



CITY OF MONTEBELLO

SPORTS OFFICE Basketball Rules Summary

EJECTIONS: Players and coaches that are ejected will be required to leave the gym and the entire facility and will be required to pay a reinstatement fee and miss the next scheduled game. *NO EXCEPTIONS*

TECHNICAL FOULS: players have to sit 5 minutes; coaches have to sit the whole game. Coaches that come onto the court will receive a technical foul.

Excessive Arguing with Referees will result in a technical foul.

Foul Language is an automatic technical foul and possible ejection.

GAME BALL: The "AA", "A", and "B" Divisions will use the official size 29.5" basketball. The "C" and "D" Divisions will use the 28.5" basketball. The Rookie Division will use the 27.5" basketball

FREE THROWS: All divisions use 7 team fouls for the "1 and 1" bonus and 10 team fouls for dbl bonus.

The "AA", "A", and "B" Divisions will use the regulation 15 foot free throw line.

The "C" and "D" Divisions will use a 12 foot free throw line.

The "Rookie" Division will use a 10 foot free throw line.

BACK COURT PRESS: In Divisions "C", "D" no press is allowed to the halfcourt line. In "Rookie" division, no press allowed to 3 point line, once the offense is in possession of the ball. In all other divisions, a team with a lead of fifteen (15) points or more may not press or guard the offense in the back court. Penalty: A warning to the team on the first offense and a team technical foul for all other offenses except for in the "C & D" and "Rookie" divisions – no penalty for press – the ball will be sideline out of bounds.

MERCY RULE: Possession arrow in favor of losing team, 1 and 1 on every team foul, no press allowed to 3 point line.

OVERTIME: Any Overtime Period shall consist of two (2) minutes utilizing a regulation clock (stop time the whole overtime) – Games that end overtime in a tie will end in a tie. NO STOP TIME FOR "D" AND "ROOKIE"

INBOUNDING: In Divisions "C", "D", and "Rookie" during the last two minutes of the game, the team in possession of the ball and calling time out must inbound the ball at midcourt into the frontcourt.

KEY VIOLATION: In the "C" Division a five (5) second key violation will be enforced. There is no key infraction in the "Rookie" and "D" Division. In all other divisions, the infraction occurs at three (3) seconds.

BACKCOURT VIOLATION: In all divisions and leagues, a player shall not, nor may his/her team be in continuous control of the ball that is in his/her backcourt for ten seconds.
There will be no backcourt violation called in the "Rookie" Division.

TRAVELING: Referees will not call travelling in the "Rookie" Division. **In the "D" Division excessive traveling inside the paint area "Scoring Situation" will be called if the player does not make an attempt to dribble (referee's discretion) or the player in possession of the ball jumps up and down – The ball will be placed out of bounds for the travelling team(there will be no penalty). Double Dribble is defined as a player coming to a complete stop and picking up his/her dribble and then beginning a new dribble for the "D" Division.**

COACHES' REMINDERS:

-Game will be four ten minute quarters with 1 minute between quarters and 3 minutes between halves.

-The team will have four timeouts to use for the entire game.

-One overtime will be played in the regular season (2 min. of game time- regulation clock and 1 timeout)

-Timeouts do not carry over into overtime.

-Each player has to play at least 5 consecutive minutes and no more than 35 minutes in a game

-The substitution rule is everyone off the bench. (Except at the start of fourth quarter, if everyone has rested, then coaches can have free substitutions if they please.

(PLAYER MUST PLAY FROM 10:00 TO 5:00 OR 5:00 TO 0:00 – SAME GOES FOR REST TIME)

-Staff may referee games: respect the calls and remember we are all here for the kids and referees have no interest in the outcome of the games.

-If a team only has four players, as a courtesy, we will ask both teams to play with only four players until a fifth arrives for both teams (not required except in "Rookie"/ D divisions).

-The final two minutes of the fourth quarter are regulation time unless the point differential is 15+ and a shot clock will be used for "A", "AA" and "AAA" divisions.

-There will be no shooting around on the court between halves, quarters or time outs.

-Winning team can not call timeout during the last two minutes of the game when leading by 20 or more. A timeout will be granted to sub but all timeouts called will have the clock running