

**CITY OF LOS ANGELES
DEPARTMENT OF RECREATION AND PARKS
CITYWIDE YOUTH SPORTS BOARD**

2022 Citywide Basketball Tournament Rules

The current High School Federation Basketball Rulebook will govern play in the Regional and Citywide Basketball Tournaments with the following rules being the exceptions or clarifications. Rules can be clarified by the Regional or Citywide Youth Sports Board.

I. EQUIPMENT/PLAYER DRESS CODE

1. The Minor Division and all Girl's Divisions will use an intermediate size ball (28.5"). The Major and Junior Division will use the official size ball (29.5").
2. Each team members must wear jerseys and shorts of the same color.
3. If a player wears a t-shirt/sleeveless shirt under the uniform, it must be the same color as the jersey (different color tank tops may not show from beneath jersey).
4. Arm sleeves, knee sleeves, lower leg sleeves and tights are permissible:
 - a) Must be a solid color, either black, white, beige or the predominant color of the uniform. All teammates must wear the same color sleeves/tights, with an exception for knee braces. Note: A knee brace is defined as anything that contains hinges and/or straps or an opening over the knee cap.
5. Socks may be any color.
6. No individual's team number shall be the same. Jersey number must 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.
7. The numbers shall be centered vertically and horizontally.
8. Each jersey shall be numbered on the front and back with plain Arabic numerals.
9. Any single- or double-digit number shall be allowed.
10. ***1 technical foul (2 shots) will be assessed per player for any uniform violation. Exception: Only 1 administrative technical foul (2 shots) will be assessed for multiple jersey number violations per team.***
11. Technical fouls on both teams do not cancel out, both teams will shoot free throws.

II. ELIGIBILITY

1. The Recreation Center must have a minimum of 2 teams and 16 players in a division to be eligible to send an All-Star team in that division.
2. A player may not play on more than one team during the Regional or Citywide Tournament.
3. A player is ineligible if they are listed on a high school Varsity or Junior Varsity roster during the winter of the current year.
4. Only registered players listed on the recreation centers official tournament roster are eligible to play.
5. Proof of age is required.
6. Age is determined as of January 1st of current year.
 - a) Minor Division: 9-10 years of age
 - b) Major Division: 11-12 years of age
 - c) Junior Division: 13-15 years of age
7. All-Star Tournament teams must meet all eligibility requirements as identified in the General Rules of the Citywide Youth Sports Board Bluebook.
8. All Star Tournament Roster **must have a minimum of 8 players and a maximum of 10 players.**
9. If a player is found ineligible during the tournament, that player and coach will be eliminated. This has no effect on previous games already played in the tournament.

III. TIME OF THE GAME

1. There shall be **(2) twenty-minute halves**, running time, with an intermission of **3 minutes** between

halves. The last 2 minutes of the game will be stop time if the score difference is less than 10 points.

- a) Clarification: During free throws if the score drops to a 9-point difference, the clock will stop at that moment. If during free throws the scores reaches a 10-point difference, the clock will start when the ball is put in play.
2. Each team gets with 2 time-outs per half. First half time-outs do not carry over into the second half.
3. **Overtime:** In all divisions, should a game be tied at the end of regulation time, a 2 minute, stop time, overtime period will be played. Each team will have 1 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 and Region Championship Final Game the game will continue with two-minute overtime periods until a winner is determined. (Sudden death will not be used).

IV. GAME PLAY

1. A game may start with 4 players, but the team must have 5 by the start of the second half to avoid forfeiting the game.
2. Coaches must give starters and substitute's numbers to the scorekeeper before every game.
3. The scorekeeper will keep the official score in the official scorebook.
4. The high school "blood rule" will be in effect for all games.
5. The Bonus rule will start on the seventh team foul with double bonus starting on the tenth team foul.
6. During a Free Throws, a player occupying a marked lane space may enter the lane on the release of the ball by the shooter. However, players occupying a marked lane space may not enter the free throw semicircle until the ball touches the rim or until the free throw ends.
7. Back court pressure (full court press) is not allowed for teams ahead by 20 points or more at any time during the game. 1st violation is a warning, 2nd and all subsequent violations are team technical fouls.
8. If a team is ahead by thirty (30) or more points after half-time the scoreboard will be turned off, but the game will continue to be recorded in the official scorebook.

V. PLAYERS AND COACHES

1. The bench is only for players and up to 2 coaches. Players not in the game must remain on the bench.
2. Coaches must remain in the coach's box. Violation is a two-shot technical foul. Coaches box is usually marked on the court approximately 10 feet from half court and will extend to the baseline.
3. Only the head coach is allowed to stand and address the officials If the coach gets a technical foul, she/he will not be allowed to stand.
4. A player will be eliminated from the game after receiving his/her 5th personal foul.
5. Coaches have up to 15 seconds to replace a disqualified or injured player once warning signal sounds.
6. All coaches are responsible for the conduct of their players, coaches and fans.
7. Any player, coach, or spectator that is ejected from the game, must leave the immediate vicinity of the playing field/court. The Citywide Sports Board reserves the right to determine a possible suspension of the person ejected based on the severity of the act(s) leading to ejection.
8. Intentional fouls will result in two-shots and the offended team receiving the ball. Intentional fouls include but are not limited to excessive contact with an opponent while the ball is live or until an airborne shooter returns to the floor.

VI. MANDATORY PLAY RULE

1. At the start of the first and second half, teams begin with 5 players, who must play the first 5 minutes consecutively. At the 15-minute mark of each half, a mandatory substitution will be called. Teams must insert all players on the bench into the game. No free substitutions will be allowed during the first 10 minutes of each half. The remaining 10 minutes of each half will be free substitutions. Exception: 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.
2. Directors/staff assigned to the game will be responsible for monitoring that teams are abiding by the

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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.

VII. PROTESTS

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