

City of Los Angeles
Department of Recreation and Parks
Citywide Youth Sports Committee

2006 CITYWIDE BASKETBALL TOURNAMENT RULES

February 28, 2006

Citywide Playoff Tournament Basketball will be governed by the current edition of the National Federation of State High School Association Rules unless otherwise stipulated herein.

1. Team Dress Code

Team members must wear jerseys of the same color. No individual's team number shall be the same. If a player wears a t-shirt under the uniform, it must be the same color as the jersey.

- A. Team Jerseys shall indicate the member's number, which shall be at least 6 inches high on the back and at least 4 inches high on the front and no less the $\frac{3}{4}$ inch width excluding the border.
- B. The number shall be centered vertically and horizontally.
- C. Each team member shall be numbered on the front and back of the team jersey with plain Arabic numerals. **The following numbers are legal: 0, 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.** A team member list shall not have both numbers 0 and 00.

Rule Clarification

One Administrative Technical Foul for multiple jersey number violations per team.

2. Length of Game

The Minor Division will play games for four (4) ten minute, running time, quarters, with two time outs per half. Teams will have one minute intermission between quarters. Half time will be five minutes.

The Major and Junior Divisions will play games of two (2) twenty minute halves, running time, with two time outs per half.

In all divisions, the last two minutes of the game will be stop time if the score is less than 10 points.

Clarification: During free throws if the score drops to a 9 points the clock will stop at that moment. IF DURING FREE THROWS THE SCORES REACHES 10 POINTS THE CLOCK WILL START WHEN THE BALL IS PUT IN PLAY. For example, during free throws the score difference is 9 points and the first free throw is made, making it a 10 point difference. The clock will start if the second free throw is missed or when the ball is in bounded.

3. Overtime

In all divisions, should a game be tied at the end of regulation time, a two (2) minute, stop time, overtime period will be played. Each team will have one time out in the overtime period. If needed, the second overtime period will be Sudden Death; the first team to score wins. Each overtime period will start with a jump ball. In the City Championship Final Game the game will continue with two minute overtime periods until a winner is determined. (Sudden death will not be used). It is recommended that Region and District Championship Final game follow the same format.

4. **Bonus Rule**

The bonus rule in all divisions will start on the seventh team foul, five fouls will eliminate a player, and the tenth foul of the half will result in a double bonus.

5. **Grace Period**

There is no grace period. A team must have five players to start the game.

6. **Defensive Pressure – Back Court pressure, Full Court Press**

Back court pressure (full court press) is not allowed for teams ahead by 20 points or more at any time during the 2nd half. 1st violation warning, 2nd and all subsequent violations will result in a technical foul.

7. **Substitution**

Major & Junior Divisions – At the start of the first and second half, teams begin with their starting five players, who must play the first five consecutive minutes. At the 15 minute mark of each half, a mandatory “sub time out” would be called. Teams are required to insert all of the players that had been previously on the bench into the game. These players are required to play the next five consecutive minutes. No free substitutions will be allowed during mandatory playing times (the first 10 minutes of each half). The remaining 10 minutes of each half would be free substitutions.

Minor Division – At the start of the first and third quarter, teams begin with their starting five players, who must play the first five consecutive minutes of the half. At the halfway point of the first and third quarters, a mandatory “sub timeout” would be called as the teams insert into the game, all of the remaining players that were previously on the bench. These players are required to play the remaining five minutes of the quarter. The first and third quarters are mandatory play quarters. No free substitutions are allowed during mandatory play quarters. The second and fourth quarters are the free substitution quarters.

The only exception is in the case of an injured player. The injured player can be removed during the mandatory play period, however, the injured player must return to the game during this period if the injury no longer prohibits participation.

Directors/ staff assigned to the game will be responsible for monitoring that teams are abiding by the mandatory play rule. Teams failing to adhere to the playing rules, risk forfeiting the game and/or having the coach removed for the remainder of the tournament.

8. **Official Scorekeeper**

Scores in the official book will be official. Coaches must give starters and substitutes their numbers to the scorekeeper before every game.

9. Players, not in the game, and coaches must remain the coach’s box. Violation is a two-shot technical foul.

10. All coaches are responsible for the conduct of their players, coaches and fans.

11. A maximum number of players allowed on the roster are 10.

12. The alternating possession rule will be used.
13. The three-point line will be used on courts that have a three-point line marked.
14. Intentional fouls will result in two-shots and the offended team receiving the ball.
15. The Minor Division and all Girl's Division will use an intermediate (Women's size 28.5) ball. The Major and Juniors will be use the official regulation size ball.
16. All divisions will use the "three seconds" violation rule.
17. A player appearing on any varsity or Junior Varsity High School roster is not eligible to participate in the Citywide Tournaments in current sport of that year.
18. The high school "blood rule" will be in effect for all games.

19. Protests

Protests of rule interpretation will be handled on the spot by the Sports Committee or their representatives.