



City of Maricopa Youth Basketball Rules

All Divisions' Rules

1. Game Format

- a. Modified Arizona Interscholastic Association Rules will be followed
 - i. Please refer to each age division for modified rules
 - ii. All rules/situations that occur in the City of Maricopa's youth basketball games may not be covered within these rules. Such rules/situations not listed will be governed by the commonly known basketball rules as understood by the officials
- b. 5 v 5 format
- c. Teams will start in the opposite direction of their team bench and change after halftime, ending on the side of their team bench
- d. Jump Ball
 - i. All games will start with a Jump Ball at the center of the court
 - ii. Alternating possession for each Jump Ball called

2. Home and Away Team

- a. Home Team – Wears white jersey and sits on the bench labeled home
- b. Away Team – Wears purple jersey and sits on the bench labeled away

3. Playing Time

- a. It is recommended that each player plays 50% of each game
- b. No player will be penalized playing time for missing practice or games

4. Halftime

- a. Halftime will be 3-minutes in length



5. Communication and Team Bench

- a. The only individuals allowed on the team bench are the Head Coach, Assistant Coach (total of two coaches per bench), and players officially listed on the team roster
- b. Head Coach must identify themselves to game official(s) prior to start of game
- c. Coaches should communicate with game officials for any game issues
- d. Do not approach score table staff – some staff are minors, ages 14-17 years

6. Sportsmanship and Conduct

- a. All players, Coaches, parents/spectators must demonstrate positive sportsmanship at all times.
- b. All players, Coaches, parents/spectators are expected to follow the City of Maricopa Youth Sports Code of Conduct at all times during their presence at practices and games, including parking lots.
 - i. Failure to abide by the Code of Conduct will result in disciplinary action by City Sports Staff
- c. City of Maricopa Youth Sports are to reflect a fun, fair, and safe program for all participants involved.

7. Game Officials

- a. One or two game officials/scorekeepers will be assigned to each game
- b. Officials will provide reminders, encouragement, and praise throughout games to help players and their development

8. Jewelry and Player apparel

- a. No jewelry of any kind during warm-up and game time
 - i. No taping of earrings, nose rings, etc. No exceptions.
 - ii. Medical ID bracelets are allowed
- b. Players must have tennis shoes or court shoes
- c. Players must have a team jersey



5-6 Year Division

1. Game Clock

- a. Game time will be two 18-minute halves with a running clock

2. Coach on Court

- a. One Coach is permitted on the court per team to give instructions
- b. The coach must remain near the sideline or baseline

3. Substitutions

- a. The clock will stop at 4, 8 & 12 minutes for substitutions
 - i. Time Outs/Substitution periods will be 30 seconds

4. Time outs

- a. No additional time-outs

5. Defense

- a. Man-to-man defense only
 - i. Colored wristbands will be provided to all players
 - ii. Players will play defense with their opponents matching their wristbands
- b. Help defense can only occur inside the key, no double-teaming outside the key
- c. No stealing or swiping the basketball while the offensive player has possession
- d. Full-court press is not allowed. There will be no pressing defense in the backcourt. The defensive team must retreat to mid-court and cannot challenge the offensive player until they cross the center line.

6. Fouls

- a. Fouls will not be called, but the referee can reset play when needed

7. Free Throws

- a. No free throws

8. Violations

- a. No screening
- b. No stealing the basketball while an offensive player has possession
- c. Double dribble, traveling & carrying will be permitted
- d. No lane violations

9. Score

- a. No score will be recorded for this age division



7-8 Year Division

1. Game Clock

- a. Game time will be two 18-minute halves with a running clock

2. Coach on Court

- a. The court is off-limits to coaches who must stay on the sidelines and Baselines

3. Substitutions

- b. The clock will stop at 4, 8 & 12 minutes for substitutions
 - i. Time Outs/Substitution periods will be 30 seconds

4. Time outs

- a. No additional time-outs

5. Defense

- a. Man-to-man defense only
 - i. Colored wristbands will be provided to all players
 - ii. Players will play defense with their opponents matching their wristbands
- b. Help defense can only occur inside the key
- c. No stealing or swiping the basketball while the offensive player has possession
- d. Full-court press is not allowed. There will be no pressing defense in the backcourt. The defensive team must retreat to mid-court and cannot challenge the offensive player until they cross the center line.

6. Fouls

- a. Fouls will be called; Every foul will result in an out-of-bounds possession by the team whose player was fouled.

7. Free Throws

- a. No free throws

8. Violations

- a. No screening
- b. No stealing the basketball while an offensive player has possession
- c. Excessive double dribble and traveling may be called
 - i. Traveling calls are subject to the referees' judgment.
- d. No lane violations



9. Score

- a. Score will be kept

9-15 Year Division

1. Game Clock

- a. Game time will run for two 20-minute halves.
- b. Running clock during game time
- c. The clock will be stopped during team & official's time-outs, including injury.
- d. The clock will stop during the last two minutes of the second half if the score is within 10 points.
 - i. The clock will run if the score is more than 10 points
- e. Half Time
 - i. 3-minute half time

2. Coach on Court

- a. The court is off-limits to coaches who must stay on the sidelines and baselines

3. Substitutions

- a. All substitutes must check in at the scorer's table and wait for the official to allow them to enter the game

4. Time Outs

- a. Two 30-second time-outs for each team per half

5. Defense

- a. Open defense (man or zone)
 - i. No double teaming, no trapping
- b. Full-court press is permitted during the last 10 minutes of the second half.
 - i. No full-court press if the pressing team is ahead by 10 or more points.
- c. Help defense permitted only in the key area

6. Fouls

- a. All fouls will be recorded per player and team.
 - i. Seven team fouls committed will result in a one-and-one bonus with free throw attempt(s)
 - ii. Ten team fouls committed will result in a two-shot bonus with free throw attempts.
- b. Players will have a max of six fouls per game.



- i. The player will have to exit the game at their sixth foul.
- c. Shooting fouls will result in the appropriate number of free-throw attempts.
- d. Technical fouls will result in the opposing team being awarded two free-throw attempts and possession.
- e. Unsportsmanlike Technical foul will result in player substitution plus the opposing team awarded two free throw attempts and possession.
 - i. The player must sit out for 2 minutes of the game clock.

7. Violations

- a. Three-second lane violation
 - i. A warning will be given before a call is made.
- b. Double dribble and traveling will be called
- c. Ten-second violation
 - i. The Offensive team has 10 seconds to bring the ball across half court

8. Score

- a. Game score will be recorded.
- b. If a team is leading by more than 30 points, the score will be turned off, the game clock will run, and the scorekeeper will continue to record the score sheet.
- c. Score can be turned back on if the score is within 30 points.

9. Overtime

- a. a (2) two-minute overtime will be played at the end of regulation. If there is a tie at the end of the overtime period, the game will go to a sudden-death play. Sudden Death will be started with a Jump Ball in Center Court. The game will end after one team makes a basket or a free throw.
 - i. The clock will stop at all dead balls
 - ii. Each team will receive one thirty-second time-out
 - iii. All personal fouls will carry over



Equipment:

Division	Basketball Size	Goal Height
5 – 6 years	27.5"	7.5 feet
7 – 8 years	27.5"	8 feet
9 – 10 years	28.5"	10 feet
11 – 12 years	29.5"	10 feet
13 – 15 years	29.5"	10 feet

Let's have a Fair, Safe, and Fun season!



Updated on 02/04/2025

City of Maricopa Athletics Code of Conduct

Purpose

This policy replaces the previous Team Sports Code of Conduct & Misconduct Procedure. The City of Maricopa Athletics Code of Conduct is designed to promote a safe, respectful, and inclusive environment where all participants can enjoy athletics programs.

Scope

This policy applies to all City of Maricopa Athletics programs, participants, spectators, and staff.

Policy

Recreation staff are responsible for ensuring that all participants have the right to engage in Athletics programs in a safe and respectful environment. Misconduct will not be tolerated.

Staff are responsible for identifying and addressing misconduct and enforcing this policy. Any participant who engages in misconduct may be subject to disciplinary action, including removal or suspension from a program or facility.

The length and type of disciplinary action—including permanent exclusion or trespass—will be determined at the sole discretion of the City of Maricopa. Questions regarding the interpretation of this policy will be referred to the Manager on Duty.

Definition of Misconduct

Misconduct is defined as any behavior that:

- Violates facility rules or this Code of Conduct
 - Is illegal, unsafe, or disruptive
 - Causes or could cause harm or injury
 - Interferes with another individual's ability to participate or enjoy a program
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Examples of Misconduct



Updated on 02/04/2025

Misconduct may include, but is not limited to:

1. Failure to follow staff instructions or comply with City policies and facility rules
2. Verbal abuse, harassment, or disrespect toward staff, volunteers, or participants
3. Bullying, intimidation, threats, or physical altercations
4. Disruptive or inappropriate behavior
5. Theft, vandalism, or littering
6. Possession or use of weapons in violation of City Code 9.60
7. Use or possession of alcohol, tobacco, or illegal substances
8. Refusal to leave a program area or facility when directed by staff
9. Failure to follow rules specific to an activity or program
10. Use of profanity, obscene gestures, or gang-related signs, symbols, or attire
11. Taking photos or videos in restrooms or locker rooms, or recording for commercial purposes without prior approval from Recreation Management
12. Use of audio or multimedia devices without headphones or beyond personal use
13. Loitering, soliciting, or canvassing
14. Using City facilities for business or financial gain without prior approval from Recreation Management
15. Wearing or displaying inappropriate attire or items, including those with profane or vulgar content or that are unsuitable for the activity
16. Bringing animals into the facility, except for authorized service animals
17. Engaging in sexual misconduct, including inappropriate public displays of affection, voyeurism, or exhibitionism
18. Poor personal hygiene that creates a nuisance or disrupts others

