

# CITY OF CLOVIS RECREATION YOUTH BASKETBALL LEAGUE RULES AND REGULATIONS 2026

## Outcomes of the Program:

- To teach skills, build character, and have fun.
- To have fair play and sportsmanship!
- *We can have fun by building character through teaching skills. Remember: This is a positive learning experience. SHOUT PRAISE, WHISPER CRITICISM!!!*

The City of Clovis Recreation reserves the right to modify these rules at any time. California Interscholastic Federation (CIF) rules for the current year will be used for all games with the following exceptions:

## Divisions are designated as such

**Under 7, Under 9, 11 & under, and Middle School**

### I. GAME TIME

- **Under 7** – Four (4) ten (10) minute quarters running clock time, except in the last two (2) minutes of the game in which stop time will be used.
- **Under 9, 11 & under, and Middle School** – Two (2) twenty (20) minute halves running clock, except in the last two (2) minutes of the game in which stop time will be used.
- If a team is ahead by ten (10) or more points any time in the last two (2) minutes of the game, the clock will continue to run except during injuries.
- There will be two (2) minutes between quarters and five (5) minutes between halves.
- Time will be measured by scorekeeper.

### II. REQUIRED PLAYING TIME

#### All divisions

***ONCE A PLAYER HAS BEEN CHECKED INTO THE GAME, HE/SHE CANNOT BE SUBBED OUT UNTIL THEIR 5 MINUTES OF PLAYING TIME HAS BEEN COMPLETED.***

- **Under 7** – Each player must play five (5) minutes per half uninterrupted (without being subbed out). ***THIS RULE WILL TAKE EFFECT IN THE 1<sup>ST</sup> AND 3<sup>RD</sup> QUARTER, ALLOWING COACHES TO SUB FREELY IN THE 2<sup>ND</sup> AND 4<sup>TH</sup> QUARTER.***
- **Under 9, 11 & under, and Middle School** – Each player must play five (5) minutes per half uninterrupted (without being subbed out). After each child plays his/her required amount of time, coaches may then freely sub.
- ***ALL PLAYERS MUST REPORT TO THE SCORE TABLE BEFORE THEY WILL BE ALLOWED INTO THE GAME.*** If a player does not check in at the score table, a warning will be issued. After a warning, a technical foul will be given to the bench.

- Coaches are responsible for substitutions being prepared to enter the game.
- All team members present at the game must play the minimum amount of playing time required for each division. ***FAILURE TO DO SO WILL RESULT IN FORFEIT OF THE GAME. ONLY COACHES ARE PERMITTED AND RESPONSIBLE FOR PROTESTING REQUIRED PLAY TIME.***
- Players that arrive late but during the first half are only required to play the minimum required time in the second half. Players that arrive late in the second half are not required to play.

### III. **TIME OUTS**

- Each time out will be one (1) minute in length. The clock will stop during time outs. Unused time outs do not carry over to the next period or into overtime.
- **Under 7** – Each team will be allowed one (1) time out per quarter.
- **Under 9, 11 & under, and Middle School** – Each team will be allowed two (2) time outs per half.

### IV. **OVERTIME: For Tournament Play Only**

#### **All Divisions**

- In the case of a tie, an overtime period of two (2) minute stop time will be used until winner is determined.
- Each team will be allowed one (1) time out during that overtime period.

### V. **FORFEIT OF GAME**

A team must have at least four (4) eligible players ready to play by five (5) minutes after the scheduled game time. Failure to do so will result in a forfeit of the game. If a team loses a player (such as injury) and the total number of players on the team that are eligible to play is less than four, the game will be called. Teams may utilize remaining time to scrimmage or practice, however officials and scorekeeper will not be permitted to work.

### VI. **BACKCOURT VIOLATIONS**

All backcourt violations will be enforced.

### VII. **PRESSING DEFENSE**

- **Under 7** – Defense must start behind the “Blue Line”. Once the ball crosses the “Blue Line”, defense can pressure the ball, even if offense moves the ball back behind the “Blue Line”. Once up by 6, drop inside the 3-point arc.
- **Under 9** – Half court pressure is permitted with a lead of less than 6 points. Once up by 6, drop inside 3-point line. Backcourt pressing will not be allowed.
- **11 & Under** – Pressing is allowed throughout the game with a lead of less than 10 points. Once up by 10, only half-court defense is allowed.
- **Middle School** – Pressing is allowed throughout the game with a lead of less than 10 points. Once up by 10, only half-court defense is allowed.

### VIII. **DEFENSE**

- **Under 7** – Teams are allowed to play man-to-man, 2-3, and 3-2 zone defense throughout the game. NO Trap defense is permitted.

- **Under 9** – Teams are allowed to play man-to-man, 2-3 Zone, or 3-2 Zone defense throughout the game. NO Trap defense is permitted.
- **11 Under** – It is recommended that teams use a man-to-man defense throughout the game, however zones such as 2-3 or 3-2 and trap defenses are permitted.
- **Middle School** – It is recommended that teams use a man-to-man defense throughout the game, however zones such as 2-3 or 3-2 and trap defenses are permitted.

**IX. DRESS CODE**

- Players must wear the uniform provided by the City of Clovis Recreation.
- Uniforms should be tucked in, and shorts should be worn properly (on the hips).
- **NO JEWELRY IS ALLOWED**
- If there are two teams wearing colored uniforms, the team listed as the visiting team will wear pinnies.
- Headgear for medical, cosmetic, or religious reasons may be permitted, provided it is not abrasive, hard, or dangerous, to any other player and which is attached in such a way it will come off during play. The Recreation staff or officials will rule on any headgear.

**X. EQUIPMENT**

- **Under 7** – A junior size ball (27.5”) and goals at a height of (8.0’) will be used.
- **Under 9** – An intermediate size ball (28.5”) and goals at a height of (9.0’) will be used.
- **11 & Under** – An intermediate size ball (28.5”) and goals at a height of (10.0’) will be used.
- **Middle School** – A regulation size ball (29.5”) and goals at a height of (10.0’) will be used.
- The City of Clovis Recreation will supply game balls and other necessary supplies for use during the games.

**XI. FOULS: WHEN A PLAYER COMMITS THEIR 5<sup>TH</sup> FOUL**

- Player who commits their fifth (5<sup>th</sup>) foul must sit for two (2) minutes.
- Each foul committed after the fifth (5<sup>th</sup>)
  - a. Non-Shooting Foul: One (1) shot and the ball.
  - b. Shooting Foul: Two (2) shots and the ball.

**XII. FREE THROWS**

- **Under 7** – Players shoot from the first line in front of the regulation free throw line.
- **Under 9** – Players shoot from the first line in front of the regulation free throw line.
- **11 & Under** – Players shoot from the regulation free throw line.
- **Middle School** – Players shoot from the regulation free throw line.
- **Bonus** – Bonus goes into effect on the seventh (7<sup>th</sup>) team fouls and Double Bonus on the tenth (10<sup>th</sup>) team foul. Bonus is carried into overtime.

**XIII. THREE POINT LINE**

The three-point line will be scored as in regular CIF rules.

#### XIV. COACHES CONDUCT

- Coaches are very important role models for children in athletics. It is the coaches' responsibility to develop self-esteem, confidence, sportsmanship, and a positive attitude in the children that he/she coaches. A goal of The City of Clovis is to have all the coaches working within our programs setting good examples.
- Coaches should always keep their tempers in control and watch their conduct around the children. This includes practice, games, or any other The City of Clovis Recreation activity.
- The City of Clovis Recreation will take whatever action necessary to ensure that all coaches display proper conduct.
- If coaches display unsportsmanlike conduct during a game, they will be given a technical foul after the first warning. **YELLING AT OFFICIALS, PLAYERS, OR STAFF WILL NOT BE TOLERATED.**
- If coaches use foul language (Cursing, profanity, etc.) a technical foul will be given. A warning is not required for this conduct.
- If a coach receives a second technical foul, they will be ejected from the game.
- Any Coach who is ejected from a game will also be suspended during the team's next scheduled game. Also, the right to coach a future team can be denied. (To be determined by The City of Clovis Recreation).
- Coaching box is the Length of the Bench if a Coach goes out of this box, he/she may be subject to a technical foul.

#### XV. SPECTATORS CONDUCT

- If parents or spectators from a particular team display unsportsmanlike conduct during a game, their team will be given a technical foul on the bench. It is important that coaches explain this to their parents/spectators. **YELLING AT OFFICIALS, PLAYERS, OR STAFF WILL NOT BE TOLERATED.** Coaches need to help keep parents/spectators cheering for the players and not yelling at officials so as not to take away from the child's experience.
- Spectators are not allowed to approach the score table during game play. During time out or half time, parents can approach the program monitor.
- If a spectator approaches the score table during game play, a technical foul will be given to the bench.
- Spectators are permitted to sit on designated bleachers along each baseline Spectators are not allowed to sit, stand or pace along other areas of the court including the sideline opposite of team beaches.

#### XVI. PROTESTS

Every attempt should be made to handle situation before filing an official protest with The City of Clovis Recreation.