.
4. Intrinsic rewards (self-knowledge that grows out of self-competition) are more important in creating lifetime athletes than are extrinsic rewards (victory or attention from others).

Your success as a coach will depend more on your coaching philosophy than any other factor. In general, a coaching philosophy is a set of personal beliefs and principles that guide the actions you take with your athletes. Developing a coaching philosophy is important because it provides you with a blueprint or framework for all the decisions you make as a coach. A well-thought-out coaching philosophy helps you:

1. To identify, prioritize and organize worthwhile instructional goals for the season.
2. Offer efficiency in planning and coordination between people.
3. Most important, it gives you, your assistant, your athlete's parents, and your team a sense of values from which to work.

Rules and Regulations

The Southern California Federation (S.C.M.A.F.) Rules and Southern California National Federation High School rules have been adopted as stated and will apply except where the City of Rialto League rules conflict. City league rules have priority.

Player Eligibility

A. The following divisions will apply:

Division A- Age group 12yrs – 14.11yrs (Can not be in High School)

Division B - Age group 10yrs – 11.11yrs

Division C - Age group 8yrs – 9.11yrs

Advanced Rookie Division D - Age group 6yrs – 7.11yrs

Rookie Division E - Age group 4yrs – 5.11yrs

*Ages are calculated by last day of the season.

B. Players may play up one division. (With approval from League Programmer)

C. Any player found to be ineligible will be removed from the game and program immediately.

D. Coaches who use non-registered players (ineligible players) may also face suspension or expulsion.

E. Coaches may not recruit players for their team or presume to register players. All interested children must register through Parks, Recreation & Community Services directly.

Game Purpose and Basics

Game Objectives:

- The offense moves the ball down the court through dribbling and passing to score points.
- The defense attempts to block, steal, or contest shots to regain possession.

Scoring System:

- **2 points:** Field goals inside the three-point arc.
- **3 points:** Field goals outside the three-point arc.
- **1 point:** Free throws.

Game Play:

Each team has a maximum of 5 players on the court at any time. Substitutes are made by the Coach to replace players on the court. They are ‘substituted’ or ‘subbed-off’. This can only be done at certain times in the game and the referee will let you know when it is OK. This can take place as often as the Coach likes.

The team who has control of the basketball is on OFFENSE. The team without the ball is on DEFENSE. Both parts of the game are equally important! Teams on defense are trying to stop the offence from shooting a hoop. The defense should always try to stay between the basket and the players they are guarding.

There are two ways for the ball to be moved up the court on offense - by ‘dribbling’ the ball, which is by bouncing the ball with ONE-HAND only on it, or by ‘passing’ it to another of your team members. Passing is a lot faster and ensures all team members enjoy the fun of the game.

While stationary (not passing or dribbling) the player holding the ball must always keep one of their feet on the floor, this is called the ‘pivot’ foot. Players can only lift their foot if they wish to dribble, pass or shoot the ball. The pivot foot can twist but must remain in contact with the floor and in the same place. If players move their foot / feet without dribbling, passing or shooting they are penalized and the ball given to the other team, this is called ‘travel’.

The ball must stay within the court of play (inside sidelines and baselines), otherwise it goes to the other team.

No player may contact an opposition team member, this is called a ‘foul’. If a foul takes place while a player is shooting for a basket, the shooter is given free shots from the free-throw line.

- If the basket (while being fouled) is scored, 2 points are awarded and 1 free-throw is taken.

- If the basket misses. 2 free-throws are given.
- If a player receives 5 fouls during a game, they must leave the court and can take no more part in the game.

It is important that all players spread out on the court when playing. How hard is it to pass the ball to 9 players lumped together? Good spacing let's everyone have a go at the basket.

Game Duration:

- Quarters are divided by division with varying lengths:
 - **Rookie Division (E):** Four 6-minute quarters.
 - **Advanced Rookie Division (D):** Four 6-minute quarters with mid-quarter substitutions.
 - **Division C:** Four 7-minute quarters.
 - **Division B:** Four 8-minute quarters.
 - **Division A:** Four 8-minute quarters.
- Breaks include:
 - 1 minute between quarters.
 - 2-minute halftime.

(If the league is running behind on time the league may cut the time, we would like to stay on schedule as much as possible to respect everyone time.

- **Overtime:** If both teams have the same score at the end of regulation, there will be an overtime period. Both teams will still play five-on-five in the shortened period. Only Division A, B and C can have overtime period. Division D can end in a tie.
 - Two (2) minutes, regulation clock. Clock stoppage in the last minute of overtime period.
 - Double overtime is to be played with the sudden death rule; first team to score wins the game.

Timeouts: a Coach can stop the game talking to their players. When a timeout is called players must 'hurry' to the sideline to talk with their Coach.

- Teams are allowed four (4) timeouts per game and one (1) timeout during each overtime period.
- Timeouts are 30 seconds each.
- Unused timeouts do not carry overtime.

Rebounding: Players should assume that every basket will miss. Getting possession of the ball after a missed shot is called a 'rebound'. When 2 players get possession of the ball at the same time this is called a 'jump ball'. A jump ball starts at the beginning of a game and after half time.

Now you know some basics of the game keep practicing and remember the most important thing is to have fun! Also, basketball is a team sport! There is no 'I' in TEAM!

Fouls and Violations

FOULS

Personal fouls: Personal fouls include any type of illegal physical contact.

- Hitting
- Pushing
- Slapping
- Holding
- Illegal pick/screen -- when an offensive player is moving. When an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender.

Personal foul penalties: If a player is shooting while a being fouled, then they get two free throws if his shot doesn't go in, but only one free throw if his shot does go in.

- Three free throws are awarded if the player is fouled while shooting for a three-point goal and they miss their shot. If a player is fouled while shooting a three-point shot and makes it anyway, they are awarded one free throw. Thus, they could score four points in the play.
- Inbounds. If fouled while not shooting, the ball is given to the team the foul was committed upon. They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.
- Two shots. If the team committing the foul has five or more fouls in the quarter the opposite team is in the bonus, then the player who was fouled is awarded two free throws. This resets at the end of each quarter. Fouls and bonus from the 4th quarter will carry over to overtime.

Charging. An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.

Blocking. Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.

Flagrant foul. Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of the ball after the free throws.

Intentional foul. When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.

Technical foul. Technical foul. A player or a coach can commit this type of foul. It does not involve player contact or the ball, but it is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups.

VIOLATIONS

Walking/Traveling. Taking more than 'a step and a half' without dribbling the ball is traveling. Moving your pivot foot once you've stopped dribbling is traveling.

Carrying/palming. When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball.

Double Dribble. Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.

Held ball. Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis.

Goaltending. If a defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim, it's goaltending and the shot counts. If committed by an offensive player, it's a violation and the ball is awarded to the opposing team for a throw-in.

Backcourt violation. Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession. If they do, the ball is awarded to the other team to pass inbounds.

Time restrictions. A player passing the ball inbounds has five seconds to pass the ball. If they do not, then the ball is awarded to the other team. Other time restrictions include the rule that a player cannot have the ball for more than five seconds when being closely guarded and, in some states and levels, shot-clock restrictions requiring a team to attempt a shot within a given time frame.

Most Misunderstood Rules

- **3-Second Count**

There is no 3-second count between the release of a shot and the control of a rebound. A new count starts once the rebound is secured.

- **Out-of-Bounds Play**

A player can go out of bounds, return inbounds, and be the first to touch the ball.

- **"Over the Back" Is Not a Rule**

There is no "over the back" violation. A foul only occurs if there is contact resulting in an advantage/disadvantage. Tall players should not be penalized merely for their height.

- **Reaching is Not a Foul**

Reaching is not a foul unless there is contact, and the player with the ball is placed at a disadvantage.

- **Recovering a Fumbled Ball**

A player can always recover a fumbled ball. Steps taken during recovery are not considered traveling, regardless of progress made.

- **Traveling While Dribbling**

It is not possible for a player to travel while dribbling the ball.

- **High Dribble**

A high dribble is legal as long as the player's hand stays on top of the ball and the ball doesn't come to rest in their hand.

- **Kicked Ball**

A kicked ball must be intentional, and any contact must involve the leg.

- **Rebounding Own Airball**

A player can rebound their own airball as long as the shot was deemed a legitimate attempt.

- **Throw-In Violation**

It is impossible to travel, double dribble, or carry while taking the ball out for a throw-in. The player can move laterally during the throw-in.

- **Backboard Boundaries**

The sides, top, and bottom of a rectangular backboard are in bounds.

- **Ball Over the Backboard**

A ball cannot pass over the top of the backboard but can pass behind it, as long as it doesn't touch anything.

- **Legal Guarding Position**

A defender does not need to "give the dribbler a step." As long as they have established a legal guarding position, it is the dribbler's responsibility to avoid contact.

- **Jump Ball Recovery**

Jumpers may tap the ball simultaneously or twice. Once the ball touches the floor, the jump ball is over, and either player may recover the ball.

- **10-Second Count**

The 10-second count continues if the defense deflects or bats the ball.

- **Moving Screen**

A moving screen is not a violation unless there is contact. If contact occurs, it is considered a "block" foul.

- **Live Ball Contact Foul**

Any contact foul during live ball play is personal, not technical, even if it's flagrant.

- **Incidental Contact**

Basketball is not a non-contact sport. Incidental contact can be ignored if it doesn't create an advantage or disadvantage. Contact on the shooter should always be called.

- **Dead Ball Foul**

Any unsportsmanlike contact during a dead ball is a technical foul.

- **Taking a Charge**

A defensive player does not have to be stationary to take a charge. They must have established a legal guarding position and can move backward or sideways.

- **Intentional Foul Penalty**

An intentional foul is penalized with 2 free throws, or 3 if it occurs on a missed 3-point shot.

- **Player-Control Foul by Airborne Shooter**

If an airborne shooter commits a player-control foul, their successful shot cannot count, regardless of when the shot was released.

- **Pivot Foot Violation**

Lifting the pivot foot does not constitute a travel unless the ball handler places the pivot foot back on the floor before passing or shooting. The pivot foot cannot be lifted before starting the dribble.

Player Positions

Center. Centers are generally your tallest players. They generally are positioned near the basket.

Offensive -- The center's goal is to get open for a pass and to shoot. They are also responsible for blocking defenders, known as picking or screening, to open other players up for driving to the basket for a goal. Centers are expected to get some offensive rebounds and put backs.

Defensive -- On defense, the center's main responsibility is to keep opponents from shooting by blocking shots and passes in the key area. They also are expected to get a lot of rebounds because they're taller.

Forward. Your next tallest players will most likely be your forwards. While a forward may be called upon to play under the hoop, they may also be required to operate in the wings and corner areas.

Offensive -- Forwards are responsible to get free for a pass, take outside shots, drive for goals, and rebound.

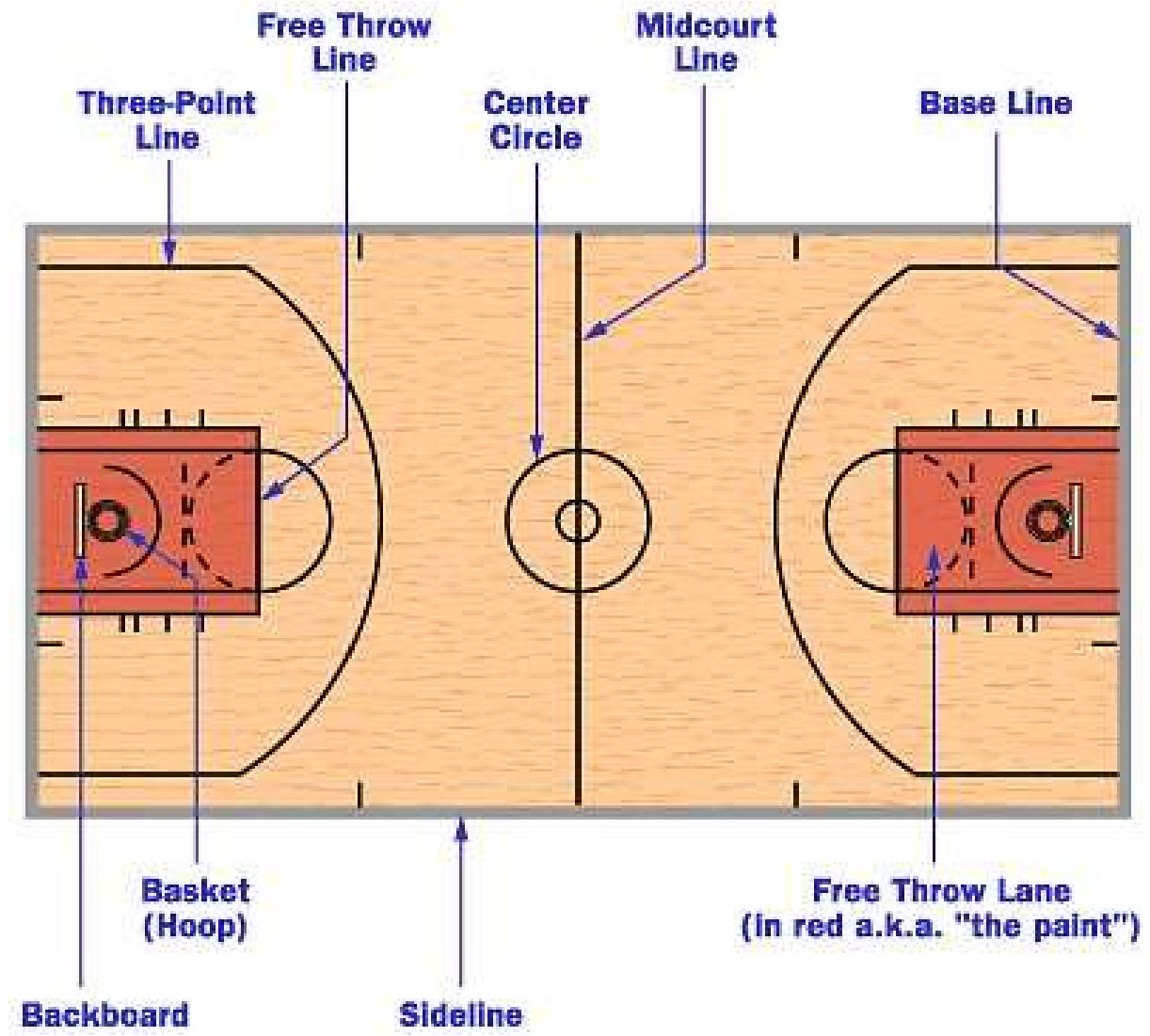
Defensive -- Responsibilities include preventing drives to the goal and rebounding.

Guard. These are potentially your shortest players, and they should be really good at dribbling fast, seeing the court, and passing. It is their job to bring the ball down the court and set up offensive plays.

Offensive -- Dribbling, passing, and setting up offensive plays are a guard's main responsibilities. They also need to be able to drive to the basket and to shoot from the perimeter.

Defensive -- On defense, a guard is responsible for stealing passes, contesting shots, preventing drives to the hoop, and for boxing out.

Basketball Court Layout



Sideline: The boundary lines at each side of the court.

Baseline: The boundary lines at each end of the court.

Frontcourt: The half of the court with the basket at which the team is shooting

Backcourt: The half of the court with the opponent's basket

Half-court line / Mid-court: The line that splits the court in half, running across the court from sideline to sideline.

Jump circles: A centre circle at mid-court where the game starts with the jump ball, and a free throw circle around the free throw line at each end.

Free throw line: The line 15 feet from the basket that cuts the free throw circle in half. Players shooting a free throw (or a foul shot) cannot cross this line.

Lane lines: The two lines that extend from the ends of the free throw line to the baseline forming a rectangular area called the free throw lane or the key.

Block and Hash marks: The markings on each side of the key used for lining players up for free throws.

Score Table Responsibilities:

The score table must notify referees when:

1. A team reaches bonus penalties.
2. A player is charged with their 5th foul, or a team exceeds its time-out limit.
3. Illegal player activity or a score dispute arises.

League Rules

The following league's rules have been adopted as our league rules to standardize league play. The City league's modified rules are below.

1. There will be a 5-minute grace period prior to beginning of each game for late arrivals, every minute results in a point for the opposing team. Less than 4 players at game time are a forfeit.
2. Post-Game-Requirements:
After each game:
 - i. Teams must line up to shake hands.
 - ii. Coaches must ensure players collect all personal belongings.
 - iii. Collect all trash from benches.
 - iv. Teams must clear the gym promptly to allow the next game to begin on time.
 - v. **Exit Guidelines:**
 - a. Home team exits through the **left-hand door** (toward the skate park area).
 - b. Guest team exits through the **right-hand door** (toward the snack bar and restrooms).
 - c. Teams should avoid crossing paths to prevent any potential negative interactions.
 - d. Any altercation will result in consequences from the program.

3. All teams must have at least four (4) players to begin a game. If the game remains competitive (12 points or less), it will be allowed to continue. If by halftime, a game is not competitive, it will be called a forfeit by Rialto Staff.
4. **Minimum Play Rule:**

Each player must play a minimum of three and half (3.5) consecutive minutes in each quarter for Division C and a minimum of four (4) consecutive minutes in each quarter for Division B and A. An official's time out not charged to either team, shall be called at the nearest midway point of the quarter or on the next dead ball, for the sole purpose of substitutions to meet the minimum play rule. Player must start his/her consecutive minutes at either the beginning or midpoint of a quarter in each half. Consecutive minutes begun in one quarter may not be carried over into the next quarter or half. All players must come off of the bench into the game.

Exceptions to the rule are:

 - i. **Coach is experiencing problems with player failing to attend practices. (Coach must notify the staff at score table before the game and show attendance sheets.)** If the Sport Programmer fails to resolve problem with the parent, then the League Programmer can restrict child's playing time for the upcoming game.
 - ii. Late arriving players: Players must check-in at the table when they arrive. Players reporting to the table with more than the minimum minutes remaining in the quarter must meet the requirement of consecutive minutes remaining in the quarter. Players reporting to the official scorekeeper with less than the minimum minutes remaining in the quarter may not participate until the next quarter. Players must be dressed and ready to play at the time of check-in to play.
 - iii. If a child is injured, play can be restricted but Coach must notify on-site staff prior to restricting play and staff approval. **If a child is ill, he/she cannot sit on the team bench.** NOTE: Coaches **cannot** restrict a child's playing time to less than what is established in the league rules.
5. **Substitution Penalty:** if a coach does not substitute all players as directed, the team receives a substitution technical foul. This penalty will result in the opposing team receiving 2 foul shots plus the ball out of bounds. Non substituted player(s) must sit for the last quarter of the game. As a courtesy, the scorekeepers are encouraged to notify all coaches at the start of each quarter, on the status of satisfying the minimum play rule. The ultimate accountability for compliance is the head coach's responsibility. The official scorekeeper shall determine compliance. **REMINDER YOU ARE ABLE TO DO SUBS INBETWEEN QUARTERS.**
6. **11 Player Rule:** If for whatever reason your team ends up with 11 players, and on gameday everybody shows up, in the second half there will be a kid who hasn't played in the second half, come the fourth quarter, that kid will have to play for at least half of the 4th quarter.
7. **Coach Behavior:**
 - i. Coaches must remain in their designated area off the court and away from the score table during games.
 1. Coaches who fail to comply will receive:
 - a. A verbal warning.

- b. A technical foul, requiring them to remain seated for the remainder of the game.
 - c. If a technical foul is issued, only the assistant coach may stand to help guide the team.
8. Free substitution (all divisions) during the 4th quarter of the game; **all** players have met minimum requirements. Exception: A player is injured, becomes ill, or fouls out.
9. Girls will play by boys' rules regarding 10-second back court rule and over and back.
10. Three (3) point shots will be allowed in Divisions A, B and C. There will be no 3-point shots counted in Division D.
11. Rosters will be limited to a maximum of 10 players, unless the program requires additions.
12. Head Coach, Official Assistant Coach (must be listed on Coach's application) and **ONLY** players on the team currently playing are allowed to sit on the bench at all times.
13. All players must play and sit at least half of the quarter length each quarter if the team has 10 players. If not, every player still must sit down half of one of the quarters. If a coach does not have the full 10 players, they need to make sure that every player rests at least once in the first half. Once it is substitution time in the 3rd quarter everyone on the bench must sub into the game.
 - **VIOLATION OF THIS SUBSTITUTION RULE WILL EARN A SUBSTITUTION TECHNICAL FOUL. THIS TECHNICAL FOUL WILL RESULT IN 2 SHOTS PLUS THE BALL FOR THE OPPOSING TEAM. THIS TECHNICAL FOUL WILL BE CALLED BY THE SCORERS TABLE ONLY. THE REFEREES DO NOT TRACK PLAYER TIME ON OR OFF COURT.**

Rookie Div E Four 6 Minute Quarters

- a) Free substitutions, coach will be responsible for making sure all players play in the game.

Advanced Rookie Div D Four 6 Minute Quarters

- b) There will be a substitution at 3:00 of the first three quarters. Free substitutions in the 4th quarter, determined by coaches' ability to follow substitution rules.

Div C Four 7 Minute quarters

- c) There will be a substitution at 3:30 of the first three quarters. Free substitutions in the 4th quarter. Free substitutions in the 4th quarter, determined by coaches' ability to follow substitution rules.

Div A and Div B Four 8 Minute Quarters

- d) **There will be a substitution at 4:00 of the first three quarters. Free substitutions in the 4th quarter, determined by coaches' ability to follow substitution rules.**

14. Concussion Rule: Any player who hits their head will be evaluated using the standard concussion rule testing. Determination of continued play will be at the sole discretion of the City of Rialto sports staff members. The coach must let the player parent know that they hit their head during the game, so if the player shows any symptoms after the game the parent is aware.
15. 20 Point Suggestion: If a team is winning by more than 20 points during the fourth quarter, it is suggested that players with less experience be allowed to play more during the game to gain the experience for future seasons.
16. Any player not wearing the current season City of Rialto basketball issue jersey will not be permitted to play. The only exception is if the recreation center has not issued a jersey to that individual because the jersey was unavailable or defective. If a player has lost their jersey, they must buy a new jersey and wait until it arrives to play.
17. Any player displaying aggressive behavior toward another player is subject to league discipline. **League discipline is defined as:** suspension, game ejection, league ejection, technical foul, and/or discipline as deemed necessary by City of Rialto Staff. **Aggressive behavior is described as:** striking or an attempt to strike, threats, malicious injurious play, malicious intent, and/or unsportsmanlike conduct.
18. Any coach displaying aggressive behavior toward another person, they will be removed. **Aggressive behavior is described as:** striking or an attempt to strike, threats, encouraging malicious injurious play, malicious intent, and/or unsportsmanlike conduct. This coach will be subject to review.
19. The match will be terminated in the event of a fight before, during, or after a game. Any parties involved in the altercation will result in a loss for their respective team. If both teams are involved in the fight, both teams will receive a loss.
20. If the fans step out on to the court, the game will be stopped. The staff will take control of the situation and determine if the game will continue. Removing all fans could be a possibility.
21. If a player gets ejected from a game, they must sit out the next game. If a player gets ejected from a second game, they will be subject for review and may be suspended indefinitely by the City of Rialto Staff.
22. If a coach gets ejected from a game, they are not to return for the rest of the day. If a coach gets ejected from a second game, they will be subject for review and may be suspended indefinitely by the City of Rialto Staff.

23. All players must remove their jewelry before the start of the game they are not allowed to wear band-aids over their ears to cover earrings. All jerseys must be tucked in, and shorts pulled to their waistline. If the game is stopped due to these infractions, it will result in a two-shot technical foul for delay of game.
24. Coaches must be aware of players' uniforms, including shoes. Clock will not be stopped if player(s) shoes are untied.
25. Injury Protocol: If a player is injured, the coach must immediately prepare a substitution for injured players. Injured players must leave the court. After medical attention, players can return to the game. Players' parents must be made aware of the injury by the coach.
26. All teams in all divisions MUST practice fundamental basketball skills for a minimum of 20 minutes during practices.
27. No personal basketballs are allowed in the gym on game day. We kindly request that coaches provide the necessary basketballs for pre-game warm-ups.
28. Only the Head Coach is allowed to stand during the game. It is strictly prohibited for coaches to verbally abuse officials, yell at other coaches, physically touch an official, or approach an official in a threatening manner.
 - ❖ Coaches must address officials with respect, calmly make their point (in a non-demonstrative way), and let it go.
 - ❖ Please remember that if officials call every minor infraction, it disrupts the flow of the game. Focus on coaching your players rather than criticizing the referees.
 - ❖ Encouraging your players and ensuring they have fun should be your primary focus.

Division Regulations

1.Division A

- a. Basketball: This division will use official size, 29.5 circumference basketball size, rubber or leather covered optional.
- b. Teams may press the entire game. Exception: A team with 15 points or more lead will not be allowed the use of the back-court press at any time. The defense must allow offense to move ball across the plane of the mid-court line. Penalty: First offense, a warning to the team. Each subsequent offense will be deemed a technical foul.
- c. Division A will play four (8) minute quarters. Clock will stop in the 4th quarter in the last two minutes only if the score is within 10 points or less, and for all time outs and technical fouls.

2.Division B Regulations

- a. Basketball: This division will use official size, 29.5 circumference basketball size, rubber or leather covered optional.
- b. Teams may press the entire game. Exception: A team with 15 points or more lead will not be allowed the use of the back-court press at any time. The defense must allow offense to move ball across the plane of the mid-court line. Penalty: First offense, a warning to the team. Each subsequent offense will be deemed a technical foul.
- c. Division B will play four (8) minute quarters. Clock will stop in the 4th quarter in the last two minutes only if the score is within 10 points or less, and for all time outs and technical foul.

3.Division C Regulations

- a. Basketball: This division will use official size, 28.5 circumference basketball size, rubber or leather covered optional.
- a. Teams may press the entire game. Exception: A team with 15 points or more lead will not be allowed the use of the back-court press at any time. The defense must allow offense to move ball across the plane of the mid-court line. Penalty: First offense, a warning to the team. Each subsequent offense will be deemed a technical foul.
- b. Division C will play four (7) minute quarters. Clock will stop in the 4th quarter in the last two minutes only if the score is within 10 points or less, and for all time outs and technical fouls.

4. Division D - Advance Rookie

- a. Basketball: Basketball will use the 27.5 circumference basketball rubber or leather covered.
- b. An adjustable basket that will be set at 8 ft. on side courts.
- c. One coach is permitted on the court during the 1st, 2nd and 3rd quarters. However, during the 4th quarter, coaches are required to return to the sideline.
- d. **Week 3 Rules:** During the 4th quarter, double dribbles, traveling (3 or more steps), 3 seconds in the key, and illegal dribbling (extreme carrying of the ball) will be called as a violation, resulting in turnovers.
- e. **Week 5 Rules:** During the 3rd and 4th quarters (2nd half), double dribbles, traveling (3 or more steps), 3 seconds in the key, and illegal dribbling (extreme carrying of the ball) will be called as a violation, resulting in turnovers.

- f. **Week 8 Rules:** In the 2nd, 3rd, and 4th quarters, double dribbles, traveling (3 or more steps), 3 seconds in the key, and illegal dribbling (extreme carrying of the ball) will be called as a violation, resulting in turnovers. Coaches will be allowed on the court during the first half only.

- g. **Week 10 Rules:** will play a full regulation game, with all violations being called.

Coach's Acknowledgment Form

I, _____,
confirm that I have read, understood,
and will abide by the rules and
regulations outlined in the City of
Rialto Youth Basketball Program
Handbook.

Coach Signature:

Date:
