



City of Pueblo Parks and Recreation

Youth Basketball League

Rules



Revised December 31, 2024

Hoopsters Elite Competitive Basketball Rules

1) Game

- a) The clock will stop on all official time outs and the official's whistle the last two (2) minutes of the last quarter. (Unless there is a 20-point lead – then clock continues to run)
- b) Each team receives 3 – “45 second” time-outs per game and cannot be carried into overtime.
- c) Overtime: 1st overtime will consist of a 2-minute period. If a 2nd overtime is necessary, the “sudden death” format is used: the 1st team to score a single point wins the game. One time-out is issued to each team for use in overtime periods.
- d) If there is a 30-point lead by a team, the score will not be kept until the gap is narrowed by 15 points by the opposite team.
- e) Game must begin with 5 players within 5 minutes of scheduled game time.
- f) Teams may finish a game with 4 players.
- g) Teams are responsible to clean up all trash from their bench area after the game. Post-game talks must be held in a different area to not impede the next game.
- h) Coaches will be responsible for their spectators (parents) and their player's attitudes and behaviors during practice and games. Should attitudes and/or behaviors become unmanageable; the Site Supervisor will ask the spectators/players to leave the gym. The Youth Sports Coordinator and/or Recreation Supervisor will be notified, and spectators/participants will not be allowed to return until a meeting has been held in the Parks & Recreation office.
- i) Coaches who receive a technical foul will be expected to be seated for the duration of the game. If the coach is assessed a second technical, the coach will be asked to leave the gymnasium. If the coach has another game that day, the coach will start the next game with a clean slate. Remember our commitment to sportsmanship and the example we set for the athletes. The season is about the kids, not us.
- j) Personal and team fouls will be called and tracked. All shooting fouls are two free-throws except when attempting 3-points. Fouls maxed out at 5. No double bonus. Clock will stop for all free-throws.**

2) Players

- a) Roster names and payments must match the actual players. Any players not officially registered for the team they are playing on will cause that team to forfeit.
- b) Players can only play on one team. Both teams will forfeit all games the player has been involved with if teams that are found to be using a player that is on multiple teams.
- c) Players may play up one year but cannot play down. Players are eligible to play for only one team and division during the basketball league for Parks & Recreation.

3) Jerseys

- a) Teams are responsible for their own game jerseys. Jersey must contain numbers.
- b) If two teams have identical jerseys, with no option of reversible jerseys, the team that is listed first will wear the Parks & Recreation supplied pinnies.

5 & 6 Grade Division-Boys COMPETITIVE

When: Saturdays

Halves Length: 2 (eighteen-minute halves)

Goal Height: 10-foot **Basketball size:** Regulation size

Defense: Man-to-man OR Zone defense

Pressing: Pressing is allowed. If one team is leading by 20 points or more, they may not press and **must** start Plan B. Teams will be warned two times, and on the third infraction all the following will be awarded, a technical foul will be given, two-points and possession of the ball will be awarded.

Fouls: Personal and team fouls will be called and tracked. High School rules apply

Score: Will be kept. **3pt shot:** Yes

Clock: Running clock, except for time outs and the last two minutes of the 4th quarter. If during the fourth quarter there is a 20-point or more margins in the score, the clock will not stop.

7 & 8 Grade Division- Boys COMPETITIVE

When: Saturdays

Halves Length: 2 (eighteen-minute halves)

Goal Height: 10-foot **Basketball size:** Regulation size

Defense: Man-to-man OR Zone allowed.

Pressing: Pressing is allowed. If one team is leading by 20-points or more they may not press and **must** start Plan B. Teams will be warned two times, and on the third infraction all following will be awarded, a technical foul will be given, two-points and possession of the ball will be awarded.

Score: Will be kept. **3pt shot:** Yes

Fouls: Personal and team fouls will be called and tracked. High School rules apply.

Clock: Running clock, except for time outs and the last two minutes of the 4th quarter. If during the fourth quarter there is a 20-point or more margins in the score, the clock will not stop.

Contact Information:

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Good Luck to all Basketball Season Participants