

City of Glendora

2025 Youth Basketball Pacific Division Rules

The prime objective of the Glendora Youth Basketball shall be:

- (a) To encourage and promote physical fitness in boys and girls.
- (b) To contribute to the development of the character and morality of each youth.
- (c) To promote the development of teamwork and sportsmanship through participation in competitive sports.
- (d) To encourage responsibility and good citizenship.
- (e) All head and assistant coaches must be fingerprinted.
- (f) Teams may not practice more than two (2) times per week. Teams may not practice more than one (1) hours during each practice.
- (g) Fighting will be an automatic (2) game suspension for all players, coaches, and fans.

Rules

1. **Pacific** will use a 28.5 size Basketball
2. Teams may press only in the second half. **Exception:** A team with a fifteen (15) point or more lead will not be allowed the use of a backcourt press at any time. The defense must allow the offense to move the ball across the plane of the mid-court line. A warning will be called on the first offense, and a team technical thereafter.
3. Offensive three (3) second key violation.
4. **Defense:** The defense must allow the offense to move the ball across half-court.
5. One and-one free throws after the 7th team foul. There is no double bonus.
6. Players are removed from the game after the 5th foul. A technical foul counts as a personal foul.
7. **Minimum Play Rule** - Each player must play a minimum of five (5) consecutive minutes in each of the first three quarters. An official's time-out 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. Players must start his/her consecutive minutes at either the beginning or midpoint of a quarter. The fourth quarter and overtime are free substitution.
8. **Maximum Play Rule** - Each player must sit out of the game for a minimum of five (5) consecutive minutes in each half. Players must start his/her consecutive minutes at either the beginning or midpoint of a quarter. If a team has only six (6) eligible players, each player must sit out of the game for a minimum of five (5) consecutive minutes in the entire game, either at the beginning or midpoint of a quarter.

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9. Length of playing time will be four (4) ten (10) minute quarters running time. Regulation stop clock will be kept in the last two minutes of the fourth quarter only if the score is within ten (10) points. The clock will stop in the event of a technical foul only until the ball is given to the child for a free throw. One minute of rest between quarters and five minutes between halves.
10. Each overtime period will be three (3) minutes, with the first two minutes running time, the last-minute stop clock if the score is within ten (10) points. After the second overtime, there will be sudden death overtime in which the first team that scores win.
11. Two (2) timeouts during each regulation half and one (1) during each overtime period. Timeouts do not carry over.
12. Any player or coach receiving two (2) technical fouls will result in eviction for the remainder of the game. Any coach receiving two technical fouls must leave the facility completely. **Ejection from a game may result in suspension from the league.**
13. **Any coach receiving a technical foul will result in the opposing team receiving two (2) points, two (2) free throws, and possession of the ball. Any player on the opposing team may attempt the free throws.**
14. **Any player or coach using profanity may be removed from the game and facility.**
15. A player who is bleeding has an open wound and has blood on his/her body or clothing shall be prohibited from participating further in the game until appropriate treatment has been administered. If first aid is required for a player, the player must be immediately removed from the game unless treatment can be administered in a reasonable amount of time.
16. If a team has less than 4 players at game time, a 5-minute grace period is allowed. If the team still does not have 4 players, it will result in a forfeit. Teams will be allowed to play with 4 players against 5 players for an official game. The gym scorekeeper watch is the official time.
17. Any disputes with scores must be completed by the end of the quarter.