

Chandler/Gilbert Youth Basketball League Rules

6th and 8th Grade Boys/Girls

Ball

- The Ball Size will be Regulation 29.5

Scheduling

- Every team will be scheduled 6 regular season games and 2 playoff games for a total of 8 games.
- Every team will have at least one practice per week
- All games are on Saturdays at The PITT in Chandler at Germann and Cooper..

Uniform

- The provided Chandler/Gilbert Youth Basketball League Jersey must be worn during games. No exceptions.
- Dark Shorts and Gym shoes should be worn along with the Jersey.

Court Size

- Full Court
- The height of the Basket will be approximately 10 feet.
- The Free throw Line will be 15 feet from the basket.

Teams

- Players must be listed on the official season roster to be eligible to play during games.
- Each team will have 8-10 players.
- The game will be played 5 on 5
- Teams will be Co-Ed

Forfeits

- Please make every effort to make sure you and your team shows up on time for your game. If your team fails to have at least 4 players at the start time for your game your team will be given a five minute grace period. Once the 5 minute grace period has elapsed the game will be a forfeit.
- Try to have your team arrive 15-20 minutes before their scheduled game time.

Playing Time

- Playing time is based on participation from all team members
- All Players should play a minimum of 50% of the Game
- All Players must play in both halves.
- It is the responsibility of the coach that **ALL** players play in at least half of every game.
- If a player misses practice without calling/emailing or contacting the coach with proper notice, it is the coaches decision whether or not to play them in that weeks game.

Substitutions

- Substitutions can be made during timeouts, quarters, stoppage of play, or if an injury occurs.
- Players must be sitting at score table and called into the game by the referee before entering the game.

Coaches/Timeouts/Bench/ Code of Conduct

- Two Coaches are allowed on the sideline/bench during the game
- Only 1 coach can be standing on the sideline while play is going
- Coaches are not allowed on the court during play
- Everyone on the bench during the game: coaches and players need to be seated (Head Coach can stand)
- Everyone on the bench during the game needs to be seated and cheering positively for their team. No trash talking.
- Each Coach will be give 2 timeouts per half per game. Timeouts not used in the 1st half are lost. They can not be carried over to the 2nd half.
- Coaches are responsible for the conduct of their players, parents, coaches, and fans. The coach must set the tone for positive behavior from the kids and parents.
- Head Coaches must wear a CGYS coach's shirt at every game. This will help to identify who the head coach of the team is.

Game Time

- Four 10 minute quarters with a running clock. Clock will stop during timeouts, between quarters, halftime, and the last 2 minutes of the 4th quarter (If the score is within 10 points or less).
- Half Time will last 2 minutes with 1 minute between quarters.

Injury

- Any player that is bleeding must leave the game immediately. Play may re-enter the game when the bleeding is stopped. If the injured player requires attention on the court they must leave the game. The player may re-enter the game according to the substitution rules.

Game Rules/Violations

- A Jump Ball will begin each game.
- Possession will alternate on jump balls, each quarter, or a double foul call.
- Pressing is allowed. Double Teaming or trapping is allowed in half court.
- If a team is up by 15 or more points they must only play man to man defense in the half court. No trapping.
- Man to Man Defense must be played at least half of game. Zone can be played the remainder of game.
- Stealing/Taking the ball from an offensive player who controls the ball is allowed.
- Stealing the ball during a pass is allowed.
- Blocking shots is allowed.
- Back Court Violation- Over and Back Rule.
- 5 second violation for not inbounding the ball in time.
- Three-second rule. An offensive player cannot stand in the lane (also known as the key or paint) for more than three seconds. If the offense commits the violation, the ball is awarded to the defense.
- Defensive three second violation (illegal defense). If a defending team spends more than 3 seconds in the free throw lane while not actively guarding an opponent. To be considered actively guarding, a defender must be within arms length of an opponent and in a guarding position.
- Score will be kept.
- If one team is up by 20 the score will be turned off and kept at the score table.
- Overtime will be 3 minutes. Double overtime will be sudden death (first to score off jump ball).

- There will be two officials.

Violations

- Walking/Traveling
- Double Dribbling
- Carrying/Palming

- Back Court
- Time Violations- 5 Second Closely guarded rule (within 3 feet), 5 seconds to inbounds ball, 10 seconds to pass half court
- 3 Seconds in the Lane
- Fouling

Fouls

- Individual Fouls Kept. A player is disqualified from the game if he/she commits their 6th individual foul.
- Team Fouls will be kept. When a team commits their 7th team foul in the half the other team will be in the bonus and shoot one and one free throws on non-shooting fouls. If a team commits 10 or more team fouls in a half the other team will go into the double bonus and shoot two free throws.
- If a player is in the act of shooting the player will be rewarded 2 free throws from the free throw line. If the shot goes in the player will be rewarded only 1 free throw. If the player is fouled while not shooting the player's team will take the ball out at the nearest sideline or baseline.
- Fouls Include: Hitting, pushing, slapping, holding, Illegal Screen, etc.

Technical Fouls/Ejection

- If a player is assessed a technical foul he/she will also be assessed a personal foul. If a coach is assessed a technical foul he/she must sit the remainder of the game. Technical fouls will result in 2 points for the opposing team and the ball.
- Technical fouls can be given by officials/referees at any time during the course of the game. Examples include: Unsportsmanlike conduct, coaches, players, team member or fan disrespecting an official at any time, Profanity, Fighting.
- A coach, team member, bench personnel receiving two (2) technical fouls shall be ejected from the game. Any player or coach ejected from the game will be suspended for the next game and upon review of the CGYS staff may be subject to further disciplinary action.

